

THE DRAGON TREE SPELL BOOK



A PLAYING AID FOR ALL FANTASY DUNGEON ADVENTURES

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THE DRAGON TREE

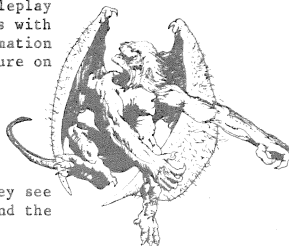
MONSTER FILE ONE

MONSTER FILE 1 is a collection of 48 original monsters suitable for use in any fantasy roleplay system. These are printed on 4x6 index cards with the complete statistics and relevant information on one side and a illustration of the creature on the other.



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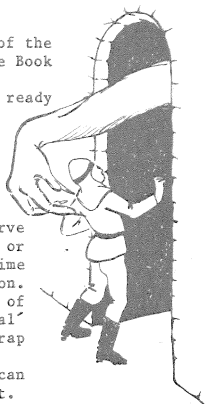
The contents of this handbook are drawn largely from the Murex Manuscript of the Defensive Compendium of Master Humphrey Tappercoom (also called 'The Blue Book of Hengist' or 'Master Humphrey's Blue Book').

The handbook describes over 100 traps, detailed in a standard format and ready to play, which are compatible with most fantasy role-playing games. Also this book includes notes, tables and other aids for construction and play. Traps included are of all types of construction: magical, mechanical or techno; simple, skilled or super-high.

No 'Instant-Killer' type traps are included. Escape is possible from all of these traps, but escape requires brains, not Monty-Haul hardware. The editors believe that there are two legitimate purposes a trap can serve in the game: it can be a time-pressure emergency, as exciting as a melee or it can serve as a rest from urgency, allowing the players to use their time to solve a puzzle or to interact with each other in an interesting situation.

Since the presence of danger and the amount of danger are optional, most of the traps in this book are suitable for all levels of play. A 'Time/Total' chart is provided for ready reference to help adjust the danger of each trap and the time required to play out, according to the strength of the party.

Most of the traps in the handbook are of the non-urgency sort. Danger can be added if the DM wishes but the traps are sufficiently interesting without.



Coming Soon!

The Eprae Islands Mysteries

no 1 Stones of the Selt Long ages ago, Mage Antonitas and the witch, Lotana, stood on two mountain tops with their armies dead below \$5.00 Release date - IMMEDIATE them on the Plains of Praz. There they fought with works of wondrous magic such that the continent sunk beneath them and the oceans rushed forth to form the Shallow Sea. Centuries later, men returned to the area, settling the scattered islands which were once mountain tops. The sight of the battle is not known.

The Eprae Islands form a series of eight fantasy modules, each can be played in one evening or combined as a continuing campaign. After each module, the characters are either dead, free to return to the mainland or to continue to the next island in the series. A strong mystery plot holds the adventures together as the players find clues which lead from one island to another and pursue an ancient evil being to its hidden fortress and beyond. This series has been played continually for five years by its author. \$5.00 Release date - August 81

no 2 Hall of The Eld

Each module is suitable for levels 1 through 5 and takes place above and underground.

no 3 River of Death

\$5.00 Release date - September 81

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THE DRAGON TREE SPELL BOOK

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Such labor'd nothings, in so strange a style,
Amaze th' unlearn'd and make the learned smile.
Pope -- Essay on Criticism

I N T R O D U C T I O N

Here is a collection of spells from many Shadow-worlds. We have described what we know of their workings, but the Multiverse is various and in other Shadows they may work differently or not at all. Every word in this book is but a suggestion to the DM, who is welcome to use or change this material as he likes.

The collection contains 224 spells, and 220 of them are suitable for any game system and any magic system. The spells are divided by level and arranged alphabetically within each level. The heading for each spell states which class of character developed the spell (Mage, Cleric, etc). For all other classes, the spell will be two levels higher. (For instance, "Sunlight" is listed under Level 3 as a "Cleric" spell. For other classes it is treated as a 5th Level spell.) When a spell is listed "Druid only" or "Cleric only" etc, it cannot ever be used by any other class.

Our suggested casting time is 1 segment per effective level of the spell. (For instance, "Sunlight" would take 3 segments for a Cleric to cast, 5 segments for a Mage or other class) For suggested mana cost for each spell, see 'PERSONAL MANA SYSTEM', Page 5.

At the back of the book is an index listing all spells by the originating class and level. On the inside covers, you will find a complete alphabetical listing.

In the heading of each spell, "Mage" means just Mages or Magic-users, but in the text it normally includes Clerics, Druids, Shamans, etc. The pronouns "he" and "she" almost always include all sexes.

To aid the DM who is choosing or inventing a magic system for his world, we are also including a checklist-outline for each of the Four Known Systems, along with excerpts from Theologian Newton's PRINCIPIA ARCANa and a system for handling impromptu spells. (Permission is granted to photocopy all charts, outlines, etc for personal use)

NAMES OF THE FOUR KNOWN SYSTEMS

PERSONAL MANA SYSTEM: The Mage has each day a certain number of 'mana points' to budget as he likes among the spells he knows.
 PERCENTAGE SYSTEM: The Mage has a certain percentage to get his spells right, and fumbles can be dangerous.
 LOCAL MANA SYSTEM: After so many spells are cast in one place the mana there is used up and the Mage must move somewhere else to cast more.
 MEMORIZATION SYSTEM: The Mage may cast each spell only one or more times per day, depending on his level.

THEOLOGIAN NEWTON'S DOCTRINE OF THE FOUR MANAS

Just as heat light motion kindly inclining and love be all the same but differently named for their uses, so it is convenient to name differently four sorts of mana for their four uses, and perhaps many more as well in some worlds.

First comes the Etheric or Local Mana, which I have heard Greylock of Darcron describe thus: "Mana is a magic energy source that permeates all Creation. In its natural state it is inert and undetectable. However, through the use of magical methods this energy may be changed in form so that it may affect physical objects." And many call this the Working Mana, for it doth the work.

This mana in some worlds the Mages gather and store in their bodies and carry it round with them like a bee her honey till they spend it in spell-casting and they can cast no more till they eat and rest, and here they speak of their 'Personal Mana Points'. (And in other worlds some use those words to mean the strength they spend to draw and control the mana when they cast) [See PERSONAL MANA SYSTEM, Page 5 -- ed.]

Newton postulates two more 'manas' as well (Psitalent and Shadowmana), which he says must exist on all worlds whether the Mages there are aware of them or not. In this he is reasoning from his famous heretickal theory of 'Physics' which holds that for every magical action there must be somewhere a magical reaction or 'backlash', and that matter and energy may not be created or destroyed (even by magic), but only moved or changed. (see PRINCIPIA ARCANA, vol IX) Applying this theory he says:

Thus we see that all magic be truly Shadow-magic and first all open a gate to some Shadow or plane and through it they fetch the food or the missile and when one levitates here another falls there and when they turn rock here to mud some mud there must become rock and when one is healed here one is hurt there, and whatever happens here has there some backlash. (See 'Newton's Spell of Drawing the Backlash', Page 72)

And in many worlds to open this gate is an easy thing to one with the Psitalent, and it is become second nature to the Mages there and they do not even name it as a separate part of the spellwork. But in other worlds it comes harder to open the gate than to fetch through the thing that you want once it is well open, and here they are well aware of it to their sorrow.

In these latter worlds all speak of the Psitalent and the Shadowmana, and the Psitalent is what the mage uses to "knock upon the gate" as they call it and the Shadowmana is what comes from outside in the world and opens the gate for him and holds it open until the spell is through and the laws are fulfilled. . . . And the gate is the same and the Psitalent and the Shadowmana to open it and to hold it well open, whether they fetch through it a dormouse or a bluejay or an elephant, and they may heal one of a thorn in the toe or call through it lightning to waste Jerusalem, and to the Psitalent and the Shadowmana and the gate and the knocking it is all the same.

And yet in other worlds it is not all the same whether they heal or waste, for the Shadowmana and the Local Mana each be like a great Chord of Music and it be one Note that opens the gate for the healing and her sister Note that doth the work of the healing as it were two smoothvoiced flutes, and some other Note that opens the gate for the lightning and his brother Note doth the work of the lightning as it were snaredrums and kettledrums. . . .

Briefly, here are the functions of Newton's several manas. In addition, each of these four has its 'Notes' that limit the spells of a single type that can be cast using it.

1. Local Working Mana -- limits the power of spells in any one location
2. Personal Mana Points -- limits the power a Mage can spend in one day
3. Psitalent Mana -- limits the number of spells a Mage can cast in one day
4. Shadowmana -- limits the number of spells cast in any one location

COMBINING SYSTEMS

Since according to Newton all four 'manas' exist on all worlds, scarcities and oddities in more than one of them may show up on any one world. The outlines for the Four Known Systems may be used like a Chinese menu (choose one from column A and two from column B), and a DM may combine features from all of them.

For instance, the simplest magic system we know of gives each Mage a permanent percentage to get his spells right. Only if the game looks like bogging down while several 'Cure Light Wounds' etc are cast in a row does the DM begin rolling to see if the 'Local Mana' is exhausted yet. It will not replenish for one game month so there is no need of time-keeping, and avoiding the exhausted areas (or forcing opponents into them) makes for interesting strategy. Here Newton would say that all the manas were erratic and Shadowmana was scarce as well.

Ay, y' moight be right - but, gods wot, y' moight not.

PERSONAL MANA SYSTEM

Most numerous are the worlds where the only limit to magicking is named 'mana points', and the Mage can cast many small spells or few great ones and then must sleep till next day to cast again. And this may be as we said because he has distilled the Etheric mana from air and food and stored it in his body to use for the work. Or it may be that he draws and shapes the Etheric mana only when he casts the spell, but that it takes great strength of the body to draw and shape it, and so again he can only so much and then needs must rest.

Newton -- PRINCIPIA ARCANA

CASTER'S MANA POINTS: The number of 'mana points' the Mage has to last him through the day is usually found by some such formula as "Prime Requisite times Level divided by two". In some worlds Clerics and Druids use "P. R. plus Constitution times Level divided by four". The "skewed system" divides by a different number depending on the Caster's Intelligence. In Darcron his amount is always "Constitution times two", regardless of his level (and if his mana points ever reach 0 he falls unconscious for 1d20 MR).

SPELL COSTS: Commonly a 1st Level spell costs 1 mana point, a 3rd Level spell costs 3, etc. In Darcron the highest level spell the Caster knows, whatever it is, costs 7 points, the next highest 6, and so on down, but no spell can cost less than 1 point. Sometimes if the Caster wishes he can spend only part of the mana cost and get only part of the resulting damage, healing, etc.

MANA RESTORATION: In most worlds eight hours of sleep will restore a Caster to full mana, four hours will restore him to half mana, etc. In other worlds it comes back at some fixed rate such as 5% per hour, whatever he is doing. (At 5% per hour it would take 20 hours to restore after being completely exhausted) And elsewhere it all comes back at once at moonrise, sunrise, etc.

MANA STORAGE: In these worlds Mages often have enchanted rods and such in which extra mana can be stored. Some of them will both store the Mage's own mana and absorb the mana from any spell cast at him, rendering it not only harmless but useful. (We have heard of some such which will work automatically, even when stored away in a backpack. If anyone who owns such a device will contact us at once, we have some nice beachfront property in Bohemia for sale . . .) However, if such a rod be overloaded or damaged it may explode, usually doing 1d6 points of damage per mana point stored in it. In some worlds these may be easily be recharged with the Caster's or his friends' unused mana each night while adventuring; elsewhere recharging takes special rituals and must be done at home.

CASTER'S 'MANA POINTS' may be found by:

- ☐ Prime Requisite times Level divided by 2 (or by ____)
- ☐ "Skewed system":
 - ☐ If P. R. is less than 9 divide by 4
 - ☐ " " " 9 to 12 " " 3
- ☐ (Prime Requisite plus Constitution) times Level divided by 4 (or by ____)
- ☐ Constitution times 2 (Darcron system)
- ☐ Other _____

COST OF SPELLS may be:

- ☐ Each spell costs same as its level
- ☐ Darcron system:
 - ☐ Highest level spell costs 7 points (or ____)
 - ☐ Each level down costs 1 less point (or ____ less)
 - ☐ Minimum cost 1 point (or ____)
- ☐ Adjustable: half base cost gets half effect, etc
- ☐ Other _____

MANA RESTORATION may depend on:

- ☐ Rest and recuperation (8 hours restores 100%, 4 hours restores 50%, etc)
- ☐ Some event:
 - ☐ Sunrise ☐ Moonrise ☐ Midnight
 - ☐ Other _____
- ☐ Constant rate: 5% or ____ per hour

PERCENTAGE AND FUMBLE SYSTEM

Here they need not store nor hoard their mana for it floats rich in the air for all, and nay they cannot hoard it for it slips and slides and sputters, all in and out of the Mage and the air and the ground and the Shadows. And here they cast and cast and there is no lack, no not of Working mana nor of the Psitalent nor of Shadowmana, and no grievous burthen on the Mage to draw it neither. But as the mana slides about so often slide the spells and so they miscarry to the shame and sorrow of all. . . .

Newton -- PRINCIPIA ARCANA

PERCENTAGE OF SUCCESS: In some of these worlds the Caster's percentage to get his spells right comes from a formula such as "Prime Requisite minus ten plus level". (This may be rolled on a 20-sided die, or multiplied by 5 so it can be rolled on percentile dice) Or two or more Requisites can be averaged. In other worlds experience is more important: when a spell is first learnt the Caster has 60% to cast it right, but each time he goes up a level his percentage for that spell goes up 5% (see TABLE, Opposite page)

In no world that we know of can the percentage rise above 95%. This has variously been attributed to the "Law of Perversity", Demonic Intervention, Murphey's Law (see Page 49), and other even less likely causes. In the Commonwealth however we say it is Daemonic Intervention or Delian Law * . . .

FUMBLES: In some worlds a fumbled spell has predictable results. It may always knock the Caster unconscious till revived, cause damage (1 point per spell level is common), backfire on the Caster, etc. But most DM's prefer to roll against a FUMBLE CHART (see below or opposite).

Of such oddities Newton says: "Happen the Working mana or the Personal mana waxes or wanes during the casting the effect will be much or little. Or the Psitalent or the Shadowmana twist and the gate is opened to the wrong Shadow and the wrong thing comes or goes through it. And this often comes through words so that one casting a 'Golden Rule' spell [see Page 55] might receive a measuring-tape made of gold, or casting 'Spud Flynn's Summons' [see Page 61], find a potato, and this they call 'symbolic'. And often instead of any of these the Mage will think no effect, but when he casts again the old spell is still in his fingers and it goes off then, and this they call 'delayed'."

In these worlds even magical items often have a 5% or 10% chance to fumble. Or when a person carries several magical items, each magical power in the items increases the chance of fumble by 1% whenever any of them is used. (IE, if the same ring both lets its wearer fly and makes him invisible, it would increase the chance by 2%) "For the ring or the staff be only the handle or Latch-string for the Spell which lives in the Ether, and if the Ether be crowded with Spells awaiting their summons mayhap the wrong one will come. . . ."

F U M B L E C H A R T

- 01 - 15 **WRONG TARGET** - The spell will strike/effect:
 01-25 Spellcaster 26-50 Spellcaster's party
 51-75 Wrong enemy 76-00 Random object
- 16 - 30 **DELAYED ACTION** - spell effects delayed 1d10 rounds
- 31 - 45 **SYMBOLIC EFFECT or EXHAUSTION EFFECT:**
 The spell will function in a symbolic manner or the caster cannot use
 any magic for 1d10 melee rounds
- 46 - 60 **REVERSED EFFECTS** - The spell functions as per spell reversal
- 61 - 75 **DIMINISHED EFFECTS** - Spell produces 1/2 or less effect
- 76 - 90 **INCREASED EFFECTS** - Spell produces twice normal effects
- 91 - 00 **SPELL FAILURE** - Spell produces no effects

PERCENTAGE FOR SUCCESS may be:

- [] Prime Requisite (times 5 for percentage)
 [] Requisites averaged
 [] Minus 10 or _____ [] Plus Level or _____
 [] 50% Base plus 5% per Caster's level (see PERCENT TABLE)
 [] Other _____

RESULT OF FAILURE may be:

- [] Predictable
 [] No effect
 [] Damage Caster (1 point or _____ per spell level)
 [] Caster unconscious until revived
 [] Other _____
 [] Chaotic — see FUMBLE CHART

MAGIC ITEM SUCCESS RATE may be:

- [] 100% [] 95% [] _____%
 [] Minus 1% or _____% for each magic item carried
 [] Or for each magic power from magic items carried
 [] Plus user's Level [] Plus user's Level times 2 or _____
 FAILURE result for magic items may be:
 [] Same as spell failure
 [] Other _____

"The harpies were closing in on us, so Beauhavoc tried to turn us invisible, but he fumbled and turned the harpies invisible instead. Then he tried a 'Sleep' spell and fumbled that too -- it just put red cotton nightcaps on them. 'Symbolic Fumble', he called it. But at least we could tell where they were. . . ."
 Overheard in a tavern near Upton

1ST									
		L							
	1 - 60%	2nd	E						
	2 - 65%		V						
L	3 - 70%	60%	3rd	E					
E	4 - 75%	65%		L					
V	5 - 80%	70%	60%	4th					
E	6 - 85%	75%	65%		O				
L	7 - 90%	80%	70%	60%	5th	F			
	8 - 95%	85%	75%	65%					
	9 - 95%	90%	80%	70%	60%	6th	S		
O	10 - 95%	95%	85%	75%	65%		P		
F	11 - - - - -	95%	90%	80%	70%	60%	7th	E	
	12 - - - - -	95%	85%	75%	65%			L	
S	13 - - - - -	95%	90%	80%	70%	60%	8th		L
-	P 14 - - - - -	95%	85%	75%	65%				
	- E 15 - - - - -	95%	90%	80%	70%	60%	9th		
	- L 16 - - - - -	95%	85%	75%	65%				
	- L 17 - - - - -	95%	90%	80%	70%	60%			
SIMPLE FUMBLE CHART									
	- C 18 - - - - -	95%	85%	75%	65%				
	- A 19 - - - - -	95%	90%	80%	70%				
01-20	WRONG TARGET	- S	20 - - - - -	95%	85%	75%			
21-40	TOO MUCH EFFECT	- T	21 - - - - -	95%	90%	80%			
41-60	HALF OR LESS EFFECT	- E	22 - - - - -	95%					
61-80	OPPOSITE or wrong effect	- R	23 - - - - -	95%					
81-00	SYMBOLIC EFFECT or delayed or none	-	24 - - - - -	95%					

LOCAL MANA SYSTEM

Mana may be thought of as a viscous liquid: rather than there being an equal amount in all areas of the world, it is always moving and shifting. If all the mana in one area is used up, it takes time for the mana from surrounding areas to flow into the depleted area.

Greylock of Darcron

In some worlds a Mage may cast and cast all day and all spells work well and true as he wishes if he ride a good horse, for the Working mana or the Shadowmana or the both of them be easy to tap and work true, but they soon be used up from a place and then no more magicking there, but if he will ride up a hill or across a river then he finds again aplenty mana and casts and casts again in the new place. . . . Or in the underground places I have heard of mayhap they cast and cast in one room and then it be gone but there be aplenty in another room close nearby. For all know there be great magical virtue in the living rock of all worlds and the silence thereof. . . .

Newton — PRINCIPIA ARCANA

LOCAL MANA EXHAUSTION: In Darcron each area or pool of Local Working mana has 10-110 total 'mana points', and each spell cast subtracts its normal 'mana cost' from that total. In the Commonwealth near Upton the DM does not count 'mana points' but only the number of spells cast (here the Shadowmana runs out first).

In other worlds each time a spell is cast the DM may roll percentage to see if the local mana is gone yet, and each spell increases the percentage (see outline).

Elsewhere, as the mana grows thinner it becomes more slippery and erratic and likely to fumble. This is best played by a World Saving Throw.

WORLD SAVING THROW: EACH time ANY spell is cast the DM gets to roll a saving throw for the Laws of Nature in her world, to see if they can resist alteration. (This is in addition to any saving throw the target of the spell may get, and applies even to spells that state they have no save) If the World makes its save the spell fumbles even though the Player rolled it correctly.

In most parts of her world the World Saving Throw is set at a token 1% or 5%, and rolled just to keep the players guessing. But each spell cast in an area increases the World Saving Throw for that area by 5%.

WHEN MANA IS EXHAUSTED: In some worlds all magic effects cease without warning, in others all spells fumble, and in others the last few spells may work weakly or fumble, or the players may simply be informed that they feel it is all gone.

AREAS OF LOCAL MANA: Areas may be drawn in advance or as needed. In Darcron when a party stops in one place to cast several spells and the DM finds that the mana is exhausted, the empty area will always be a circle with the spell-casters more or less in the middle, and the DM rolls to see how big the circle is (10-110 feet diameter). In some worlds the areas are rough squares on the DM's map. In the Commonwealth the mana pools follow local geography, coinciding with valleys or dungeon rooms or divided by running water, cold iron barriers, inscribed runes or topiary pentagrams, holy places, ley lines, roads, techno power lines, etc.

RESTORATION TIME: In Darcron mana flows back into depleted areas in 1-100 melee rounds. Elsewhere it takes a standard time such as an hour, a day, a month. . . . In the Commonwealth mana restoration happens all over a province at the same time and none before: on full moon, equinox, day of religious ceremony. . . or sometimes not at all until a sacred object is found or a god appeased. . . .

MAGIC ITEMS: It is up to the DM whether magic items will work in an area of exhausted mana. While many such items come with their own 'mana' stored, this is probably 'Working' mana, and they may still need to draw Shadowmana from the local ether. . . . Major enchantments can be made independent of variations in 'local mana' by having all kinds stored or by tapping a stratum of mana more reliable than that available to spell-casting adventurers.

Brother Samuel says: "Oftimes the manas vary all within a few miles in the same world, and here ye will often find some ancient holy buried relic or even some dropped wandering Mage's tool, and it eats the mana each day so there is none for to cast with, or it draws or it leaks so there is too much. . . ."

VARIATIONS:

BUFFER ZONES: In many worlds the mana pools seem to be sharply divided, with no 'buffer zones' between areas where spells work normally and where they do not work at all. ("Here when the Shadowmana falls below its proper level or volume, even by so much as a hair or a featherweight, the gate will no more open not at all." -- Newton, OP CIT) In other worlds it is more like looking down on a landscape of valleys full of mist, with ridges and hilltops separating them where the mist is thinner and swirls erratically. On the ridges or 'Buffer Zones' spells ALWAYS work poorly (ie the World Saving Throw is high) or do not work at all.

QUOTAS ON SPELLS OF THE SAME TYPE: In a few worlds each type of spell takes a specific type of local mana, and "...say in this world they sit themselves down by a pond to heal them and heal one or two and then they can heal no more till they betake them away from the pond for all the [mana] that doth the healing be gone now, but if one stay by the pond to cast lightning it strikes well and good."

Newton explains this with his metaphor of a great "Chord" of mana with different "Notes" doing different sorts of work. (The specific Note that runs out may be a note of Shadowmana [number of spells] or of Working mana ['mana points']) (see 'Warlock's Disc', Page 58)

Some systems use a quota on each type and a grand total both (or roll percentage with each spell for ALL local mana being 'exhausted' -- ie, falling below the level of effectiveness). Newton comments: "...and yet one may stand by the pond and cast lightning still or summon or whatever he will for a little while, but then they can magick there no more at all of any sort. For so many Notes being gone from the Chord it will falter into discord and silence. . . ."

LOCAL MANA EXHAUSTION may happen when:

- ☐ A certain number of spells have been cast
 - ☐ All kinds _____ ☐ Each kind _____
- ☐ A certain number of mana points have been used _____
- ☐ Percentage chance of exhaustion each time a spell is cast
 - ☐ Base chance 5% or _____%
 - ☐ Each spell cast increases percentage by
 - ☐ 5% or _____% ☐ Its cost in mana points
- ☐ "World Saving Throw" becomes so high all spells are saved against
 - ☐ Base saving throw 5% or _____%
 - ☐ Each spell cast increases percentage by
 - ☐ 5% or _____% ☐ Its cost in mana points
 - ☐ Each time the World saves, that spell will have
 - ☐ No effect (or set fumble: _____)
 - ☐ Random fumble

EFFECT OF MANA EXHAUSTION may be:

- ☐ Spells have no effect
- ☐ All spells fumble
- ☐ Same as in Buffer Zone (see below)

MANA POOLS may be:

- ☐ Rolled as needed: circle around party of 10-100' diameter or _____'
- ☐ Pre-drawn
 - ☐ Squares on DM's map
 - ☐ Following local geography
 - ☐ Buffer Zones
 - ☐ None -- mana pools seem sharply divided
 - ☐ Spells always work poorly
 - ☐ Half effect
 - ☐ High World Saving Throw
 - ☐ Other _____

RESTORATION TIME may be:

- ☐ Same for each area
 - ☐ 1 hour ☐ 1 day ☐ 1 week ☐ Other _____
- ☐ Rolled for each area: 10-100 MR or _____
- ☐ All areas restore at same time
 - ☐ Set date
 - ☐ Full moon ☐ Religious ceremony ☐ Other _____
 - ☐ Set condition: _____

MEMORIZATION SYSTEM

Scarce is the Psitalent and they must raise it by ritual and mantra and reading in their books and hoard it, and they raise and hoard at best a few Notes each day and so can cast a few. And here is great singularity in the Notes, so one will never do another's work, and they cannot choose what spell they will cast when they list but must choose beforehand the Notes they raise, and then those are the only gates they may knock on till they betake to their books again. Nor even they cannot cast the same spell twice save beforehand they raise two Notes to knock on the same gate for it, or it may be two gates to two Shadows much alike. . . .

Newton -- PRINCIPIA ARCANA

In these worlds the mages say that they must 'memorize' each spell individually and then may cast it only once (unless the spell has been 'memorized twice'*). After use, the spell has been 'forgotten' and must be 'memorized' again before it can be cast again.

MEMORIZATION OF SPELLS: In most worlds to 'memorize' a spell requires one half hour of total concentration. Any interruptions or distractions spoil the work and he must begin all over. In some worlds the Mage may 'memorize' one spell per hour divided by the number of spells which he is capable of handling at that spell level. (For example, Carlos is capable of 'memorizing' 1 third level spell, 2 second level spells and 4 first level spells. The third level spell requires one hour, each second level spell requires 30 minutes, and the 4 first level spells require 15 minutes each.)

DEITIFIC VARIANT: There are some worlds where Clerics (and perhaps Druids) are given spells by their Gods instead of having to 'memorize' them. Someworlds they are given once and for all, and someworlds they need renewal.

SPELL BOOKS: In these worlds the Mages write down their spells in books to carry around with them. These books are not scrolls and have no power to perform magic, but the Mage must use such a book to rememorize his spells from, and someworlds may do this on an adventure when he has time to rest and read.

* Count Posvalski's original manuscript read here: ". . . unless the spell has been memorized more than one time, a feat which we do not understand. . . . One explanation is that these are variations of the spell, each being slightly different. In such cases, we would expect that there exists a definite chance of confusion between variations with resulting chances of fumbles. . . ." This mistake is understandable, since neither the Mages in question nor the good Count seems to have heard of Newton's doctrine of Psitalent. The Mages miscall their method 'memorization' and the Count takes their word for it.

TIME NEEDED TO MEMORIZE EACH SPELL may be:

- ☐ Half an hour per spell
- ☐ One hour divided among all his spells of that level
- ☐ Other _____

GOD-GIVEN SPELLS may be:

- ☐ Given to Clerics ☐ Given permanently
- ☐ Given to Druids ☐ Need renewing

SPELL BOOKS usable while adventuring? ☐ Yes ☐ No

CHAOS FACTORS which may be added:

- ☐ Fumble factor (see FUMBLE CHART, Page 6 or 7)
 - ☐ Spell-casters may fumble ____%
 - ☐ Artifact(s) of spell storing may fumble ____%
- ☐ Local mana concentration may vary, causing:
 - ☐ Too much effect ☐ Too little effect
 - ☐ Some types of spells no effect (see 'Warlock's Disc', Page 58)
- ☐ NPC's have a 'Fumble Cause' spell (see Page 42)
- ☐ "World Saving Throw" (see Page 8)

IMPROMPTU MAGICAL SPELLS

An impromptu spell is one that the player makes up in the middle of a game for a special purpose. In the Commonwealth we allow them, with these limits: 1) Direct damage cannot exceed 1-4 points per level of Caster. 2) Caster cannot strongly affect (summon, sleep, etc) more than his own level of hit dice of creatures. 3) Percentage cannot exceed Caster's normal percentage (for his highest level spell).

For trying too high level a spell the Caster is penalized -10% for each experience level he lacks. (At DM's option this may increase the chance of fumble rather than the chance of no effect -- see "World Saving Throw", Page 8)

Player's roll of 80 or more produces a fumble. Any roll between spell percentage and 80 produces no effect.

We have found it saves time to let the player describe the spell he is attempting and roll percentage dice. If the roll is very high or very low then he obviously made it or he didn't, and the game goes on. Only if the roll looks like being close does the player try to figure the exact amount of his bonuses, and the DM approve his figure.

SUGGESTED BASE CHANCE	+ 5%	EXPERT KNOWLEDGE:	
BONUSES:		Of Target	+ 5%
Good Rhyme	+ 5%	Of desired result	+ 5%
Good rhythm	+ 5%	CLOSE ASSOCIATION WITH TARGET:	
Good literary allusions	+ 5%	Touching	+ 5%
Poetic imagery	+ 5%	Old friend or enemy	+ 5%
Aesthetic value	+ 5%	Kinsman or lover	+10%
Good pun	+ 5%	IMPORTANT WORDS:	
Good delivery	+ 5%	Important to target	+ 5%
Union of opposites	+ 5%	Important to result	+ 5%
MATERIAL COMPONENTS:		RESEMBLENCE TO TARGET OR RESULT	
From target's body	+10%	in sound, sight, smell, etc	+ 5%
Target's clothing, etc	+ 5%	MODEST DEMANDS:	+ 5%
Symbolic items	+ 5%	PREVIOUS ATTEMPTS: *	
Similar item	+ 5%	Each failure	+ 1%
Sample item	+ 5%	Each success	+ 4%

* Maximum 10% - applies only if present spell has other bonuses of 25% or greater.

EXPLANATION OF TERMS

GOOD DELIVERY means the player speaks the spell well etc. UNION OF OPPOSITES would include using letters of fire to write the word 'ice'. In trying a spell to affect an enemy's sword, a toy sword or picture of a sword would be a SYMBOLIC ITEM; the Caster's own sword would be a SIMILAR ITEM. In casting a fireball spell a pinch of sulphur is a SAMPLE ITEM. (These can all apply either to the target or to the result). TOUCHING means a strong grasp of the hand (or better) while the spell is being cast. IMPORTANT WORDS for fire could be "Lucifer", "Hell", "Sulphur", "matches", "heat", "conflagration". . . . RESEMBLENCE: in raising a tornado, it is helpful to whirl and roar; to affect a snake play with a rope; to cause rot, use limburger cheese; etc. MODEST DEMAND is the opposite of over-kill, and might also be called skillful means, decorum, least effort, anti-hubris; it means asking for the minimum you need, and no more (see example below).

EXAMPLE OF PLAY

Once a beginning mage tried to escape from a red dragon by painting his shoes red and singing "Home Sweet Home". The DM ruled that this was comparable to a teleport spell requiring a ninth level caster, and penalized the mage -80% because he was only first level. Then the mage changed his request to "I want to go 100 feet away in any direction and I don't even care if my clothes go with me." The DM found this comparable to a blink spell requiring a fifth level caster and reduced his penalty to -40%. The mage got 10% for two material components (paint and shoes), 5% for literary allusion (ruby slippers), 5% for combining opposites (red dragon= danger, red shoes=safe escape), 10% for modest demand (just 100 feet and no clothes), 5% for good delivery (he stood up and really sang the song, and did it well), 1% for one previous failure, and 10% for rhyme and scansion in the song. With his base percentage of 5%, this gave him a total chance of 11% after the penalty was subtracted.

He made it, and the DM teleported him 100 feet away -- to the dragon's home.



In cataloging magic and magical spells, it is a common practice to ignore the relatively mundane practice of industrial and housekeeping magic. Many texts either omit this field entirely or accord it only a passing mention as if it were beneath notice. While anyone who has grown up in a civilized community will possess a basic familiarity with such magic, we believe that the prospective practitioner of magic will find it well worthwhile to gain a thorough knowledge of basic magical practices.

While your editors are well aware that the average adventurer considers such minor items as clean clothes and hot baths to be of transitory importance and rarely expects a need to indulge in such minor prestidigitation during a campaign, others have found such 'minor' magic to be of inestimable service during difficult circumstances.

The acquisition and practice of such 'Zero Level' spells is not of great difficulty - even the village idiot is capable (given the innate talent) of mastering one or two such spells. For the normal practitioner of magic, the number of 'Zero Level' spells which may be mastered may be calculated as 1 spell for each six points of combined intelligence and wisdom plus one spell for each level of advancement in a magic related field.

Example of Zero Level Spell Ability

Dom Perion is a second level mage with an intelligence rating of 14 and a wisdom of 12. This gives him a combined rating of 26. Thus, by basic ability ($26 / 6 = 4.33 = 4$), he is able to acquire 4 Zero Level spells and an additional two Zero Level spells by virtue of his experience. Thus he is capable of a total of six Zero Level spells.

On reaching third level, he will be able to acquire a seventh Zero Level spell or, by proper study to train himself and raise either his intelligence or wisdom to gain a total combined rating of 27 ($27 / 6 = 4.5 = 5$), he may also acquire an additional Zero Level spell.

As mentioned above, the village idiot with a wisdom of 3 and an intelligence of 3 could, assuming magical ability, master at least one Zero Level spell.

The practice of Zero Level magic is considered by many teachers to be totally necessary for preparation as a mage or cleric. Zero Level spells are characterized (in worlds requiring personal mana for spellcasting) by the low mana requirements for their employment (nominally 1 point / spell) and thus may be used for training without the exhaustion of the student. These spells are also favored for training purposes in 'local mana' worlds as they do not necessitate such frequent change of location to areas with fresh mana supplies.

ASSAY COMPOUND (ALCHEMIST) (BRE)

ZERO LEVEL Comp: V/S Range: TOUCH
 Save: N/A Dur: INSTANTANEOUS

This is used to determine the nature of drugs and herbs. The degree of information revealed depends on the users familiarity with the type of compound being investigated. If a mage attempts to use this spell on a drug or herb which he has not previously encountered, he will not gain any information. If he has previously tested a sample of the same material, knowing what the material is, he will be able to identify the sample.

ASSAY METALS (FOUNDRY) (BRE)

ZERO LEVEL Comp: V/S/M Range: TOUCH
 Save: N/A Dur: INSTANTANEOUS

This spell is used to determine the composition of metals. The material component is a hard white stone called a touch stone. When the spell is cast, the sample metal transfers a characteristic mark to the stone by which the experienced metal worker can recognise the composition of the sample.

BAIT (DS)

ZERO LEVEL Comp: V/S Range: TOUCH
 Save: NONE Dur: 24 HOURS *10 min/LVL*
 Area: 1 CUBIC INCH

This spell causes any small object to smell and taste like the favorite food of any named species of animal (Caster must know the proper name of the species). If the true name of an individual (animal or person) is used, it will seem like that individual's favorite food. (To everyone it will smell and taste like his favorite; to him only, it will also look like it)

CLAMP (CARPENTERS) (DS)

ZERO LEVEL Comp: V/S Range: TOUCH
 Save: N/A Dur: 1 TURN */LVL*

This allows the spellcaster to clamp and hold two pieces of wood as if by an invisible clamp. The clamp will hold the wood in a designated spot for the duration of the spell. This is similar to a wall of force. The clamp can loosen or tighten at the user's discretion.

COLOR ALTERATION (DS)

Class: ILLUSIONIST Comp: V/S Range: 10 FT
 Save: N/A Dur: PERMANENT *1 DAY/LVL*

This allows the color of any material object to be altered to such color as is desired. This was developed by an interprising illusionist whose girl-friend enjoyed changing the color of her hair regularly. It seems that he has given up adventuring to open a hair dressing studio. . . . pity.

COLOR GLASS (DS)

ZERO LEVEL Comp: V/S Range 10 FT
 Save: N/A Dur: PERMANENT *1 DAY/LVL*

This will cause clear glass to take and color or hue desired. The spell is reversable to cause colored glass to become clear.

CREATE COSTUME (ACTORS, CLOWNS) (BRE)

ZERO LEVEL Comp: V/S Range: TOUCH
Save: N/A Dur: SPECIAL 10 min/LVL

This spell is popular with actors who require rapid costume changes. The costume created (and makeup) last until dispelled or altered by the actors. (An earlier version which had limited (and sometimes unpredictable) duration was banned in many puritanical areas)

PLEASE NOTE - Costumes and armour created provide NO protection of any kind!

CURE HIDE (TANNERS) (DS)

ZERO LEVEL Comp: V/S Range: TOUCH
Save: N/A Dur: 1 TURN *Perma*

This is used to cure and tan hides. The hide must be cleaned and ready for tanning before the spell is cast but the tanning will be accomplished in one turn.

DETECT COUNTERFEIT (DS)

ZERO LEVEL	Comp:	V/S	Range:	TOUCH
Save: N/A			Dur:	INSTANTANEOUS

This spell tells the composition of coins, nuggets, etc. Results are given in percentages: if a sack contains 100 gp and 100 sp the Caster would realize that it had 50% gold and 50% silver. Of course, if the gold coins in that country were really an alloy, it might show 50% silver, 25% gold, and 25% brass. This spell cannot be fooled by illusion.

GLASS SHAPE (DS)

ZERO LEVEL Comp: V/S Range: 10 FT
Save: N/A Dur: 1 TURN/LEVEL *Penn*

This allows the caster to mould glass to the exact shape and thickness desired without having to heat the glass to do so. The glass simply flows like a viscous liquid (which it is) into the desired shape.

HULL SEALER (SHIP BUILDERS) (DS)

ZERO LEVEL Comp: V/S Range: TOUCH
Save: N/A Dur: 1 TURN

This spell causes all pitch or tar touched to form an air tight seal in the crack or seam where it is. (The tar or pitch must be in the crack when the spell is cast) Additionally, the seal will last twice as long as normal. (Duration applies only to the time of spell use - effects are permanent ~~unless dispelled~~)

HYDRONOMY (FARMERS) (BRE)

ZERO LEVEL Comp: V/S/M Range: SPECIAL
Save: N/A Dur: 1 HOUR / LEVEL

This requires the use of a twig or forked stick of ash, yew, oak or similar wood. The stick is carried in the traditional form for dowsing. When the spell is cast, the stick is drawn toward the nearest source of water with a measurable pull.

INSTANT COUNT (TL / DS)

ZERO LEVEL Comp: V/S Range: TOUCH
 Save: NEG Dur: INSTANTANEOUS

This spell tells the Caster how many coins in a sack, beans in a jar, etc, within 10% accuracy. But it cannot tell how many of the coins are silver, how many are counterfeit, etc.

KNOT (RUGMAKERS, SAILORS, etc) (BRE)

ZERO LEVEL Comp: V/S Range: TOUCH
 Save: N/A Dur: INSTANTANEOUS

This will tie the desired knot in a rope or line at the place touched. These are normal knots (square knot, bowline, etc). It is not necessary that the ends of the rope be free but there must be sufficient slack to form the knot.

MAGNIFY OBJECT (JEWELERS) (BRE/ME)

ZERO LEVEL Comp: V/S Range: TOUCH
 Save: N/A Dur: 1 TURN

This produces a holographic image of the object magnified. The image will be ten times enlarged from the original, may be viewed from any angle and will accurately reflect any changes in the object viewed while the spell is in effect.

This is useful for examining manuscripts, gems, herbs, watches, etc.

PETER PIPER'S SPELL (BRE)

ZERO LEVEL Comp: V/S Range: TOUCH
 Save: N/A Dur: INSTANTANEOUS

This is used to preserve vegetables as in pickling. Approximately one peck of vegetables (= 1/2 bushel = 8 quarts) may be pickled. Preservation will last three months (longer in cold areas) but produces a strong vinegar taste.

PHANTASMAL SHAPE (HATTERS, TAILORS, SHOEMAKERS) (BRE)

ZERO LEVEL Comp: V/S Range: 5 FEET
 Save: N/A Dur: 3 TURNS 10 MIN/LVL

This is a limited phantasmal shape which will hold whatever material is desired while it is being worked on. A hatter would use this to shape a hat while moulding the felt, a shoemaker while stitching the soles or a tailor while fitting a suit.

PISCOMANCY (FISHERMEN) (BRE)

ZERO LEVEL Comp: V/S Range: 500 YARDS
 Save: N/A Dur: 1 HOUR

This is used by fishermen to locate fish. It is effective to depths up to 100 fathoms and at distances of 500 yards. At greater distances, the efficiency decreases by 1/2 as the distance doubles. (Maximum range = 2 miles)

PITY (BEGGARS) (DS)

ZERO LEVEL Comp: V/S Range: 10 FEET
 Save: NEG Dur: 1 TURN *no save*

When cast, the victim of the spell will feel pity for the caster (Save VS Spell). For each point of charisma below 9 of the spellcaster, the victim receives +5% to reaction rolls involving the spellcaster. This spell also provides a confusion element such that, when the spell ceases effect, the victim will not remember the incident.

PURIFY OIL (FOR LAMP MAKERS) (DS)

3 ZERO LEVEL Comp: OIL Range: TOUCH
 Save: N/A Dur: INSTANTEOUS

This spell is used to separate crude oil into several useful materials. These will form as separate layers in the following order (according to density) until removed. Agitation will, partially, restore the previous condition. Approximately two gallons may be separated per spell casting. The separate fractions are as follow (approximate yields given in percentage) :

(1) *30% Flash fluid - sometimes called naptha or gasoline - will explode if lit and will do double normal damage but must be handled with extreme care.

(2) *30% Lamp oil - also called kerosene - used in lamps or torches

(3) *25% Lubricating oil - may be used for lamps but does not ignite readily nor burn as hot (1/2 damage) - burns very smokey - fires for 1/2 damage

(4) *5% Sludge - a black, gooey, sticky and odorous material with no known uses

(5) *10% Tar - useful for caulking ships, roofs, etc

REPRODUCE TO SCALE (MAPMAKERS) (DS)

3 ZERO LEVEL Comp: V/S Range: TOUCH
 Save: N/A Dur: 5 MELEE ROUNDS

This spell allows the caster to draw to scale any area within visual range. (Scale must be stated during casting) Once the spell is cast, the caster can do nothing but draw until the map is completed (or the spell ends). The spell can be used while moving (maximum rate 6") to provide a continuous map.

SHARPEN (DS)

5 ZERO LEVEL Comp: V/S Range: TOUCH
 Save: N/A Dur: PERMANENT

This spell causes edged metal objects to become extremely sharp. (Reversible)

SPANK (NANNIES) (DS)

ZERO LEVEL Comp: V/S Range: 30 YARDS
 Save: NEG Dur: MAX 1 TURN
 Damage: NONE Area: SINGLE CREATURE

This spell causes any creature (50 lbs or less) will be raised 3 feet in the air, any clothing on the appropriate area will be removed and the proper portion of the anatomy to be soundly spanked. The spell will end after 1 turn if not ended sooner. When the spell ends, all clothing is restored and the victim is lowered slowly to the ground.

TIME TELL (DS)

ZERO LEVEL Comp: V/S Range: TOUCH
 Save: N/A Dur: INSTANTANEOUS

This allows the spellcaster to know the exact time when the spell is cast. It will indicate both time (AM or PM) and date.

TRUE NORTH (NAVIGATORS) (DS)

ZERO LEVEL Comp: V/S Range: TOUCH
 Save: N/A Dur: 1 TURN

This spell allows the caster (or the person touched) to tell which direction is true north. This spell causes a sensitivity to the magnetic field of the planet. The spell may be disrupted by a strong electromagnetic field, natural lodestone or electromagnetic monsters.

TRUE TRACK (HUNTER) (BRE)

ZERO LEVEL Comp: V/S Range: SPECIAL
 Save: N/A Dur: 6 TURNS (1 HOUR)

The spell is used to follow tracks. The species to be tracked must be named when the spell is cast. If an animal of this species has passed within 100 feet within the last 24 hours, the tracks will glow with a soft green light. The spell will last for 1 hour.

VALUE (JEWELERS) (DS)

ZERO LEVEL Comp: V/S Range: TOUCH
 Save: N/A Dur: 1 MELEE ROUND

This is used to determine the value of jewels (and detect any flaws present). Accuracy is within 10% of actual value. Only one gem or piece of jewelry may be valued at one time.

WEED KILLER (GARDENERS) (BRE/TL)

ZERO LEVEL Comp: V/S Range: 10 FEET
 Save: N/A Dur: SPECIAL
 Damage: SPECIAL

The Weed Killer spell is normally used to kill weeds in gardens. The spell will do 10 hit points of damage to weed, the average weed requiring 1/4 hit point of damage to be killed. The spell lasts until dispelled or 10 hit points are exhausted. The spell is used by pointing a finger at the undesired weed.

Druids dislike people who use this spell to any great extent (~20% reaction).

"... notion was, y'see, we'd raise the sunken pirate ship and raise the deaders on 'er, and ring 'er round with faerie fire and tow 'er in the harbour, and the sight was to send the rest of the pirates packing, y'see. So we raised 'er and fired her, and then Magicker was to 'ave animated all the drowned pirates on 'er -- make 'em zombie-like, y'see, so as they'd mind us and row the oars. But he goofed his spell with a 'Fumble - Too - Much' and all them pirates come back full alive and healthy and damn if we hadn't to fight 'em and kill 'em all again! And then he raised 'em right and we done it. . . ."

Marine on the Island of Croy
 Overheard



FIRST LEVEL SPELLS

The beginning mage (by which we include those whose studies have inclined them toward the clerical, druidic or illusionist fields) would be well advised to consult with his (or her) mentor before selecting beginning magical spells. Since the beginning practitioner is limited in his choice of tools, they should be selected with care and consideration of use.

We realize that the novice is inclined toward flamboyant selections but we would like to caution the overeager. While flashy spells may be useful in impressing friends (or enemies), some attention should be paid to the consideration of future usefulness.

Since many novices are interested in gaining experience as adventurers, the choice of initial spell capabilities is exceptionally important. A selection of flashy effects may be impressive on stage but orcs are a poor audience. Rather than an appreciative scattering of coins, the usual offering is a sprinkling of salt and a few herbs to flavor the roasting apprentice.

We realize that advice often falls heavily on unwilling ears and that most of you are anxious to leave these ivory towers to seek your own way in the multiverse, therefore we will close these remarks by wishing you all the best and hope that we will see many of you returning for advanced studies, if not richer then wiser.

excerpt from the Graduating Address
Miskatonic University Class of 93
Archdruid Plardo Gratun, speaker

ANDREA'S RAMBLING CLEW (ME)

Class: CLERIC	Comp: V/S/M	Range: TOUCH
Save: N/A		Dur: UNTIL UNWOUND

Once Andrea was trying to find a lost temple. Her only clue was a poem that seemed to say, "Find a cross, then go west to a bridge," etc. But all the landmarks were described in such riddles that the Party could make nothing of them.

So Andrea made this spell and cast it on an ordinary ball of string, to translate the "clue" of the riddling poem into the kind of "clew" that Jason followed through the maze. Once enchanted, the ball of string rolled toward the landmarks in the poem, one after another, in the same order that they were mentioned in the poem, unwinding itself and leaving a string for the Party to follow.

When the ball is completely unwound the spell is gone and must be cast again. Picking up the ball may also dispell the magic (DM option). The ball can roll uphill on a shallow grade (30 degrees or less), but will be stopped by stair-steps, thorns, etc. It will backtrack to find another route around steep places — but it is not smart enough to keep from falling into rivers, rat holes, etc (in which case it will unwind normally), or to pull itself loose from thorns or soft mud (which will immobilize it).

How fast it rolls is DM option, and so is the size of the ball it can be cast on. Also at DM option is a saving throw for the original clue against being so translated: if made, the ball may not read the riddle right either, and may lead to some plausible but wrong landmark.

NOTE: This spell does not duplicate the function of 'Find Path' or 'Locate Object'. All it does is TRANSLATE the information in some other sort of clue (poem, map, dying words, etc) into the movement of the string. If the original clue is false or obsolete, the movement of the string will be the same.

ANTI-CONSUMPTION (DS)

Class: DRUID	Comp: V/S	Range: 1 FOOT
Save: NEG		Dur: 1 HOUR / LEVEL

Cast upon a normal flame, this spell will cause it to continue burning without consuming any fuel or phlogiston. (Phlogiston, according to the ancient greeks, was a fluid found in materials which was released as flame when the material burned. Without phlogiston, nothing could burn)

If the original fuel is removed from the flame it will no longer be afire -- but if it is hot enough it might spontaneously burst back into flames, which would not be affected by the first spell. If not removed from the flames, the fuel will continue to suffer heat damage even though it is not consumed.

The reverse makes a fire consume its fuel twice as fast, but without making any more heat or light.

COINS OF CHANGE (DS)

Class: ILLUS	Comp: V/S	Range: TOUCH
Save: N/A		Dur: 6d6 TURNS

This spell allows the illusionist to create up to 20 gold coins from small objects such as pebbles (or other items - editor's note). These illusions look and feel real but will return to their normal state after 6d6 turn. They will also revert if a dispell magic is cast or if they contact cold iron.

Magic will always work against you if it can manage to, and it generally does.
May Beckton — preface to THE ENCHANTED CASTLE

CREATE AIR (DS)

Class: DRUID Comp: V/S Range: TOUCH
Save: N/A Dur: PERMANENT

This spell creates normal air (70% Nitrogen, 21% Oxygen, 9% Inert Gases). For each level of the caster, enough air can be created to last 1 adult human for one hour. The air will appear about the caster's hands at sea level normal pressure.

CREATE NOISE (DS)

Class: MAGE Comp: V/S Range: 10 FT / LEVEL
Save: NEG Dur: UNTIL DISPELLED

This allows the spellcaster to create the sound of one creature/level of the mage. This spell is cast on an object and the sound will emanate from the object until the spell is cancelled or dispelled. The mage is able to control the loudness of the spell but cannot be louder than the noise made normally by the imitated creature.

This spell is often used to provide diversion for chronic door-listeners or to simulate the presence of guards in unguarded areas or to simulate large bodies of troops or groups of monsters.

CURE ANIMAL WOUNDS (DS)

Class: DRUID Comp: V/S Range: TOUCH
Save: N/A Dur: INSTANTANEOUS

(This is on the assumption that normal 'Cure' spells do not function on animals) As a first level spell, this will cure (cause) 1d8 points of damage. As a 3rd level spell, 2d8+2 points and, as a 5th level spell, 3d8+3 points.

CURE PLANTS (DS)

Class: DRUID Comp: V/S Range: TOUCH
Save: N/A Dur: PERMANENT

This spell will cure wounds or damage to plants (or, in reverse, cause same). As a first level spell, it will cure (cause) light wounds for 1d8 damage. As a third level spell, it will cure (cause) medium wounds for 2d8+2 points and as a fifth level spell, 3d8+3.

DRY SPELL (DS)

Class: DRUID Comp: V/S Range: 10 FEET / LEVEL
Save: NEG Dur: INSTANTANEOUS
Area: 1 Cu FT / LEVEL

This spell can remove enough water from any one object to completely dry it out. (The water will reappear somewhere else within the caster's range -- DM's option) Usable by Druids only -- never against normal plants or animals.

The reverse draws water from somewhere in range (DMO) to thoroughly wet any object.

FRESHEN AIR (BRE)

Class: CLERIC Comp: V/S Range: 10 FT
Save: N/A Dur: 1 TURN/LEVEL

This spell will remove any and all particulate matter from the air (smoke, dust, fog, etc). The spell creates a mild draft as it works and it will clean 1000 cubic feet of air each melee round. In addition to cleaning the air, it also lightly scents the area. Available in evergreen, lemon and herbal. This was originally developed for use by blacksmiths to clear smokey work areas.

GASPARD'S GHOSTLY GOAD (DS)

ZERO LEVEL	Comp: V/S	Range: 20 Ft
Save: NEG		Dur: INSTANTANEOUS
Damage: NONE		Area: SINGLE OPPONENT

This allows the spellcaster to inflict a sharp poke on the victim's person (i.e. - a poke in the ribs or a jogged elbow performed as by an invisible servant). This will cause no damage to the victim but will distract him (-2 on next initiative roll). The spell is also useful in causing obstinate or slow horses to move more rapidly.

It can also be directed to poke or punch small items at a distance but is not sufficiently powerful to move any weight greater than a pound.

GORDIAN KNOT (DS)

Class: ANY	Comp: V/S	Range: TOUCH
Save: N/A		Dur: PERMANENT

This spell causes any knot touched to become impossible to untie (except by the caster). This spell is usually used to protect packs, pockets and other such but may also be used as a magical lock.

NOTE - anything sealed with a gordian knot will take longer to open again than if it were not. There are two ways to open such: (1) by cutting the knot or the string (2) by dispelling the magic and untying the knot.

HARD WATER (DRUID ONLY) (DS)

Class: DRUID	Comp: V/S	Range: TOUCH
Save: NEG		Dur: 1 TURN / LEVEL
		Area: 1000 Cu FT / LEVEL (10x10x10)

This spell gives water the hardness of seasoned oak (and makes it subject to 'Warp Wood', 'Shapewood', axes, termites, etc).

HASTEN COMPOST (DS)

Class: DRUID	Comp: V/S	Range: TOUCH
Save: NEG		Dur: 3 MELEE ROUNDS / LEVEL
		Area: 3 CuFT / LEVEL

This spell causes non-living organic matter to rot or compost as much in one melee round as it normally would in one day. If the spell is cast on a full 3 foot cube of matter and lasts for over 4 rounds, on the fifth round and every round thereafter a quantity of methane gas will be released sufficient to cause 1d10 damage over a 10 foot radius if it is ignited. (E.g. if the spell lasts for seven rounds and the gas was ignited on the seventh round, the explosion would cover a 30' radius and do 1d10 damage)

HAWK VISION (CF)

Class: ANY	Comp: V/S	Range: TOUCH
Save: NONE		Dur: 1 TURN / LEVEL

This increases distance vision by 100, letting the subject see even small objects very far away. If the spell is successful, there is still a 5% (DM's Option) chance that the subject's judgment will change with his vision: ie, small birds and insects will look good to eat, abysses will look fun to jump into, etc. (The DM should roll the 5% once only, when the spell is first cast. If 1-5 comes up, he should say nothing; but every time an insect, cliff etc is encountered he should write a note to the player telling him to roll on his Wisdom vs taking appropriate action)

HILARIS MISSLE (MH)

Class: ILLUS	Comp: V/S	Range: 10 FEET / LEVEL
Save: NEG		Dur: 3 + 1 MELEE ROUND / LEVEL
		Area: ONE CREATURE

If the spell is successfully cast the victim gets his normal save vs magic. If he fails, then he is apt to do nothing whatever except laugh during any round when anything funny happens (roll on Wisdom each round).

Laughter is contagious. If the victim laughs for 3 rounds in a row, everyone else in the area must roll against Wisdom or laugh for that round too. (Repeat this roll every round as long as ANYBODY is still laughing -- this includes monsters, and applies even after the original spell has worn off)

The reverse may stop laughter (85%) or cause crying with all the above effects (15%).

INSOMNIA (DS)

Class: MAGE	Comp: V/S	Range: 20 FEET + 1 FOOT / LEVEL
Save: NEG		Dur: PERMANENT

This spell keeps the victim from sleeping or even truly resting until it is dispelled or he dies. The victim is immune to 'Sleep' spells. His spells and mana will not renew.

For each day after the first without sleep, he will fight and defend at -1, and lose one Constitution point. (Eight hours sleep per point will return him to normal) If Constitution ever falls to zero he will die.

This spell is not reversable!

MARDI GRAS SPECIAL (DS)

Class: ANY	Comp: V/S	Range: TOUCH
Save: N/A		Dur: INDEFINITE

This spell is cast on a light or 'Continual Light' spell. This causes the light to glow in the color of the caster's choice.

REVERSE FLOW (DS)

Class: DRUID	Comp: V/S	Range: SPECIAL / TOUCH
Save: N/A		Dur: 1 TURN / LEVEL

The druid using this spell can cause any liquid to flow in the opposite direction from that normally expected. Thus, a stream might flow uphill, a waterfall reverse or wine pour upwards into a glass (and spill if the glass were turned upright).

The liquid must be touched by the Druid.

"Step right up, Ladies and Gentlepersons. Don't be bashful, now. Today only, we're making a special offer, like you've never seen before and you'll never see again. We are offering, for the minute price of - No! not ten, not five, not three, No! only one silver piece! That's right! Just one thin silver piece! But remember, at this price, we can offer only one to a customer! Don't crowd now - plenty for everyone! Just one thin silver piece! What? What's that? Oh, you ask what are we selling? I'm glad you asked me, young man! Now you look like an intelligent industrious sober type, just step right over here! Let me get a good look at you. Yes, a prime specimen, ladies and gentlepersons, a prime specimen! . . ."

Traditional marketplace incantation

SNAP, CRACKLE, POP (DS)

Class: CLERIC	Comp: V/S	Range: 100 FT RADIUS
Save: N/A		Dur: PERMANENT UNTIL DISPELLED
Damage: NONE		Area: FLOOR

This causes a thin layer of transparent crystalline material to form on up to 100 square feet of floor (within 100 foot radius). This substance will do nothing unless it is stepped on at which time it will explode.

The explosions do no damage but, at each step, it will explode with a loud POP thus alerting everyone within hearing distance. A man-sized creature will step on 6d6 crystals at every step.

Most animals, having encountered the effects of this spell, will avoid the area.

SNEEZE (DS)

Class: DRUID	Comp: V/S	Range: 10 + 1 FEET / LEVEL
Save: NEG		Dur: 1 MELEE ROUND

The target(s) of this spell must save on Constitution or spend the following round sneezing, thus losing their initiative.

Undead and other non-living creatures are not affected. Living creatures are affected as by a 'Sleep' spell: 4-16 creatures of or under 1 hd / 2-8 creatures of 1+1 to 2 hd / 1-4 creatures of 2+1 to 3 hd / 1-2 creatures of 3+1 to 4 hd / 0-1 creatures of 4+1 to 4+4 hd.

This spell is not recommended against dragons. The reverse prevents sneezing.

UMBRELLA (DS)

Class: MAGE	Comp: V/S	Range: SPECIAL
Save: N/A		Dur: 1 TURN / LEVEL

This creates an umbrella shaped force field over the caster (1 foot diameter/level). This force is subject to all regular attacks (AC 10 - dex bonus of caster) and will absorb 15 points of damage before being destroyed. This can only be cast directly over the mage and will remain until dispelled or the duration expires. It cannot be used as a shield.

WINE SANS VINE (DS)

Class: DRUID	Comp: V/S	Range: TOUCH
Save: NEG		Dur: PERMANENT
Damage: N/A		Area: 1 PINT / LEVEL

The spellcaster is able to change 1 pint per level of water into a passable wine (or 1/4 of this amount into an excellent wine).

Unusual applications of this spell have included an instantly drunk dragon. On another occasion, a slightly irate mage used the reverse of this spell to totally destroy a wine shop where he had been sold an inferior product.

Who overcomes
By force, hath overcome but half his foe.
John Milton -- PARADISE LOST



SECOND LEVEL SPELLS

"You idiots would try to get nuts from a tree by shaking it with a 'fire blast', about as sensible as cracking an egg with an onanger or using a catapult to plant corn.

"If you turkeys don't start showing some sense, you'll be serving this man's army on a plate with herb stuffing and peas"

- unknown sargent -
5th Thaumaturgical Corp
Confederate Army of Erewhon

APOPLEXY (ME)

Class: ILLUS
Save: NEG
Damage: 1d4

Comp: V/S

Range: 10 FEET / LEVEL
Dur: 3 MELEE ROUND / LEVEL
Area: ONE CREATURE

This spell makes the victim temporarily suffer from Apoplexy -- a tendency to turn red in the face (or whatever) and choke and sputter when he is angry. If the spell is successfully cast and the victim fails his saving throw vs magic, from then on the victim must roll his Wisdom once per round if anything is happening that round that might make him angry.

If he makes his Wisdom roll he can function normally. If he fails he will sputter and choke for that round (taking 1-4 damage) and be -4 on all his attacks and saves -- for that round only. Next round he will be back to normal and have to roll Wisdom again if he is still being provoked. (If he fails on a roll of 20, he will suffer a stroke and fall paralyzed for 1-6 turns)

He may be cured by the same spell in reverse, a 'Cure Disease', or a 'Bless'.

CREATE POISON WATER (DS)

Class: CLERIC	Comp: V/S	Range: TOUCH
Save: SPECIAL		Dur: PERMANENT

This is similar to 'Create Poison Food' and functions in the same manner. It may also be used to create poison wine.

DETECT LIFE (CF)

Class: DRUID	Comp: V/S	Range: 20 FEET / LEVEL
Save: N/A		Dur: 1 MELEE ROUND / LEVEL

This spell detects the location of any living creatures larger than normal insects. It may be tuned in several ways. It may ignore creatures known already, like members of the party. It may be directional. It may be cast on an area as small as a 1' circle. It may be tuned for one species only, eg "Detect Orcs". Unless the caster states otherwise, it will detect both plants and animals.

Normal life-forms get no save, but spells and artifacts such as an Amulet VS Detection will have their usual percentage.

DRUDIC SANCTUARY (ME)

Class: DRUDIC	Comp: V/S	Range: 10' FT
Save: N/A		Dur: 1 HOUR/LEVEL

'Drudic Sanctuary' allows a druid to hide himself in any tree which is larger in diameter than himself. This is similar to a 'Pass Plant' spell except that any kind of tree can be used and no travel occurs.

There is some hazard involved if the druid should inadvertently choose a tree which is already inhabited by a Dryad. Such conflicts of interest are not easily settled.

EYES OF FIRE (DS)

Class: ILLUS	Comp: V/S	Range: TOUCH
Save: N/A		Dur: 1 TURN / LEVEL

This spell is used in two forms: 1) The caster is able to cause his eyes to glow one solid color. Pupils, iris and the whites of the eyes cannot be seen. The whole of both eyes become the color of choice and will also glow in the dark.

2) He may also cause his eyes to appear to have fire burning in the pupils. All parts of the eyes are normally visible except for small fires appearing in the pupils. The flames can be of any color desired and will glow in the dark as above.

This spell may have a 'Permanency Spell' cast on it. This does not in any way effect the user's vision.

FIRE MISSILES (DS)

Class: MAGE	Comp: V/S	Range: 60 Ft + 10 Ft / LEVEL
Save: N/A		Dur: SPECIAL
Damage: 1d4 / 1d6+1		Area: SINGLE TARGET

This spell creates 1 fire missile / level. These are similar to 'Magic Missiles' except that the missiles are flaming. These will do no damage against fire-using or fire-related creatures but will do 1d6+1 against cold-using or cold-related creatures. All others take 1d4 damage / missile.

FOGHORN (DS)

Class: MU/CL Comp: V/S Range: TOUCH
Save: NEG Dur: 1 TURN / LEVEL

This spell amplifies the voice of the caster or whoever he touches so it may be heard in large crowds or across distances of up to 1500'. Volume is adjustable. Close up it may cause pain, but no measurable physical damage. (Can never be adjusted lower than ordinary speaking voice)

The reverse causes laryngitis: subject cannot speak above a whisper.

GLENDAS GLAMOUROUS GLITTER (DS)

Class: ILLUS Comp: V/S Range: 60 FT DIAMETER, 30 HEIGHT
Save: N/A Dur: 3 MELEE ROUNDS / LEVEL

This causes thousands of tiny flashing lights to appear and move in a random manner. The lights may be of different colors if desired. Ranged combat in or into the area cannot take place (no-one can see the target) and close combat is at -2 for all concerned (truesight excepted). All intelligent beings must Save VS Intelligence or remain where they are and be dazzled by the lights (check each melee round). Animal level intelligences must Save VS Spell or flee in panic.

HANDDROP (CF)

Class:	MAGE	Comp:	V/S	Range:	20 FEET + 10 FEET / LEVEL
Save:	NEG			Dur:	INSTANTANEOUS

Cast on a hand, tentacle, etc of the caster's choice, it will cause the victim to drop whatever he is holding with that appendage. It will not make a ring or garment fall off.

ICE MISSILES (DS)

Class:	MAGE	Comp:	V/S	Range:	60 Ft + 10 Ft / LEVEL
Save:	N/A			Dur:	SPECIAL
Damage:	1d4 / 1d6+1			Area:	SINGLE TARGET

This spell creates 1 ice missile / level. These are similar to 'Magic Missiles' except that the missiles radiate extreme cold. These will do no damage to cold-immune or cold-related creatures but will do 1d6+1 against fire-related creatures. All others take 1d4 damage / missile.

ILLUSION OF NOCHANGE (ME)

Class:	ILLUS	Comp:	V/S	Range:	10' / L
Save:	1/2 EFFECT			Dur:	SPECIAL
				Area:	10 Cu FT / LEVEL

This illusion cannot create the image of any new thing -- only the illusion that some real thing has not changed, has not moved, etc.

At levels 1-2 it produces only sight; level 4, sound; level 5, smell; level 7, heat or cold; level 9, repetitive random movement such as ocean waves or a flag waving; level 11, touch.

Reverse dispells this illusion, or makes it appear that something has changed when it really has not. This must be an expected type of change, something that would eventually happen anyway, like milk souring, a tree dying of old age, etc.

MAGIC EYE (DS)

Class: MAGE Comp: V/S Range: TOUCH
 Save: N/A Dur: 1 TURN / LEVEL

This spell is similar to "Magic Mouth". It is cast on an object and then, when a certain thing happens, it will cause a "Magic Eye" to appear on the object and remain there for 1 turn per level of the caster. While the Eye lasts, the caster can see all that it sees.

If more than one Eye turns on at once, the caster can choose which to see thru, and switch about as he likes.

MARBLES (DS)

Class: MAGE Comp: V/S Range: 10 FEET / LEVEL
 Save: NONE Dur: 1 TURN / LEVEL
 Area: 9 Sq FT / LEVEL (3x3)

By using this spell the caster can create enough marbles to cover 9 sq ft per level above the level necessary to use the spell. Anyone stepping on an area covered by these marbles must roll Dexterity each round or fall down. His movement rate is 1 and only on a second Dexterity roll does he move in the desired direction.

The reverse vanishes round pebbles, small eggs, buckshot, etc. (Technos hate it. Their machines come to a grinding halt, and they can never figure out where the ball bearings went.)

MENTAL MIRROR (DS)

Class: MAGE Comp: V/S Range: TOUCH
 Save: SPECIAL Dur: 1 MR / LEVEL

This spell has seen extensive use in the investigation of murders and other violent deaths. The spellcaster is able to cause the last mental image of the deceased to be projected on any mirrored surface. This image will last for 1 melee round / level of the caster. The subject of the spell may not have been dead for more than 1 hour / level of the investigator.

This may also be employed to interrogate a living creature but, in this case, a saving throw is allowed. If the save is made, the creature will be able to project an inaccurate or false image which the interrogator will not be able to discern as false.

PERCIVAL'S PHOSPHORESCENCE (DS)

Class: ANY Comp: V/S Range: 10 FEET
 Save: N/A Dur: PERMANENT

This causes any material to absorb and store light which will be re-emitted when in darkness (this spell does not produce light!). The mage may enchant up to 10 pounds of the material / level.

If used by a druid, living creatures may be affected, otherwise only nonliving objects may be enchanted. The object enchanted will glow for twice the time it was exposed to the light but will be only 1/4 as bright.

UNSYSTEM

Tom Bell tells experienced players entering his world:
 "Use whatever system you normally use. Magic works in lots
 of ways."

RECORD (DS)

Class: MAGE Comp: V/S Range: 20 FT
 Save: N/A Dur: UNTIL USED

This allows an item to be enchanted in such a manner that it will record a voice and play it back (like a tape recorder) when the command word is uttered. There is a limit of 50 words / level of the caster and the message can only be replayed once. This method of communication has largely replaced letters among mages.

SHOW BUSINESS (DS)

Class: ANY Comp: V/S Range: 20 FT + 5 FT / LEVEL
 Save: N/A Dur: 1 TURN / LEVEL
 Damage: NONE Area: ANY

This spell allow the caster to cause any effects desired as long as the following parameters are observed:

- 1) The effects can cause no harm to anyone.
- 2) The effects can cause no harm to property.
- 3) The spell cannot effect anyone who does not wish to be affected.
- 4) The effects may not directly aid the party. (i.e. bridges across pits are not allowed)

This spell was developed to provide special effects which may be flashy or scarey but have no inherent dangers or benefits. The special effects are quite real (thus defeating 'truesight' or 'disbelief').

The special effects can affect morale rolls. Example: having been surprised in his lab by a party of adventurers, Zoltan Blackskull used a 'Show Business' spell to cause himself to appear to grow to a height of 18 feet with lightning crackling around his body and his voice to assume a deep echoing thunder.

If Zoltan had attempted to cast the spell on one of the party, the spell would not have worked unless the victim allowed the effects.

TAMERLANE (ME)

Class: DRUID Comp: V/S Range: 10 FEET / LEVEL
 Save: N/A Dur: PERMANENT
 Area: 2 CuFT / LEVEL

This spell causes dead, seasoned wood to come alive and start sprouting leaves and roots. Growth rate will be faster than normal: 1 day's normal growth per level of the caster per turn.

The reverse causes live or freshly cut wood to season at the same accelerated rate.

TRANSFER STICKINESS (ME)

Class: DRUID Comp: V/S Range: 10 FEET / LEVEL
 Save: NEG Dur: 1 YEAR / LEVEL

By this spell the quality of stickiness may be directly transferred from one substance to another. The spell will affect 1 pint / level or 1 square yard / level of surface. For instance, the stickiness in a barrel of honey was once transferred to the water that a Naga was coming out of, trapping the Naga temporarily and leaving the honey as slick as oil. The stickiness of honey, of course, won't harden to mend something permanently -- for that you need the stickiness of tree sap or bread dough.

UNSEEN STEED (DS)

Class: ANY Comp: V/S Range: TOUCH
 Save: N/A Dur: 1 HOUR / LEVEL

This spell creates an invisible steed which the caster is able to ride or harness to a cart. The caster will require saddle and bridle or harness and cart in addition to the verbal and somatic components of this spell.

The invisible steed created will assume the size and shape of a normal horse but, unlike a horse, cannot be spooked nor does it need food or water. The steed is AC 7 and will take 10 points of damage before being dispersed. The Unseen Steed does not fight and can do no damage.

It has been rumored that some mages have cast this spell combined with a 'Colored Lights' or 'Floating Fog' spell to produce eerie effects.

WATER SHAPE (DS)

Class: DRUDIC Comp: V/S Range: 30 FT
 Save: N/A Dur: 1 TURN/LEVEL

This causes water to assume any desired shape and to acquire hardness as desired. Such artifacts may be of any desired hardness up to that of iron (but nothing harder). Such items will still appear to be water.

This spell was originally developed by a merman-mage who was attempting to compensate for his race's lack of metal weapons.

The maximum amount of water that may be altered is 3 cubic feet / level.

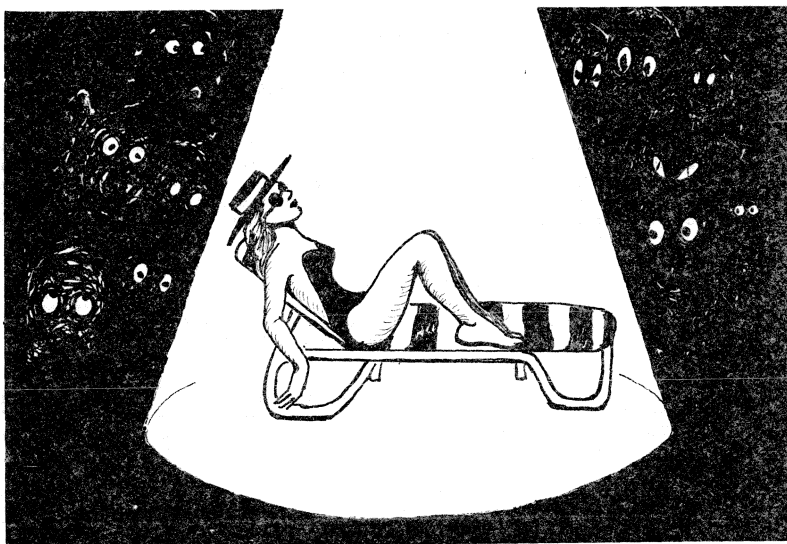
UNTHEORY

One DM we know decided what kind of results she wanted a magic system to give, then told her players: "You have been hired to sail to a new continent. Magic seems to work very oddly there, and part of your job is to find out why." They came up with a theory, and she has been using it ever since.

"When attempting to summon a 'Paladin' or other of the clerical orders, extreme care must be paid to one's personal appearance. The best results are obtained by presenting the appearance of a tall homoform of similar race to that being summoned but augmented by an enveloping white robe, white feathered wings and a glowing aura (white or gold preferred).

"The 'Paladin' (or other clerical) may be best constrained to your task by presenting the labor as a 'Holy Quest', this form appears to hold great appeal to this order of creature. Some cautions must be observed when attempting to obtain such creatures for purposes of assassination of greater or lesser members of the demonic races; 1st, be certain that your tool is sufficiently strong to complete the task. 2nd, . . . "

excerpt from Grimorium Demonica (3923 edition)



THIRD LEVEL SPELLS

"If you would consider spending half as much time in finishing your lab work as you do in trying to discover a new aphrodisiac for wood nymphs, Murphey, the chances are that you'd make the Dean's List . . . to say nothing of lacking that lovely suit of feathers you've developed today . . ."

- overheard outside a laboratory -
College of Applied Thaumaturgy
Xanadu University

ANALYZE MAGIC (CF)

Class: ANY	Comp: V/S	Range: TOUCH
Save: N/A		Dur: 1 TURN

This spell is supposed to give the caster complete knowledge of one spell that has been cast on its object. However, even if he successfully casts the spell (makes his percentage), the DM still rolls on the caster's Intelligence (with 3d6) to see if he gets correct information or not (18 is always wrong).

This cannot be tried twice on the same spell on the same object. But if an object has more than one spell on it, it may be tried once for each spell.

CASSANDRA (ME)

Class: ILLUS	Comp: V/S	Range: 50 FT / LEVEL
Save: NONE		Dur: 1 MONTH / LEVEL
Damage: N/A		Area: 2500 Sq FT

If any person in the affected area attempts to disbelieve anything, he is struck dumb and cannot write or use sign language for 4+1d6 rounds, regardless of whether or not the attempt succeeds. This also applies to anyone attempting to use a spell or magic item for 'Truesight', 'Dispell Illusion', etc.

CREATE POISON FOOD (DS)

Class: CLERIC Comp: V/S Range: TOUCH
 Save: SPECIAL Dur: PERMANENT
 *** EVIL ALIGNMENT ONLY ***

This spell is useable only by Clerics of evil alignment. In this manner, they can create food which looks, smells and tastes wonderful. The food created is, however, deadly poison. The victim must save vs constitution or loose 1 point of strength per round until he reaches zero and dies. If the save is successful, the victim will fight at -2 and defend at +2 for 1d4 days. There is enough food created for one man for one day per level of the caster.

ELMO'S EMETIC (DS)

Class: ANY Comp: V/S Range: 10 FT + 1 FT / LEVEL
 Save: NEG Dur: SPECIAL
 Damage: SPECIAL

The victim of this spell must Save VS Constitution at -2 or he will start to regurgitate (vomit). The attack will last for 20 melee rounds - the victim's constitution. The victim will not be able to attack for the duration of the spell and all attacks against him are made at +4 to hit with a 20% chance of a critical hit.

If the save is made, the victim will be able to fight at -4 (defence is normal but no dexterity bonuses will apply for the duration of the spell). Maximum movement rate will be 3.

ERASE SCENT (DS)

Class: DRUIDIC Comp: V/S Range: TOUCH / 1 PERSON
 Save: N/A Dur: 1 TURN / LEVEL

This spell allows Druid to cause the normal scent of himself or another person or creature to become neutralized totally. This makes it impossible for him to be tracked by any animal or creature which relies on scent to locate its prey.

Secondly, the druid may alter his own scent to appear to be that of another type of creature (i.e. skunk, orc, moose or snake) but not that of a specific individual or creature (i.e. he can not change his scent to resemble his friend, Joe the Fighter). This spell may be used in either fashion but not both simultaneously.

ETHELBERT'S ELEGANT EXPLOSIONS (DS)

Class: MAGE Comp: V/S Range: 50FT + 10FT/LEVEL
 Save: NEG Dur: 1 MELEE ROUND
 Damage: 1d6/AREA Area: 10FT AREA / LEVEL

For each level of experience of the spellcaster, one explosion can be created in an area with a ten foot diameter doing 1d6 damage to all within the area. The explosions are accompanied by an elegant and colorful burst of fireworks which cause all within the area to make their attacks at -1 due to confusion. If they fail a 'roll to hit', there is a 30% chance that they will strike themselves or another target with their party.

FOUL WEATHER (DS)

Class: ILLUSIONIST Comp: V/S Range: SPECIAL
 Save: DISBELIEF Dur: 1 TURN / LEVEL

This produces the visual, tactile and auditory illusion of severe thunderstorms, blizzards, monsoons, etc. At the same time, the illusionist will appear to grow to a height of 20' with a correspondingly deep thundering voice. The illusion is visible only in an area surrounding the illusionist though it appears to extend itself indefinitely. The range of the illusion is 20 ft + 10 ft / level radius.

ILLUSORY FEEL (DS)

Class: ILLUS Comp: V/S Range: 10 FEET
 Save: N/A Dur: 5 MELEE ROUNDS / LEVEL

This spell is cast in conjunction with any illusion to provide the desired illusion of solidity and texture. Such an illusion cannot be dispelled by touch but must be actively disbelieved.

ILLUSORY SOUND (DS)

Class: ILLUS Comp: V/S Range: 10 FEET
 Save: N/A Dur: 5 MELEE ROUNDS / LEVEL

Any illusion can be supplemented by audio effects by means of this spell. If specific audio effects are desired (i.e. conversation), the Illusionist must concentrate on the desired effect. General audio effects (i.e. rumbling sounds, explosions, footsteps, etc) do not require continuous concentration.

IMAGE MOVEMENT (DS)

Class: ILLUSIONIST Comp: V/S Range: TOUCH
 Save: N/A Dur: 1 TURN / LEVEL

This is an expansion of the "Image Inscription" spell which enables the caster to cause the image to perform any simple limited action desired (i.e. walking, talking, waving, etc.). Complex actions are not within the abilities of this spell.

The desired action must be determined by the mage before the spell is cast but has a duration of 10 seconds before it begins to repeat. Only a single action is possible.

KNOW ANIMAL / MONSTER (BRE)

Class: DRUID Comp: V/S Range: 100 FEET
 Save: NONE Dur: INSTANTANEOUS

This spell is used by druids to gain information about previously unknown animals or monsters.

01-50 Druid knows basic statistics of animal/monster.

51-80 Druid knows habits and basic statistics.

81-95 Druid knows habits, statistics and common name.

95-00 Druid knows all, includes weaknesses and failings.

LADY DION'S PEACEFUL CREATION (ME)

Class: CLERIC Comp: V/S Range: TOUCH
 Save: N/A Dur: 10 MINUTES / LEVEL
 Area: 1 CuFT / LEVEL

Lady Dion believes in non-violence, so her spell will not create weapons or anything obviously dangerous like dynamite or poison. Otherwise, the person it is cast on may magically and instantaneously create any one object that he knows how to make by normal means. Thus a former cook can magically create a cake, a tailor can create a suit of clothes, etc.

The object will vanish after 10 minutes per level of the Caster, or as soon as someone attempts to use it to contrive harm to any creature.

Fate laughs at probabilities.

Bulwer Lytton -- EUGENE ARAM

LARRIAT (DS)

Class: ILLUS Comp: V/S Range: MAX 50 Ft
 Save: N/A Dur: 1 TURN

'Larriat' creates a magic lasso with which he may attempt to rope an opponent. A 'roll to hit' must be made, if successful, roll 1d6 for results.

1-2: Caught by neck - 1d4 damage / melee round

3-4: Midsection - 75% one arm pinned - 50% both arms pinned - if shield then 1-2 above.

5-6: Feet or legs - save vs dexterity at -5 or fall.

MASK MAGIC (RGR)

Class: ANY Comp: V/S Range: 4 FT SPHERE
 Save: N/A Dur: 1 TURN + 1 TURN/3 LEVELS

This spell is cast on any small metal object (coin, ring, etc) and the effects emanate from this object to cover a sphere of 4 ft diameter. Any magical item within the sphere of influence will (for the duration of the spell) be undetectable by magical means. (i.e. 'Detect Magic', 'Read Magic', etc)

The masking effect is also undetectable. There is a drawback to this effect -- any magical items within the area of effect are also inoperative (passively) until removed from the influence or the expiration of the spell. This means that 'Wands of Absorption' will not work while 'masked', artifacts for detection of other spells or conditions are inoperative while 'masked', etc.

Multiple objects may be enchanted to provide special volumes of coverage but each source item must be enchanted separately.

MANA DONATION (DS)

Class: ANY Comp: V/S Range: 10 FEET
 Save: NEG Dur: INSTANTANEOUS
 Damage: SPECIAL Area: ONE CREATURE

By this spell the caster can give his mana to someone else. The recipient will only get half the mana given -- the rest is lost in transit. The caster can give as much as he likes, but can never give his last point.

If the recipient or the caster is in rapid motion (eg falling or in combat) the caster must roll Wisdom or the mana will miss and be dissipated.

MERLINI'S MAGICAL MULTIPLE MISSILES (DS)

Class: MAGE Comp: V/S Range: SPECIAL
 Save: N/A Dur: 1 MR

This spell may be cast on any normal projectile weapon (arrows, spears, etc). When the projectile is fired or thrown, it becomes a multiple number of missiles. The mage may only cast this spell on one missile and it must be fired in the next round.

The fired projectile will become 4+1d6 projectiles. For each missile, a separate 'roll to hit' is required at -1. If any missile fails to strike its original target, there is a 50% chance that it will strike any other target in the line of flight. Range and damage of the individual projectiles are not affected.

RUNES OF FIRE (DS)

Class: MAGE	Comp: V/S	Range: CONTACT
Save: SPECIAL		Dur: VARIABLE
Damage: 1d4/LEVEL/MR		Area: SURFACE or AIR

By using this spell, the Mage is able to write messages on any object or in the air itself. The letters of the message burn with a fire that does 1d4 points/level of damage each melee round of contact. The message may be up to ten words per level of the mage above the level required to use the spell. The spell lasts for 1 turn per level of the mage. Alternately, the spell can be set as a delayed spell and will be triggered in similar fashion to a 'Magic Mouth' spell.

A saving throw is required to pass the 'Runes of Fire'. Damage will be inflicted each round that an attempt is made to pass regardless of the saving throw.

This is a popular method of writing "poison pen letters" in some circles (not recommended for love notes).

SPELL FORWARDING (ME)

Class: MAGE	Comp: V/S	Range: 10 FEET / LEVEL
Save: NEG		Dur: SPECIAL
		Area: 10 CuFT / LEVEL

This spell is cast on two objects, creatures, etc and each has a saving throw vs magic. Cast on object A, it causes all future spells cast on A to affect object B instead. If the spell recipient (object B) is destroyed or removed from the spell range, the spell will affect some random creature or object within range (10 ft / level).

Of course, if a 'dispell' is cast on object A, it will affect object B - however, for a 'dispell' or 'cancel', the transfer will reverse. If a 'dispell' or 'cancel' is cast on object B, the transfer spell on object A will be ended.

SPONGE AIR (DS)

Class: CLERIC	Comp: V/S	Range: 10 FEET / LEVEL
Save: N/A		Dur: 1 MELEE ROUND / LEVEL
		Area: 10'x10'x1'

First used as a shock absorber for coaches, this spell gives a cushiony consistency to a mass of air 10 foot square by 1 foot thick. The 'cushion' can absorb 25 foot-pounds of impact per level of the caster (1 pound falling 25 feet or 25 pounds falling 1 foot).

If the caster is casting the spell on a place he thinks a falling object is going to land, if he is more than 20' away he has to roll Intelligence to see if he puts it in the right place. (If he fails the roll, for each point he fails by, the center of the 'cushion' will be 1 foot away from the center of the object when it hits. Since the cushion is 10'x10', he could fail by up to 5 points and all or part of the object still land on the cushion.)

"... after two days and three nights in that cussed cave, I could o' been tracked by a bullfrog with a bad sinus condition. When I heard those beasts howling up my trail, I wished to hell I'd bought that 'Erase Scent' scroll 'stead of the 'Fire Runes'.

"Then I remember what that 'Angelo fellow told Cobbler Tom 'bout sticking to his lasts. I quick used a 'Illusory Scent' an' make myself smell like the biggest and baddest woods-pussy that ever lived. 'Course, I couldn't even stand myself at arms-length..."

excerpt from Tavern Tales
Ambrose Bierce, editor

SUNLIGHT (BF)

Class: CLERIC	Comp: V/S	Range: 50 Ft
Save: N/A		Dur: INSTANTANEOUS
		Area: 10 Ft Circle

With this spell, the cleric calls a circle of sunlight down in the desired location (as per 'Flame Strike'). This light is identical to normal sunlight. This has been observed to be effective against various darkness-loving creatures and many of the undead. The light will last for 3 melee rounds.

SYLVESTER'S SLIPPERY SURFACES (DS)

Class: CLERIC	Comp: V/S	Range: 50FT + 5FT / LEVEL
Save: NONE		Dur: 2 MR / LEVEL
Damage: SPECIAL		Area: 10FTx10FT AREA / LEVEL

Using this spell, the spellcaster is able to cause large areas of surface to become slippery (100% frictionless). This does not affect conservation of inertia. Any creature in motion or entering such an area will continue in motion without change in direction or control until they arrive at an area having normal surfaces. A save vs dexterity -6 must be made both entering and leaving such areas to remain upright. This spell can be cast on stairs (with obvious effects), vertical surfaces (impossible to climb) or small objects (many interesting opportunities).

NOTE - Because this is not an attack (unless cast on a creature itself) there is no Save VS Magic. This spell is also a favorite of Druids.

TIME REWIND (ME)

Class: ANY	Comp: V/S	Range: TOUCH
Save: NEG		Dur: INSTANTANEOUS
Damage: N/A		Area: SPECIAL

This spell returns one object or part of an object to the condition it was in at a certain time in the past. Ashes can be turned back into a map, a corpse into a living person, water into snow, etc.

Unless the temperature of the room has been changed too, the snow will begin melting again. The object will not return to a former location, so the spell cannot reassemble a dismembered body, remove poison from a body, etc. If the ashes have been scattered, the spell would produce confetti.

The spell can reach 15 minutes into the past per level and can affect up to two gallons volume per level. (The average human body has a volume of 20 gallons)

NOTE -- The volume affected is one 3 inch diameter sphere / level squared.

TRANSFER FRICTION (ME)

Class: DRUID	Comp: V/S	Range: 10 FEET / LEVEL
Save: NEG		Dur: PERMANENT
		Area: 10 SqFT PER LEVEL SQUARED

This spell removes the quality of friction from one surface and transfers it to another surface of the caster's choice. All or part of the friction may be removed, and it may be spread over a wider area or concentrated in a smaller area if he wishes.

caster must be within range of part, but not necessarily all, of the surface to be affected.

TRANSFER STIFFNESS (DS)

Class: ALL Comp: V/S Range: 20 FEET
 Save: NEG Dur: 1 MELEE ROUND / LEVEL

This allows the mage to transfer stiffness from one object to another. By example, the caster could transfer the stiffness from a sword to a piece of rope thus making the rope stiff and the sword limp. Approximately the same amount of mass is required for each object involved.

It should be noted in passing, that if the rope is coiled when this is done, it will be very difficult to uncoil . . . and if the sword is not straight when the effects end . . . ! (This is frequently popular in "houses of ill-repute")

UNSEEN ACCOUNTANT (DS)

Class: ANY Comp: V/S Range: 5 FEET / LEVEL
 Save: N/A Dur: 1 HOUR / LEVEL

By this spell the Caster creates a force similar to an Unseen Servant who follows him around and will, on request, take treasure (including magic items) and store it in an extra-dimensional space. The Accountant cannot be seen or touched -- only heard -- and he is the only one who can get the treasure back. (Each different Accountant works from a different space, and they do not communicate) Space is unlimited, and he can read an inventory any time (he always reads in a normal tone of voice).

The Account takes a 20% commission on everything he banks, or 1 magic item out of every 5 (roll randomly), and eats it. He can only be dispelled by someone who knows exactly where he is -- usually while he is speaking, performing, etc. If he is dispelled all the treasure is lost.

Just a trifling handful, O philosopher!
 Of magic matter: give it a slight toss over
 The ambient ether -- and I don't see why
 You shouldn't make a sky.
 Mortimer Collins -- Sky-Making

"... hadn't found any secret doors down my side of the corridor and hadn't heard anything so I went looking for Beauhavoc. I came around the corner and saw him standing with his eye to a door . . . but not moving. I figured that he'd done a 'One Way Vision' and found another 'Symbol of Immobility', he'd done that before . . . Remember the Graustark campaign? Yeah, he was the one. Anyhow, I figured that would keep him out of trouble so I collected the rest of the party and we decided to look for another entrance, figured that if we came in from the side, we could cover the symbol and then wake up Beauhavoc.

"Well, we found another door that we figured would hit the same room, Trevain picked the lock and we busted in. Remember the High Mage, Chom d'Croy? Yeah, the guy whose wife hired us to look for him? Well, we found him. There he was, naked as a jaybird, lying on a stack of cushions with three succubi. Was he ever mad! Got even madder when he found out Beauhavoc had been watching!

"Got a nice piece of change out of the job though. M'lord d'Croy paid us very nicely not to tell his wife. 'Nother drink? It's on M'Lord."
 excerpt from Tavern Tales
 Ambrose Bierce, editor



FOURTH LEVEL SPELLS

AFFECT ORBIT (DS)

Class: DRUID Comp: V/S Range: SPECIAL
 Save: N/A Dur: 1 NIGHT / 3 LEVELS

This spell allows the phase of the moon (and its time of rising and setting) to change to that desired by the caster. For each three levels of experience of the caster, the moon's phase may be advanced or retarded one day. Thus, a 4th level druid could cause the moon to remain full for one day longer than normal (or become full one day sooner).

This does not affect the moon or its orbit in any other fashion and, after the spell terminates, the moon will resume its normal phase and period.

ANIMATE PLANT (DS)

Class: DRUID Comp: V/S Range: 10 FT / LEVEL
 Save: NEG Dur: 1d2 TURNS

This spell is used to animate plants. The spellcaster may animate 2d10 small plants (creepers, vines, flowers, etc) or 1d8 medium sized plants (bushes, saplings, etc) or 1d3 large plants (trees, whole hedges, etc).

While the plants are not able to uproot themselves, they will entangle, snare or, if possible, capture or perform other feats at the druid's request.

--- Treat small plants as up to 1 HD and AC 7. Medium plants will be up to 3 HD and AC 6. Large plants will be up to 10 HD and AC 5. ---

ALTER TENSILE STRENGTH (CF)

Class: ANY	Comp: V/S	Range: 10 FEET / LEVEL
Save: N/A		Dur: 1 MELEE ROUND / LEVEL
		Area: 1 Cu FT / LEVEL

This spell changes the tensile strength and the melting point of the metal it is cast on. Thus a soft gold cup can be made hard as steel, or an iron lock can melt like butter, or an anvil be easily reshaped by hand.

Ordinary metals save vs magic to half effect. Intelligent weapons etc get +1 to their save per 5 points of intelligence, and if they save there is no effect.

BOG (DS)

Class: DRUID	Comp: V/S	Range: 30 FEET
Save: NEG		Dur: 1 TURN / LEVEL
		Area: 30 Sq FT

This spell turns any horizontal surface to soft bogland that acts like quicksand. Anyone walking on it in plate armor sinks in at 1'/mr; chainmail, 1/2'/mr; leather, 2'/turn; unarmored, 1'/turn. When the spell wears off the area returns to normal, except for bubbles occupied by anyone who sank in. The reverse makes natural bogland solid.

BROTHER BERTRAM'S BODY BAG (CT)

Class: CLERIC	Comp: V/S/M	Range: TOUCH
Save: N/A		Dur: 6 MONTHS
		Area: SINGLE BAG OR CONTAINER

When this spell is cast on a shroud (or body bag or coffin), a body placed inside will be preserved for as long as 6 months. This allows transport of the deceased to a location where resurrection may be attempted. This is not recommended for living bodies as it arrests all life functions thus preventing decay (95% fatal / day).

Vampires and other undead are not affected by the spell's emanations.

CHANGE WATER TO OIL (ME)

Class: DRUID	Comp: V/S	Range: TOUCH
Save: N/A		Dur: PERMANENT

The material component is a drop of oil. The oil produced will be of the same type as the drop, lacking any gross impurities. The reverse changes oil to pure water.

COLD FIRE (BRE)

Class: CLERIC	Comp: V/S	Range: TOUCH
Save: NONE		Dur: INDEFINITE
Damage: SPECIAL		Area: SPECIAL

'Cold Fire' is a magical fire which burns without consuming fuel. A torch lit with 'Cold Fire' will yield light equivalent to a normal torch but, instead of heat, radiates an intense cold. Wood, metal, stone or even icicles may be lit with 'Cold Fire' but this will not ignite other materials by contact.

Normal fires may be extinguished by 'Cold Fire' or, as a popular party item, drinks may be cooled by use of this spell. This effect is intensely hazardous to all fire-based creatures, causing 1d4 damage / level if cast on the creature itself or 1d6 / level if the creature is struck with a torch of 'Cold Fire'. Normal creatures will take only 1d10 cold damage and cold-based creatures are immune.

'Cold Fire' can be cast on 1 cubic foot of material / level of the caster. The effects continue until cancelled or dispelled.

COMBINATION SPELL (DS)

Class: ANY	Comp: V/S	Range: TOUCH
Save: N/A		Dur: SPECIAL

This spell is used to allow the caster to maintain a previously cast spell while casting and using an additional spell. The first spell must be of a type which does not require the continued attention and direction of the spellcaster for it's effects. (i.e. - a 'Spider Climb' spell could be cast and maintained while a while a 'Control Ball Lightning' was being cast but an 'Animate Object' spell could not be maintained while a second spell was being cast)

Each spell requires a separate melee round to cast (except under 'Haste') and the combination must be determined before the 'Combination Spell' is cast. The 'Combination Spell' will dispell when either of the associated spells is dispelled or ended.

CONDUCTOR (DS)

Class: DRUID	Comp: V/S	Range: 30 FEET
Save: N/A		Dur: 1 HOUR / LEVEL
		Area: 10 Sq FT / LEVEL

This spell causes any normally non-conductive material to conduct electricity just as well as water. If cast on a conductive material, it doubles conductivity.

DARK VISION (CF)

Class: ANY	Comp: V/S	Range: TOUCH
Save: N/A		Dur: 1 TURN / LEVEL

This lets the subject see in the dark just as well as he could in light. He can see in an area covered by 'Continual Darkness' etc, but cannot use it to see invisible or to see into shadows from a brighter area.

CONTAINERS OF HOLDING (CT)

Class: ANY	Comp: V/S/M	Range: TOUCH
Save: N/A		Dur: 1 HOUR / LEVEL
		Area: SPECIAL

This spell causes a container to become a container of holding. When the spell is cast on a particular container, the container will hold 10 times it's original volume and the filled weight will be 1/10 the normal weight of the contents (+ the weight of the container).

The original size of the container may be up to 1 cubic foot / level of the spellcaster. 'Containers of Holding' may be stored inside each other but the volume changes are not cumulative. Thus, a bag of 1 cuft capacity holding 10 cuft could be placed in a second bag of equal capacity but it would fill the second bag.

" . . . realized that he was 'bout to throw 'nother fire bolt and didn't figure I could take another so I cast a 'Delay Line' while I dodged behind the pillar. Natural 'nuf, he followed me 'round . . . an' 'round . . . an' 'round. Guess we must have made the tour four 'r five times 'fore that fire bolt let go an' it was pure luck that it caught 'im and not me!"

excerpt from Tavern Tales
Ambrose Bierce, editor

DELAY LINE (DS)

Class: ANY Comp: V/S Range: 30 FEET
 Save: NONE Dur: INSTANTANEOUS

The material components of this spell include a small silver spring with a small gem attached to each end. This spell causes a spell cast by another mage to be delayed from 1 to 6 melee rounds as desired. The caster of the 'Delay Line' must cast his spell first and will effect only spell cast in the same melee round.

When the delayed spell completes its action, it will act in the same manner as if it had not been delayed. (ergo - if a lightning bolt were cast and delayed, when the bolt strikes, it will strike the same spot where it was originally cast - regardless of the location of the original target or the original caster)

This is frequently used in magical researches.

ENCHANT BROOM (ME)

Class: MAGE Comp: V/S Range: TOUCH
 Save: N/A Dur: PERMANENT

Cast on an ordinary broom, this spell causes the shaft to sprout arms and the brush to act as legs. The broom will begin doing any simple household chore the caster directs: such as sweeping, washing dishes, chopping wood or, of course, drawing water.

The broom will continue performing this one chore, over and over, until disenchantment (separate spell required).

If the broom is damaged by being broken or cut, each separated piece will regenerate (as a Troll) into an entire new broom (1d6 melee rounds required). Each will be equipped with whatever tool is required for the task assigned and each will resume the assigned task. It can be stopped by total destruction by fire, disintegration, etc. It works and moves normally, even if under water -- it does not float.

The broom's attributes are: Strength 18/00; Dexterity 15; Constitution 18; Wisdom 0; Intelligence 0; Charisma 0; Armour Class 5.

FEEGHOOOT'S FLYPAPER

Class: CLERIC Comp: V/S Range: 50FT + 5FT / LEVEL
 Save: NONE Dur: 2 MR / LEVEL
 Damage: NONE Area: 100 SqFt / LEVEL

This causes large areas of stone or earth to become extremely sticky, slowing movement of all within the area or entering the area. All ground movement is slowed to 1/2 or less. Since this is not an attack and is not directed at or effecting an individual directly, there is no saving throw allowed and no immunity. (Exceptions: this spell may be directed against Stone Golems, Earth Golems, Earth Elementals, etc. In such cases, a saving throw is allowed)

FOG CREATIONS (DS)

Class: ILLUS Comp: V/S/M Range: 30 FEET
 Save: N/A Dur: 1 TURN / LEVEL

The illusionist using this spell is able to mold fog into the desired shape. All such constructs are grey in color with soft outlines (unless other spells are used to enhance effects) and require the presence of fog or mist for the material component.

see also 'Solidify Fog' - page 51

FORKED LIGHTNING (DS)

Class: MAGE	Comp: V/S	Range: 50 FT + 10 FT / LEVEL
Save: NEG		Dur: INSTANTANEOUS
Damage: TOTAL = 1d6/LEVEL		Area: INDIVIDUAL TARGETS

This will create as many forks of lightning as desired, up to a maximum equal to the level of the mage casting the spell. The TOTAL damage is 1d6 times the level of the caster and is divided equally among the number of forks. (All fractions are ignored)

FUMBLE CAUSE (ME)

Class: CLERIC	Comp: V/S	Range: 10 FEET / LEVEL
Save: NEG		Dur: INSTANTANEOUS
		Area: ONE CREATURE

Cast upon another mage or cleric (normal saves), this spell will cause the victim to fumble his next spell.

NOTE: The Caster must complete casting this spell before the victim begins casting his (ie, before the other player has announced to the DM what spell he is attempting). It will affect the victim's next spell, no matter how long until the victim casts one.

For each level of the Caster above the level required for use, he has a 10% chance to choose the type of fumble the victim will make.

CAUSE FUMBLE-TOO-MUCH

Same as above, except that the fumble caused will always be TOO MUCH.

CAUSE WRONG-TARGET-FUMBLE

The reverse ensures that the intended target will receive some effect from the spell, even on a 'natural fumble' or if the target saves. This will usually (DMO) be a 'Symbolic' effect, telling the target and everyone else just exactly who tried to do (or did) what to whom.

CAUSE SYMBOLIC FUMBLE

The reverse will cause the next action that the victim intends to be symbolic to come true literally instead. I.e. if he makes a threatening gesture, he will actually strike; if he says "Oh, fiddlesticks", he will be standing in a heap of fiddlesticks, etc.

CAUSE FUMBLE-OPPOSITE-EFFECT

If the reverse is cast, the victim will not be able, on his next spell, to cast any kind of 'Reverse'. (If he tries, the spell will have its regular effect instead) Nor, should he happen to fumble, will the fumble be an OPPOSITE EFFECT. (This is very useful to cast on clerics who are known to fumble their cure spells, just as insurance. . . .)

"Unlike many herbs, moonwort may be considered to possess two forms. If it is to be used in spells involving light, it will prove most effective if gathered during the dark of the moon. If gathered during the full moon, it may be used as a general darkening agent in fog and smoke spells.

"While this may seem contradictory to some, it is in the latter phase that moonwort shows the greatest affinity for the absorbsion of light."

"Hints for the Home Adept"
edited by Isacc Bontrionpe

GJOSAF'S SPELL OF THE STEALTHY FAGIN (CF)

Class: ANY	Comp: V/S	Range: 60 FEET
Save: N/A		Dur: 3 + 1 MELEE ROUND / LEVEL
Damage: AS THIEF		

This spell creates a foggy humanoid figure which can function as a thief of 1/2 the level of the caster (round down). It can use weapons and backstab, but can carry only 30 pounds.

The figure can do all other thief functions. If given 1 HP damage, it will vanish. It is AC 4 and armed with a functional longsword.

The Fagin is an automaton controlled by the caster, who must be able to watch it and to concentrate completely upon controlling it. The Fagin has senses and intelligence needed for its job, but the Caster cannot use its senses as if it were a familiar, or read its 'mind'. E.g. the caster may cause it to reach into someone's pocket and steal a watch, but not to tell him what else is in the pocket or what time it is!

The Fagin (and its weapons and armor) may be dispelled by 'Invisibility', 'Dispel Illusion', 'Dispel Magic', etc, or by any person of Lawful Good alignment shouting 'Stop, Thief!'.

ICE SHAPE (ME)

Class: DRUID	Comp: V/S	Range: 10 FEET / LEVEL
Save: N/A		Dur: 10 MINUTES / LEVEL
		Area: 1 CuFT / LEVEL

Given enough water, the Druid can, by stroking gestures freeze it into ice of any shape he likes. It will keep 10 minutes per level before it begins to thaw unless attacked by fire, etc sooner. The reverse thaws ice.

INSTANT BAROQUE (ME / LF)

Class: CLERIC	Comp: V/S	Range: 10 FEET / LEVEL
Save: N/A		Dur: PERMANENT
Damage: N/A		Area: 10 CuFT / LEVEL

This spell causes any long, straight piece of material to twist into decorative curlicues. It has been used with good effect on swords, iron bars, pillars, etc (shortens to 1/3 of original length).

The reverse straightens out curlicues (must be decorative -- will not straighten plain bent or crushed material).

INSTANT GOTHIC (LF)

Class: MAGE	Comp: V/S	Range: 10 FEET / LEVEL
Save: N/A		Dur: PERMANENT
Damage: N/A		Area: 10 CuFT / LEVEL

This spell causes tall vertical pieces of material or stacks of material to bend toward each other in an attempt to form Gothic arches. (If the pieces are fastened at their tops, there is no effect. If they are further apart than they are high, they will bend towards each other until the tops are at 45 degree angles to the bottoms.

Laws of Evidence of Occurrence

Once is accident.
Twice is coincident
Three times is enemy action !

JIREEN'S FALSE DISBELIEF (ME)

Class: ILLUS	Comp: V/S	Range: 10 FEET / LEVEL
Save: NEG		Dur: SPECIAL
		Area: 10 CuFT / LEVEL

Once when Jireen was being chased by a mad Techno with a long-bore rifle she had melted, she met a Balrog. Knowing that the Techno was in the habit of disbelieving demons, she cast a 'False Disbelief' on the Balrog as she ran away. Sure enough, when the Techno saw the Balrog he said "I don't believe it".

This triggered the 'False Disbelief' spell. The Techno failed his save vs magic so (for him) the Balrog became invisible, inaudible, etc. Several of his party also 'disbelieved', and it vanished for them too. The Balrog ate them easily. (This kind of invisibility is not affected by attacking)

(See 'Alter Tensile Strength', Page 39)

JIREEN'S SPELL OF THE FLYING PHLOGISTON (ME)

Class: DRUID	Comp: V/S	Range: 10 FEET / LEVEL
Save: N/A		Dur: PERMANENT
Damage: N/A		Area: 1 CuFT / LEVEL

In Medieval science Phlogiston is the material element that makes things burn. Wood has it, ashes don't. Sound metal has it, but it gradually seeps away leaving rust, which doesn't have it. Charcoal has plenty, so if you burn charcoal and rusty metal together, Phlogiston goes from the charcoal to the metal making it sound again.

This spell allows the Caster by means of hand gestures to draw all or part of the Phlogiston (a barely visible white gas) out of an object, make it trace whatever path in the air he wishes, and finally lodge it back in the same object, in another object, dissipate it into the air, or whatever.

Phlogiston gas is a natural element, not magical, and while in the air is subject to air currents, etc. In still air the Caster can control it completely (requires full concentration), shape it into a cage, etc. It can only be moved at a rate of 3" (plus or minus wind speed). In a mild breeze, or if someone is fanning at it with a cloak etc, the Caster must roll Dexterity each round to keep it from dispersing (at 3"). To move upwind he must roll Strength -1 point for each 1" of windspeed. A strong wind or whirlwind will snatch it away at once -- and the air that carries it will explode if it touches any flame or spark.

To figure damage, consider where the Phlogiston came from and how much damage its burning would normally have done. E.g. if a whole pint of lamp oil were robbed of its Phlogiston, and the gas were caught by a whirlwind and spread over a 20' diameter area and ignited, all in the area would take the same damage as if 1 pint of flaming oil were splashed that thinly.

Fire Elementals love the taste of Phlogiston (burning, of course).

Normal objects have no save. Living creatures save vs magic.

LIQUID FORM (BRE)

Class: ANY	Comp: V/S	Range: TOUCH
Save: N/A		Dur: 4 TURNS

This spell allows the caster to change himself (or another person) into liquid form (as a vampire changes to gaseous form). The person transformed retains bodily control and may flow in the direction desired. This includes up mild slopes but cannot negotiate a slope of greater than 1 in 12.

The person altered cannot be harmed by impact or edged weapons but is vulnerable to heat or cold. He may return to normal form when desired.

MINAO'S MAGICAL ARM (RGR)

Class: ILLUS	Comp: V/S	Range: SHORT
Save: N/A		Dur: 5 ROUNDS + 1 ROUND/LEVEL

This spell was developed by an illusionist/thief for his own particular needs. This creates an invisible arm which has the same strength and reach as the caster's normal arm and is used in the same manner. The advantage is that the arm can pass through anything which is alive.

The 'Magical Arm' cannot be seen, even by such spells as 'See Invisible' or 'True Sight' and cannot be felt by any living matter. The real arm which is replaced by the 'Magical Arm' is, for the duration of the spell, useless and paralyzed. The 'Magical Arm' can grasp and hold but cannot pass through inanimate or dead materials.

ONE WAY VISION (DS)

Class: MAGE	Comp: V/S	Range: TOUCH
Save: N/A		Dur: 1 MELEE ROUND / LEVEL

This will cause a 1 inch by 1 inch area of wood surface (such as a door) to become transparent from one side only (like a one-way mirror). If the other side is dark, the caster will see only a grey square. If the other side is lit, the caster can see through into the area on the other side.

RIGHTEOUS RUNES OF FIRE (BRE)

Class: CLERIC	Comp: V/S	Range: CONTACT
Save: SPECIAL		Dur: VARIABLE
Damage: 1d6 / LEVEL / RUNE		Area: SURFACE or AIR

The cleric employing this spell is able to write messages or Holy/Unholy Words/Symbols on any object or in the air itself. The message may be up to ten words or one Holy/Unholy Word or Symbol for each level of the cleric. The spell will last for 1 turn per level of the caster or it may be cast as a delayed action or triggered spell (like a 'magic mouth'). In such cases, the effects will begin when the spell is triggered. The delay may extend up to one day per level of the cleric casting the spell.

Any creature or person attempting to pass will take 1d6 damage each round of contact. A 'save vs spell' is required to pass but damage is sustained each time the attempt is made whether successful or not. If a Holy Word or Symbol is used and is encountered by a creature of alignment opposed to the spellcaster, the Word or Symbol will explode doing 1d6 / level damage. Each Holy Word or Symbol will be treated separately and no save is applicable.

(We recall one occasion when a cleric was attempting to protect a party member by shielding him with Holy Symbols. The person in question was actually an assassin of evil alignment who had been attempting the assassination of the same cleric. The results were unexpected but spectacular)

" . . . recent experiments using specially trained Hell Hounds have shown significant results in the detection of the infamous 'Odor of Sanctity' drugs. Plans are now being made to establish trial units at the custom houses of all major ports of entry, Ghenna, Styx Ferry, Purgatorio, . . ."

unexplained fragment

RULRICK'S RINGS OF RESTRAINT (DS)

Class: CLERIC Comp: V/S Range: 40 Ft
 Save: N/A Dur: 1 ROUND / LEVEL

This is a powerful combination of 'Sleep', 'Hold Person' and 'Telekenesis' spells. When this spell is cast, brightly colored rings (color is caster's option) springs forth from the caster's fingers and fly towards the victim. The caster must make a 'roll to hit' (treat all targets as AC 9, however, dexterity bonuses are allowed).

If the victim is struck, the rings encircle the victim's body and constrict. At this point, the victim falls asleep (a 'save vs spell' is applicable on the sleep effect) and is levitated to a horizontal position approximately 3 ft from the floor. At this point, the cleric can cause the victim to move anywhere desired (movement 12) by means of concentration.

The 'Rings' do not prevent the victim from being searched or tied and inflict no damage on the victim. If asleep, the victim cannot be wakened until released from the spell.

SAFE HIDE / SAFE FIND (CT)

Class: ANY Comp: V/S/M Range: TOUCH
 Save: N/A Dur: PERMANENT

This is a specialized invisibility spell which causes an object to become invisible to all other than the person casting the spell (or the person for whom the spell is cast). In all other respects, the effects are the same as for other forms of invisibility.

TELENAR'S TRUTHTELL (DS)

Class: CLERIC Comp: V/S Range: 10 FEET / LEVEL
 Save: SPECIAL Dur: SPECIAL
 Area: ONE INTELLIGENT CREATURE

The victim gets to save on his Wisdom minus the level of the Caster. If he fails, he must answer truthfully and fully 1d3 questions per level of the Caster.

TRANSPARENCY (DS)

Class: ANY Comp: V/S Range: 10 FEET
 Save: NEG Dur: 1 MELEE ROUND / LEVEL

This spell causes normally opaque materials to become transparent (equal to high quality glass). Thus it may be seen through but is not invisible. The spellcaster can affect 20 lbs / level of material.

Living creatures so enchanted are +2 to attack and -2 to be hit. This is not an illusion but a change in the index of refraction of the material.

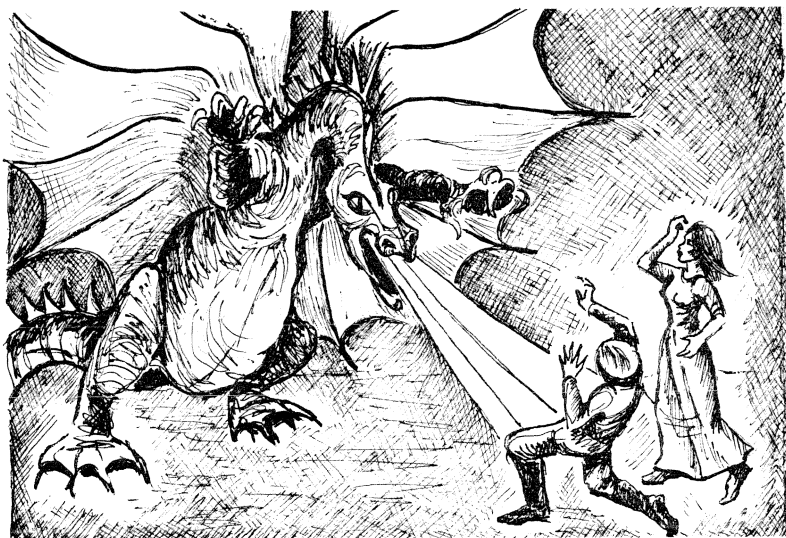
REVERSE - causes normally transparent materials (i.e. glass, water, etc) to become opaque. This is highly effective on glass mirrors (but not on solid silver mirrors).

WISHFUL THINKING (ME)

Class: ANY Comp: V/S Range: TOUCH
 Save: NEG Dur: 1 TURN / LEVEL

Cast on a person, anyone attempting to spy on the subject (or the person or persons with whom he is talking) must save vs magic. If the save is failed, they will hear just exactly what they want to hear, not the truth.

Cast on a written message, anyone who reads it except the person to whom it is addressed will read just what he would like. On writing, it lasts until dispelled.



FIFTH LEVEL SPELLS

" and then he looked the dragon straight in the eye and, in a voice just as cool as a ice golem, he said to me "Now, when I spit in the right eye"

overheard in the public bar at
The Sign of the Burning Man

BROTHER SAMUEL'S ARMOUR CREATION (ME)

Class: CLERIC	Comp: V/S	Range: 10 FEET / LEVEL
Save: NEG		Dur: PERMANENT
Damage: N/A		Area: ONE HUMANOID

This creates a suit of plate armour around the victim that fits him reasonably well and functions normally. The armour created will be AC 3. However, due to his lack of familiarity with plate armour, Brother Samuel forgot to provide a means to remove the armour.

The armour may be removed by cutting the leather bindings. Of course, this makes it impossible to replace the armour without repairs!

CONCEAL TRAP (DS)

Class: ILLUS	Comp: V/S	Range: TOUCH
Save: N/A		Dur: SPECIAL

This spell adds magical concealment to any form of trap. This will not affect the function of the trap (unless, of course, the trap must be seen to operate). This will decrease the chances of finding the trap by normal or magical means (-30% chance) but will not conceal the trap from the detection of magic!

The spell will remain in effect until the trap is sprung or disarmed. This spell has, on occasion, had the effect of causing a trap to be mistaken for a treasure.

DRUIDS' TEAPOT (DS)

Class: DRUID	Comp: V/S	Range: TOUCH
Save: N/A		Dur: SPECIAL
		Area: 1 CuFT / LEVEL

Cast on a vessel of any natural material, this spell heats water in the vessel as warm as the caster wants it, up to 211 degrees. It lasts as long as there is any water in the vessel — thus it may be partly emptied and refilled, over and over. Regardless of how much water is put in or how big the vessel is, it will be heated in 2 minutes.

The reverse cools water as far down as 33 degrees.

ILLUMINATION FLARE (TL)

Class: ANY	Comp: V/S	Range: 200+ FOOT DIAMETER
Save: N/A		Dur: 1 TURN

This is a variant of 'Continual Light' but can only be used outdoors because of the clearance required. The spell is cast on a small rock or other solid object (coin, nut, etc) which will then rise into the air to an altitude of 50 feet and begin glowing brightly.

This will provide sufficient illumination to light an area 200 feet in diameter or more. (This is very popular at garden parties when used with a 'Color Lights' spell)

JIREEN'S ILLUSION OF ARMOUR (ME)

Class: ILLUS	Comp: V/S	Range: 10 FEET / LEVEL
Save: NEG		Dur: SPECIAL
Damage: SPECIAL		Area: ONE HUMANOID

This spell makes the victim believe he is wearing plate armour — the very heaviest available in his world. He will suffer, psychosomatically, all the penalties thereof: decreased dexterity, strength, movement, encumbrance, etc. If he falls down, he cannot rise without help; if he falls in water, he cannot move his limbs to swim. (He will not be able to 'remove' the armour while the spell lasts) He will not feel any damage that the armour would absorb until the spell ceases, or until he collapses.

The reverse makes a victim who is wearing plate armour think it has vanished. (When the armour absorbs a blow, he will still take the damage — psychosomatically) A victim who wasn't wearing plate armour in the first place will think all his clothes have vanished.

JOE MAKARAK'S SPIRIT (DS)

Class: MAGE	Comp: V/S	Range: 50' + 10'/LEVEL
Save: NONE		Dur: PERMANENT
Damage: NONE		Area: SINGLE TARGET

This spell magnetizes any metal object (limit 10 lbs / level). The magnetism is very strong, and at least one Strength roll is needed to remove any metal that sticks to it.

If a suit of plate armour is magnetized the wearer is imprisoned since the joints will no longer move. (One paladin treated so is now a rusting statue in Satan's garden, and a bit of an inconvenience since any metal brought near him is attracted)

The effect cannot be dispelled except by heating the metal red-hot (which of course destroys both its temper and any non-metallic fittings).

LUDVICK'S LUCK (DS)

Class: MAGE	Comp: V/S	Range: 30 FEET
Save: N/A		Dur: 1 MELEE ROUND / LEVEL

The recipient of the spell gains a +1 to hit and a +1 on all saving throws as well as a -1 to defense for the duration of the spell.

The spell is reversible. When reversed, the victim (who is allowed a saving throw at -1) will be -1 to hit, -1 on all saves and +1 to defense.

MURPHEY'S LAW (CF)

Class: DRUID	Comp: V/S/M	Range: TOUCH
Save: NONE		Dur: 1 MELEE ROUND / LEVEL

This spell may be cast on any creature (caster included) by touching him with the material component of the spell. The material component is any manufactured object which has been constructed incorrectly (but not intentionally). A bowed arrow, a cracked gem or other flawed construct will serve.

If any attack is made on the affected creature, anything which can go wrong will! If an arrow is fired, the bowstring might snap (or the bow). A sword might miss and strike the wielder, a spell strike the wrong target or misfire, etc.

MYSTICAL MANA DRAIN (DS)

Class: MAGE	Comp: V/S	Range: 20 FT + 5 FT / LEVEL
Save: NEG		Dur: INSTANTANEOUS
Damage: MANA LOSS		Area: SINGLE TARGET

*** USEABLE ONLY IN MANA POINT SYSTEMS ***

If a save is not made, 1d6 mana points per melee round are transferred from the target to the spellcaster. This effect continues until either the target makes a successful saving throw or the target's mana level reaches 0. A saving throw is allowed each melee round. This spell has NO mana cost.

ORB OF INEFFABLE EFFUSION (DS)

Class: MAGE	Comp: V/M	Range: 50 FT + 10 FT / LEVEL
Save: SPECIAL (VS POISON)		Dur: 1 TURN MAXIMUM
Damage: SPECIAL		Area: 27,000 CuFt

These are small smokey balls thrown by the Mage. When they strike, they explode expanding to 27,000 cubic feet (30x30x30). This is not actual smoke in that it has a tangible though diffuse solidity which gives a consistency similar to soap suds in density. All inside the area are blinded until leaving the area of effect. Additionally, a save must be made each melee round to avoid smoke damage (save vs poison). Each successive save is made at -1 on the die until a save is failed. Damage is 1d6 per round after a save is failed.

All attacks in the area are at -5, all armour classes are +2 (i.e. AC 2 becomes AC 4) and all dexterity bonuses are cancelled.

O, who can hold a fire in his hand
By thinking on the frosty Caucasus?
Shakespeare -- KING RICHARD II

PERCIVAL'S PAINKILLER (DS)

Class: CLERIC	Comp: V/S	Range: TOUCH
Save: NEG		Dur: 2 TURNS / LEVEL
Damage: NONE		Area: 1 CREATURE

Using this spell, the caster can block the tactile (pain, pressure, heat, etc) sensations in a humanoid creature, thus effectively stopping all pain.

The drawbacks to this are three-fold: first, since the affected creature no longer feels any pain, he may assume that he is better (save vs wisdom) and attempt activities that will further aggravate injuries. Secondly, since the subject can no longer feel anything, he will not be aware of further injuries. Thirdly, the subject's dexterity is at -2 (no tactile sensations).

On one occasion, a mage-thief found himself captured by a band of orcs. To save his life, he convinced the orcs that he was a trained physician but, rather than treating their wounds, used 'Percival's Painkiller' and some bandages. While being lead back to their lair where they planned to hold him for a slave, he was able to backstab all four of the orcs before going 1000 yards.

SEALED WARDS (DS)

Class: ANY	Comp: V/S	Range: TOUCH
Save: N/A		Dur: PERMANENT

This spell may be cast on any lock or closure mechanism. If the lock has been opened by other than the normal means (correct key, password, fingerprint, etc) the caster will know instantly that the lock has been forced or bypassed.

Any lock so enchanted will radiate magic if it is detected for but will not be detected as being trapped.

SHADOW CREATIONS (DS)

Class: ILLUS	Comp: V/S	Range: 30 FT DIAMETER
Save: N/A		Dur: 1 TURN / LEVEL

This allows the illusionist to arrange light and shadow to appear as desired (both light and shadow must be present for the spell to work). Since the spell simply rearranges the light and shadow, true sight is useless against this. All such creations are nonsubstantial and appear only as black and white images which move as the caster desires.

This spell has an audible component which is gained at higher level. The spell will be negated by bright lights or complete darkness.

See also 'Solidify Light' - 58

SHADOW-SWITCH (ME)

Class: ANY	Comp: V/S	Range: 10 FOOT / LEVEL
Save: NEG		Dur: INSTANTANEOUS

This spell sends a creature into a alternate Shadow (alternate universe) and brings his equivalent from that Shadow into this one.

For example, Beauhavoc is fighting an orc. He reasons that somewhere in an alternate universe, that orc might have a crippled leg. He casts a 'Shadow-Switch' on the orc which sends it to the alternate universe and brings the crippled one here in its place.

Users should be aware that, as with Wishes, the Delian frowns on extravagant or unkind use of this spell.

WHITE OUT (DS)

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Class:  ILLUS          Comp:  V/S          Range:  SPECIAL
Save:   NONE          Dur:   PERMANENT

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This spell can only be cast to effect in an enclosed area. It may be cast for a delayed effect (as a trap) to be triggered by a 'Magic Mouth' or other trigger. This will affect the entire area and all contents, both animate or inanimate.

When the spell is cast or triggered, everything within the area becomes totally and blindingly white. While the condition lasts, there will be no colors, shadows or other points of visual reference. (Furniture, doors, cracks, etc are effectively invisible and can be found only by touch) This cannot be countered by "See Invisible" and such but is not immune to "True Sight".

WILLAMON'S WOODS WORKS (DS)

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Class:  DRUID           Comp:  V/S           Range:  TOUCH
Save:   N/A             Dur:    PERMANENT

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This spell is used by Druids to cause living wood to reshape and grow in desired patterns. This will not affect dead wood or lumber, only live healthy woods. This is normally used to cause trees to form rooms, stairs, furnishings, etc within the living tree. The limits of effects are 10x10x10 feet / level of experience of the Druid.

It is rumored that entire elven cities have been formed in this manner.

WOOD LIGHT (DS)

Class: DRUDIC Comp: V/S Range: TOUCH
Save: N/A Dur: 1d6 TURNS / LEVEL

This will allow the spellcaster to cause a piece of wood to glow giving off heat and light but without being consumed. Additionally, the wood will continue to burn despite violent winds or heavy rains. (It will be extinguished by total immersion)

The power of thought, -- the magic of the mind!
Lord Byron -- THE CORSAIR

"Had quite a riot, few weeks ago. Vagarian Guards were embarking for the Paynim War out south and you've never seen so many thimble-riggers, tricksters, smoothies, pinch-purses and shills. Every corner had a shill pushing charms, nostroms, potions or gauds. The real squeeze was being played by this chap who claimed to be were. He'd make the rounds of the bars offering, for a price, natch, to put the bite on any foot slogger who'd cross his palm with ten golds."

"Did quite a business, all the suckers would line up with their pouches, he'd go in the back room, claimed to be bashful, then he'd come back out as a wolf, collect the gold and bite 'em on the leg. Did real well 'til he ran into a real were who smelled him for what he was and blew the gaff. Those Guards were a mite disappointed to find out that they had more worries than argent and a bit leg to boot. What's left of him is buried out there where the roads cross and a stake through his heart to boot. How'd he do it? Used a spell, 'Lycanthrope Power' - works real well but it doesn't transmit lycanthropy."

excerpt from Tavern Tales
Ambrose Bierce, editor



" extreme care be utilized when attempting to open a 'gate' to the nether regions. If there is any flaw in your procedures, one hopes that the flaw will be in the opening, not in the 'wards and guards'.

"More than one mage's laboratory has been discovered in a state of total shambles; blood on the floors, walls and ceiling, the equipment and furnishings wrecked and . . . no body. The usual verdict is accidental death. A more accurate reading would be 'suicide by ineptitude'.

"That, gentlemen, is why, when we perform these experiments, there are no less than three Lamas and their attendant Acolytes and Adepts standing by . . . and the next one of you I find trying to summon so much as a minor sprite without my approval and concurrence, will find himself doing field work in the 8th circle of Ghenna!"

extemporaneous remarks by Professor Gilamesh
before the Advanced Studies Seminar - Summer
Session - Malgruv College of the Arcane Arts

ADVANCED PLANT ANIMATION (DS)

Class: DRUID
Save: NEG

Comp: V/S

Range: 10 FT / LEVEL
Dur: 1d2 TURNS

This is the same as 'Animate Plants' except that the plants will uproot themselves and move as needed. Small plants move 12, medium plants move 9 and large plants move 6.

Keep peace with the Lords of the Jungle
- the Tiger, the Panther, the Bear;
And trouble not Hathi the Silent,
And mock not the Boar in his lair.

The Law of the Jungle - Kipling

target must save separately versus each Mouth that appears on him, and if he has a Ring of Spell Turning, Rod of Absorption, etc, each Mouth that would otherwise have appeared on him will be treated as a separate spell by the artifact. For instance, if he saves against the Mouth that would have appeared on him the first round, the other mouth will still appear 40' away and sing up two more Mouths.

If the caster wishes, he can take longer to cast the spell and start with more Mouths. Each pair of Mouths will take 2 rounds to cast. For instance, he can spend 10 rounds casting and then have 10 Mouths appear all at once, 5 on the target and 5 scattered around other places. But if he is interrupted during the 10 rounds, no Mouths at all will appear and he will have to start over from the beginning. No matter how many Mouths the caster starts with, from then on each Mouth will only produce 2 more, taking 2 rounds to do it, then vanish.

The reverse of this spell is what the caster must cast to vanish the Mouths. It takes only 1 segment to cast and 1 point of mana (in mana systems) -- but in fumble systems requires a separate percentage roll.

If the caster does not vanish the Mouths, the process will stop when its available mana is exhausted, which will vary with different DM's magic systems. (In fumble systems this will usually mean when all local mana in the 40' radius is used up, and no other spells can be cast there either for some time -- DM's option.)

DENSITY ALTERATION (DS)

Class: MAGE	Comp: V/S	Range: TOUCH
Save: NEG		Dur: 1 TURN / LEVEL

This spell alters the density of the spellcaster or the object touched. The alteration may be as much as 10% / level of the spellcaster. This alteration affects the density and weight of the person or object. (Density & weight cannot be decreased to less than zero)

For each 20% increase in density of an person or creature, there is a reduction of 1 in the movement rate. A 20% decrease in the density (& weight) there is a corresponding increase of 1 in the movement rate.

A 50% increase in density provides an decrease in AC of 1 and the reverse also holds. These changes do not affect strength.

"The adept, on first entering the Prime Material Plane, should be aware of the hazards which face the adventurous. The creatures of this plane, I refer, of course, to the bipedal and centauroid types - please consult your identification guides - tend to be extremely belligerent. Those choosing to travel in the lupine form are advised to remain aware of the possibility of encountering argents, with painful results."

HELLBORE COLLEGE LECTURE SERIES
Triluciferage, Guest Lecturer

GOLDEN RULE SPELL (DS)

Class: CLERIC	Comp: V/S	Range: TOUCH
Save: NEG		Dur: SPECIAL

This spell can only be cast on a magic item such as a scroll or wand (which has its normal saving throw). It causes the effect of the magic item, next time it is used, to backfire and hit the user instead of his intended target.

It cannot be detected before use except by an 'Analyze Magic' spell. The reverse causes the item to overshoot, hitting not its intended target but whoever is behind the target.

HOUSEKEEPING (DS)

Class: ANY Comp: V/S Range: SPECIAL
 Area: SINGLE STRUCTURE Dur: 1 DAY / LEVEL

This spell is cast on any structure (size may range from a small hut to a castle) but is restricted to a single continuous structure. This spell causes all things to return to their original state when not being used (original being the state when the spell is cast). This spell restores furniture which has been damaged or moved, closes doors and cabinets, prevents dust accumulation (or restores dust, erasing tracks) and removes debris and trash.

Any object removed from the structure is no longer subject to the enchantment and this spell does not affect living creatures. This will reverse both magical and mundane alterations to the structure. Additionally, this causes everything in the structure to radiate magic strongly. (Anything brought into the structure after the spell is cast is not affected)

The effects of restoration have been noted as often having an unsettling effect on unwary guests (or adventurers). This also reverses the effects of many spells, causing the appearance of shortened duration and abnormal results.

INSTANT ELSEWHERE (BRE)

Class: ANY Comp: V/S Range: 100 YARDS
 Save: N/A Dur: INSTANTAEIOUS

This is a spell of last recourse. When the spell is cast, the caster (and anyone in contact with him) is teleported to a random location within 500 yards (1500 feet). The criteria observed by the spell is that the locus of termination does not present immediate danger to the spellcaster.

INSTANT SPELLCAST (BF)

Class: ANY Comp: V/S Range: TOUCH
 Save: N/A Dur: UNTIL DISCHARGE

This spell may be cast on any gem to cause the gem to become capable of storing a single spell. The gem must have a minimum value of 1000 GP / level of the spell to be stored.

The gem will absorb the first spell which is cast either at the gem or at the person carrying the gem. (If desired, the caster may use this to store a spell for future release) Only one gem treated in this manner may be carried by any individual. If more than one is carried, all will revert to normal.

The stored spell will be released when the gem is crushed, destroyed or broken but this will instantly release the spell with full effects.

"Circle Theatre? Burned down 'couple years ago. Had a comedy act booked, doing real well too. Seem to be a really good show until the night their magician had a few too many between the acts. He's supposed to sit up in the balcony, provide the lights and cast a few 'Hilaris Missiles' when the audience got dull."

"Had a double bill that night, 'Amleth, Prince of Denmark' for the lead show, pretty good too until the stage mage decided things were too solemn and decided to toss a few missiles. Trouble was, his aim was off and so was his judgement - got his 'Hilaris Missiles' mixed up with his fireworks and closed the whole theatre permanently."

excerpt from Tavern Tales
 Ambrose Bierce, editor

JIREEN'S SPELL OF SAUCE FOR THE GANDER (ME)

Class: DRUID	Comp: V/S	Range: 10 FEET / LEVEL
Save: HALF DAMAGE		Dur: 1 MONTH / LEVEL
Damage: SPECIAL		Area: ONE CREATURE

The victim will feel no effect from this spell until he attempts to harm some creature weaker than himself. Then he will take psychic damage -- in proportion.

If the victim has 20 hp and attacks a 2 hp creature with a sword that does 1-6 damage, he will take 10-60. If the creature has 10 hp he takes 2-12, etc.

This will happen each time he attacks a creature with fewer hp than he has, a lower level player character, or a player character of the same level who has fewer magical items or is at some other disadvantage (DM's decision).

If the victim's attack is a spell that does not directly give damage, like a 'Polymorph' spell, the spell will rebound on the victim, whose saving throw will be the same as whatever the weaker creature would have had.

NOVA BLAST (TL)

Class: MAGE	Comp: V/S	Range: 100 FEET
Save: NEG		Dur: INSTANTANEOUS

This is an extremely powerful offensive spell. The resulting blast will do 1d12 point / level of damage to the target in the form of extreme heat. The disadvantage of this spell is that the user is incapable of further magic for a period of one hour.

POWER WORD - MUTE (CF/ME)

Class: ANY	Comp: V/S	Range: HEARING
Save: NEG		Dur: 1 TURN / LEVEL (DM Option)
Damage: N/A		Area: 1 CREATURE

This power word causes the victim to be unable to talk (also affects the player) for the duration of the spell. The effect word is "Shut Up!". This does not prevent the player (and character) from communicating by written word, pantomime or other means.

POWER WORD TRUTH (TL)

Class: ANY	Comp: V/S	Range: TOUCH
Save: NEG		Dur: 24 HOURS

This causes the victim to be unable to lie about anything for a period of 24 hours.

SEE OTHER PLANES (TL)

Class: ANY	Comp: V/S	Range: SPECIAL
Save: NEG		Dur: 1 TURN / LEVEL

This spell allows the user to view other planes than the one which he is present on. Thus, a person may be on the ethereal plane and use this spell to watch what is happening on the prime material plane.

There is one disadvantage, the user can 'see' only one plane at a time and the plane must be selected when the spell is cast. (see also 'Attack Other Planes')

SILVER CORD (ME)

Class: CLERIC	Comp: V/S	Range: 10 FOOT / LEVEL
Save: NEG		Dur: 1 MONTH / LEVEL (UNLESS USED)

This spell sets up a safe pathway through the plane of the caster's choice through which the subject's body will automatically travel if he is killed. The pathway will always lead to his birthplace on his native plane.

SOLIDIFY LIGHT (DS)

Class: ILLUS	Comp: V/S	Range: 30 FEET
Save: N/A		Dur: 1 TURN / LEVEL

This is used with the spell 'Shadow Creations' to cause the shadows to become solid, doing damage and having the same effects as a real creation. This will be negated if the 'Shadow Creations' is cancelled.

A well known use is reported in the case of the illusionist who created a shadow city in the clouds and invited all of his enemies to a grand banquet. A good time was had by all until dawn

SYMBOL OF SILENCE (CF)

Class: ILLUSIONIST	Comp: V/M	Range: SIGHT
Save: NEG		Dur: 1 HOUR (DM Option)
Damage: N/A		Area: ALL VIEWING

This symbol affects all who see it to be unable to talk (includes player) for the duration of the spell. This does not prevent or affect communication by written word, pantomime or other means. The symbol may be drawn or created by any illusory means.

TRUE SENSES (DS)

Class: ILLUS	Comp: V/S	Range: TOUCH
Save: N/A		Dur: 1 MELEE ROUND / LEVEL

This causes all of the user's senses to simply ignore any and all illusions. Thus he will not hear, see, feel or smell any illusions.

WARLOCK'S DISC (ME/CF)

Class: MAGE	Comp: V/S/M	Range: TOUCH
Save: WST Only		Range: SPECIAL
Damage: MANA DEPLETION		Area: 5 FOOT DIAMETER / LEVEL

*** LOCAL MANA SYSTEMS ONLY ***

The Mage enchants a small metal disc so that it hovers above ground and spins until it has exhausted all the local mana in the area, and no more spells can be cast there until the mana is restored. The disc will consume 1 mana point the first round, 2 the second, 4 the third, 8 the fourth, and so on.

* If the Caster wishes he may attempt to 'tune' the disc to consume only one specific 'Note' of mana -- ie, all the mana suitable for casting fireballs, or all the mana suitable for charm spells, etc. His chance of successfully tuning it is 1% per level. If he succeeds, then soon the sort of spell it was tuned for will no longer work in that area, but others will still work.

Should anyone attempt to slow the disc by burying it, turning it to stone, etc, it may at DM's option cease accelerating and go on spinning at the same speed and draining the same number of mana points each round. In some 'local mana' worlds slowed discs are buried secretly in many places, each tuned for a different 'Note' of mana and depleting it as fast as it restores. . . .



SEVENTH LEVEL SPELLS

" take a well-fleshed human or similar species and dress and prepare in the usual manner. Allow to hang for 4 to 8 days to tenderize and develop full flavor.

"A variety of sauces may be used but for authentic Roast Suckling Prig, Sauce Mondor is the original recipe. For this, the following herbs must be steeped for three days in ale, then"

translation of a fragmentary manuscript

ATTACK OTHER PLANES (TL)

Class: ANY
Save: N/A

Comp: V/S

Range: SPECIAL
Dur: 1 MELEE ROUND / LEVEL

When used with the spell 'See Other Planes', this allows the user to direct physical or magical attacks from the plane where he is to another plane. All such cross plane attacks follow the characteristics of the plane where the target is located.

We have been told of one occasion when a powerful mage attacked a party from the ethereal plane. The mage was using both 'See Other Planes' and 'Attack Other Planes' to perform his ambush. One of the party under fire realized the source of the attack, shifted to the ethereal plane and killed the ambusher with a knife in the back. The mage couldn't see anything on the plane where he was and was thus unaware of the danger.

" . . . exaggerated claims and fraudulent advertising. However, a recent decision of the Low Court has overturned the decision and allowed the resumption of past practices. None the less, your Better Business Bureau has on file complete and conclusive laboratory test results which show positively that the highly touted Haydes Protective Devices provide no significant protection from 'Holy Water' or 'Blessings'."

transcription of a fragment found among
the remains of a Minor Demon, type not identified

CHANGE-WEIGHT (ME)

Class: CLERIC	Comp: V/S	Range: 10 FEET / LEVEL
Save: N/A		Dur: SPECIAL
		Area: 1 Cu FT / LEVEL

Caster can change the weight of any object or portion of object. The caster can make it weigh 1/100TH of its normal weight, 100 times its normal weight, or anything in between. Objects get normal saving throw -- if made, normal objects get half effect, magical objects feel no effect.

Reverse brings object back to normal or stops it changing weight for some other reason (e.g. Reverse Change-weight on a hot air balloon being heated would keep it from rising).

DEHYDRATE (DS)

Class: CLERIC	Comp: V/S	Range: 10 FT + 1 FT/LEVEL
Save: NEG		Dur: INSTANTANEOUS
Damage: NONE		Area: 1 CREATURE

This spell removes all of the water from the target creature leaving only a few pounds of dry chemical which form a duodecahedron (the shape of a 20 sided die) with a texture similar to the consistancy and firmness of hard styrofoam.

This is reversable which will restore the creature to its original form and condition (with the following exceptions). If the dry form has been crushed, damaged or destroyed, the creature is dead and cannot be restored in any way. While in the dehydrated state, the affected creature will not hunger, thirst, age or be conscious. Also, when restored, any damage or injury previously received will have been healed.

GENTLE AIR (DS)

Class: DRUID	Comp: V/S	Range: AREA
Area: 100 FT RADIUS		Dur: PERMANENT

This spell negates all air turbulence in the area of effect (winds, tornadoes, air elementals, etc). Air elementals will not appear or enter the area in which this spell has been cast.

LYCANTHROPE POWER (ME)

Class: MAGE	Comp: V/S	Range: 10 FT / LEVEL
Save: NEG		Dur: 1 TURN / LEVEL
Damage: N/A		Area: 1 HUMANOID CREATURE

The subject can use at will all of the powers (and liabilities) of a lycanthrope (type of his choice) without affecting his alignment or personality. Once he chooses a type of lycanthrope, he can never have the powers of another type, even on future castings of this spell (unless, of course, he is bitten in the normal way). His bite will not spread lycanthropy.

PEACEFUL EARTH (DS)

Class: DRUID	Comp: V/S	Range: AREA
Area: 100 FT RADIUS		Dur: PERMANENT

This spell negates all earth turbulence in the affected area (earthquakes, volcanoes, etc). Earth elementals will not appear in the affected area nor will they enter an area where this spell has been cast.

PENTAGRAM (DS)

Class: MAGE	Comp: V/S	Range: SPECIAL
Save: N/A		Dur: 1 TURN/LEVEL
Damage: N/A		Area: SPECIAL

This spell allows the caster to create a protected area which is surrounded by enclosed by an impenetrable barrier. This is often used in conjunction with a 'Gate Spell' to contain the being who is summoned - especially when the reaction of the summoned creature is in doubt.

The form of the figure may vary but it must be an enclosed geometric figure. The spellcaster will draw the limits of the figure while chanting the spell. A silver line will appear where the caster's finger touches and, when the figure is closed, the line will turn golden. At this point, no creature can cross this line nor depart the area unless released by the spellcaster.

Most mages will use a pentagram figure although other shapes are possible and satisfactory in effect.

POWER WORD PEACE (TL)

Class: CLERIC	Comp: V/S	Range: TOUCH
Save: NEG		Dur: 24 HOURS

The victim of this spell will be unable to fight (except in self-defense) for a period of 24 hours.

SCRAMBLE SEARCH (DS)

Class: MU/CL	Comp: V/S	Range: SPECIAL
Save: NONE		Dur: PERMANENT

This will cause any spell or magic item which indicates direction, location or distance to function in a random manner. The spell is limited to the level on which it is cast (if on the 1st level of a tower, it is confined to that level, etc).

SPEED GROWTH (ME)

Class: DRUID	Comp: V/S	Range: TOUCH
Save: NEG		Dur: 1 MINUTE / YEAR

The caster is able to hurry the growth of any creature (including plants) as much as 1 year / level. If cast on an intelligent creature, its mind will mature normally in intelligence, wisdom, etc to match its body. Nothing will grow out of proportion nor larger than its normal mature size.

Growth will take one minute per year's growth. Afterwards, the subject will be hungry to the point of cannibalism.

SPUD FLYNN'S SUMMONS SPELL (BRE)

Class: DRUID	Comp: V/S	Range: SPECIAL
Save: NONE		Dur: AS REQUIRED

This is used to summon and control minor demons (see THE DEMON FILE from Dragon Tree) up to a total of 1 HD / Level of the caster. These demons will act as required but only within the limits of their natures and abilities. These demons will remain for 1 melee round / level of the spellcaster unless dismissed sooner.

The caster is able to summon demons above the requisite 1 HD / Level but he will not be able to effect any control over their actions. In this case, they will act according to their natures.

STILL WATERS (DS)

Class: DRUID Comp: V/S Range: AREA
Area: 100 FT RADIUS Dur: PERMANENT

This spell calms waves and disturbances in the water. Water elementals will not appear or enter the area where this spell has been cast nor will other water spirits.

SYMBOLS OF EFFECT (DS/BRE)

Class: ILLUS Comp: V/S Range: 30 FEET
Save: NEG Dur: SPECIAL
Damage: SPECIAL

This spell allows the caster to inscribe one of the following symbols. The symbol will affect any intelligent being who sees the symbol but fails to Save VS Magic. Each symbol will affect up to a total of 50 hit dice of creatures after which the symbol will vanish. Creatures will an intelligence less than 3 will not be affected.

SYMBOL OF HUNGER

All who fail to save vs wisdom will feel intensely hungry. If they encounter anything eatable, they must save vs wisdom each round or eat uncontrollably. The effects will end when the victim has consumed the equivalent of three days food.

SYMBOL OF THIRST

As before, all who fail to save will be intensely thirsty and will drink any fluid available or encountered until the thirst is slaked. This will require the equivalent of three days normal consumption. This will, of course, provide it's own side effects and discomforts.

SYMBOL OF OVERCONFIDENCE

This causes all who fail to save to be supremely overconfident. They will attack on sight any being who is not of their party. In addition, they will never surprise anyone and they themselves will be surprised on a roll of 4 or less on 1d6. Also, they will be loud and noisy and tend to attract wandering monsters (1 on 1d4).

SYMBOL OF FUMBLE-FINGERS

This causes all who fail to save to have a dexterity of -10 for 1d10 turns. They will drop anything carried on a roll of 1 on 1d4. They will trip over their own feet on a roll of 1 on 1d6 and, in melee, will have a 50% chance of striking the wrong target (or themselves).

SYMBOL OF EXTREME EXHAUSTION

This produces in all who fail to save a sense of total exhaustion. Results must be rolled each turn until the victims fall asleep. Sleep will continue for 1d8 hours.

- 01-50 Movement is slowed to one half normal, fight at -2.
- 51-60 Movement is slowed to one fourth normal, fight at -4.
- 61-70 Anything carried will be dropped and forgotten.
- 71-80 Too tired to keep eyes open, sleep walking, may stumble.
- 81-00 Asleep!

SYMBOL OF FORGETFULNESS

Any creature who fails to save will forget totally what he is doing, who he is pursuing or where he is. Effects last 1d4 hours.

SYMBOL OF IMMOBILITY

Any creature failing to save will become immobile as long as his gaze can rest on the symbol. He will recover only if he is moved or the symbol is removed or covered.



EIGHTH LEVEL SPELLS

"While the 'Chevaliers du Petit Enfer' may be summoned and used for most such tasks, if these prove to be insufficient for the completion of your contract due to such hazards as 'Devine Intervention' or, as is occasionally the case, the victim has performed acts of attrition and repentance such as to provide a 'Barrier of Sanctity', then it may be well to consider the advantages of subcontracting with such as Dispatier or Geryon.

"In extreme cases where it is disadvantageous or inadvisable to use such contacts, the advanced Assassin should not disdain the methods used by the less advantaged. There are many minor magical means which can assist in the acquisition of the desired results. There is a definite element of satisfaction in a contract completed with the personal touch and, with the assistance of Gjosaf's Spell of the Stealthy Fagin, only a minor element of unwonted involvement."

- extracts from 'NOTEBOOKS OF A MASTER ASSASSIN'

ARTIFICIAL PSIONICS (SB)

Class: ANY
Save: N/A

Comp: V/S

Range: TOUCH
Dur: 10 MELEE ROUNDS

Artificial Psionics gives the subject the temporary ability to use psionic powers. For the duration of the spell, the subject will acquire 1 major or 2 minor powers. No creature may be the subject of this spell more than once in 24 hours. If a second use is attempted, the subject will suffer 1d3 points of loss of intelligence (permanent).

If the subject of the spell has psionic powers prior to the casting of the spell, the psionic strength will be temporarily increased by 50%.

BARON SAMIDI'S VODOO SPELL (DS)

Class: MAGE	Comp: V/S	Range: MAX 1 MILE + 100~/LEVEL
Save: NEG		Dur: VARIES
Damage: SPECIAL		Area: SINGLE TARGET

This spell requires that the spellcaster have first obtained some part of the body of the victim (nail trimmings, hair, skin, etc.). These are used in making a doll which is a reasonable likeness of the victim. (The victim must save vs spell at the time of the construction of the likeness - if the save is successful, there is no further effect and the materials cannot be further utilized. Note to DMs - the spellcaster should not know the results of the victim's saving throw.

If the save is failed, the victim is magically linked to the simulacrum and any physical action directed at the simulacrum will be inflicted on the victim. Note - the effects are proportional, not direct. If the doll is stuck with a pin, the victim would feel that he had received an attack from a similar weapon of a size proportional to himself.

Some cautions must be observed -- a mage was seeking to destroy a clone of himself by means of voodoo destruction. The coroner's verdict was suicide.

BLOOD BOIL (ME)

Class: DRUID	Comp: V/S	Range: 10 FEET / LEVEL
Save: NEG		Dur: 3 + 1 MELEE ROUND / LEVEL
Damage: 1d4		Area: ONE CREATURE

On creatures not of Evil alignment, this spell will only cause 'Apoplexy'. (see page 24)

On Evil creatures it will work the same as 'Apoplexy' except that instead of causing choking it causes the blood temperature to rise for 1-4 damage per round that the Wisdom roll is failed. If the Wisdom roll is failed 3 rounds in a row, or if a 20 is rolled on any failure, the victim's blood will boil, causing instant death to him and 1d6 damage to all in a 5' radius when he explodes.

The reverse can be used to cure fevers. If used offensively, it acts as above to cause blood to run cold any round when something spooky is happening. (Note: An animal's prey fighting back, or a normal enemy fighting in a normal manner, is NOT spooky) Blood running cold will cause shivering, making the victim -4 on all attacks and saves. In addition, insects and reptiles will be slowed to half speed during that round. If failed 3 rounds in a row or failed with a 20, the victim will freeze in fright for 1-6 rounds.

CONTROL BALL LIGHTNING (DS)

Class: MAGE	Comp: V/S	Range: SPECIAL
Save: NEG		Dur: AS NECESSARY
Damage: SPECIAL		Area: SPECIAL

This spell is cast immediately prior to casting a 'Ball Lightning' spell. This has no effect on the 'Ball Lightning' except to allow the Mage to control the flight path and to insure striking the correct target. This allows the 'Ball Lightning' to follow a curved path if desired or, if the target is missed or dodges, it can return and try again. The range and total distance covered remain the same.

This may be used to shoot around corners, however, unless the spellcaster has some method of perception, aim is erratic once out of sight.

This may also be used to control 'Ball Lightning' which has been created by another person (friend or foe).

LORD DARCY'S RECALL OF WORDS (DS)

Class: CLERIC	Comp: V/S	Range: 10' RADIUS / LEVEL
Save: N/A		Dur: SPECIAL
		Area: 10 FEET RADIUS

Lord Darcy developed this spell to aid in murder investigations. It finds the dying echoes of past sounds in a place, puts them back together and replays them at the original speed and volume.

It can reach back 1 hour into the past and replay 5 minutes worth of sound per level of the caster. (Thus a 9th level Caster could reach back up to 9 hours and replay up to 45 minutes) The same replay can be repeated up to 10 times on a single casting.

POWER WORD LIVE (TL)

Class: MAGE	Comp: V/S	Range: TOUCH
Save: NEG		Dur: PERMANENT

This spell will restore life to a dead creature. (This does not heal wounds, perform a 'gathering' or replace missing body parts)

RESTORE (DS)

Class: DRUID	Comp: V/S	Range: 1 SQ MILE / LEVEL
Save: N/A		Dur: 10 YEARS / LEVEL

This spell was designed to restore to its normal fertility land that had been sterilized by salt, radiation, etc. New growth will appear 1d6 weeks after the spell is cast (assuming that the land was fertile to begin with, not a desert). Restoration is permanent.

The reverse will cause all plants to die in 1d3 weeks and the land to become sterile for 10 years per level of the caster.

Aggressive Fancy working spells

Upon a mind o'erwrought.

Thomas Hardy -- SPIRIT OF THE YEARS

" . . . wasn't 'bout to admit I'd come out almost empty handed, a mizerly ninety gold pieces and a bag of erzatz coin but . . . well, there wasn't any way I was going back in there. I stopped off at a quiet tavern over on the west side and thought 'bout it over a couple of brews. Then I went and looked up a mage I know, he owed me a couple. Anyhow, we took that bag of counterfit gold shields, a chunk of glass, did a 'glass shape', a 'alter tensile strength' and a 'color glass' and we came up with some of the fanciest geegaws you ever laid your glims on. So I hotfooted it over to old Ebineezer's place, stopping down-stairs in the bar for a glass, first. Had to 'accidentally' let the barkeep get a shot of the gauds.

"When I was sure he'd sneaked a good look, I drained the glass and made a detour to the jakes 'fore going up and offering to square my stake with the bag of coin, the good one, not the phoney. Well, ole Eb wasn't having any of that. The barkeep had tipped him, of course, an' he wanted the shiney stuff. I tried to tell him that he'd better take the coin but he'd have no part of it so we finally settled - he got the clear and shining in exchange for an equal weight of the gold stuff an' I got a sudden yen for a long sea voyage . . ."

excerpt from Tavern Tales
Ambrose Bierce, editor

SANCTIFY (DS)

*** Clerical or Druidical Only ***

Class: CLERIC Comp: V/S Range: 1000 YARD DIAMETER
 Save: N/A Dur: SPECIAL
 Damage: SPECIAL Area: SPECIAL

THIS SPELL REQUIRES 1 DAY - 1 HOUR / LEVEL TO CAST

This is used by a cleric to sanctify an area of land (or water) to his god. The spell, once cast, will remain until dispelled but may only be cast in an area where the cleric's god has power. (Once cast, the god to whom it was sanctified will aid in maintaining the power of the spell)

All beings of the alignment of the god who are within the area receive the benefits of both blessing and chantings (i.e. +2 to hit, +1 morale, all saves are +2, all morale rolls are +2)

All clerics of similar alignment who are within the area may only be attacked if their opponent can make a save vs magic each round.

No being of opposed alignment can enter the area at all.

Neutral beings attempting to enter must save vs fear. Neutral beings with the intentions of ill toward the cleric can not enter.

All clerics of the caster's religion (including himself) are +2 to hit and +2 to damage while in the area.

The chances of summoning the cleric's god are increased 10% (additional bonuses apply if the cleric is on good terms with his god).

Sufficient food and water for one person will appear each day (multiplied by the level of the cleric casting the spell).

All clerics of the caster's religion receive +2 to hit and +2 to damage.

This spell was originated to sanctify temples and is normally used for this purpose. Should any evil act (DM's decision) be committed in the sanctified area, there is a 10% chance that the spell will terminate or a 10% chance that the deity will act in retribution.

This spell may also be cast by clerics of evil alignment (read Desecrate for Sanctify). Effects alter accordingly.

"We kend wot t' temple 'ud be t' muckle place t' 'gin, neer harm t' gie t' guid side o' t' local powers. Forbye w'doon t' customary offerings an' a wee bit o' the side f' t' priests, bit o' baksheesh y' ken. T' temple seem'd right fine. Nay trace o' t' rack an' ruin o' t' rest o' t' countryside sobeit. Seeing such, we inquired o' t' partiarch wot ken he o' t' muggle gangs wot hay been 'ported i' t' shire.

"'Is Holyness 'peared t' be mos anxious that t' mugglers be captured but claimed t' ken naythin 'cept common rumor. Be'n offered guest-rights, my men an' I were feasted most royal and given quarters 'bove our stations. 'Tis many times wot 'ave been chided f' my unnatural suspicions, nayless t' was fortune t' me now. Feeling mysel' t' fool, I gave orders t' my best thieves t' wait t' deep o' night an' bring t' me reports o' t' state o' t' temple.

"Twas short upon t' second watch wen trickster Barans brought report an' then twas nay muckle much f' t' sound t' 'larm an' take short stock o' t' guised priests. 'Tis well t' be suspicious bot finer t' be right. I ken sumat nay foursquare a' t' temple be s' rich an' t' shire be s' poor bot t' 'cuse a priest o' leadin' a robber band 'tis nay mark o' t' piety."

excerpt from the Constabulary Records, Albion Commonwealth



NINTH LEVEL SPELLS

"Students of thaumaturgical history may recall in future ages the name of Theirion of Avandau, developer of a number of standard arcane procedures. Theirion and I were students together 10 those many centuries ago when we were novices apprenticed under Master Thaumaturge Joreen du Pavel.

"It was on the occasion of our master's golden century which was to be celebrated by a gala banquet. The preparations for the fiest had been underway for several months and the guest-list read like a whos-who of the magical trade (excepting a few whom it would not have been politic to invite). The piece-de-resistance was a fountain which was kept filled with rare wines by apot spells and managed by a variant hydro-elemental.

"Theirion had always fancied himself an adept at handling hydros and took to fooling around with the fountain elemental. Unfortunately, he was not as adept as he fancied and he inadvertently released the wards which bound the fountain. The elemental, naturally, departed for preferred realms as soon as the accident occurred and Theirion was in the soup.

"Master Joreen had never been noted for his patience and, considering the circumstances, . . . Well, the upshot of it was that Theirion decided to try to replace the missing elemental before the mistake came to light.

"Theirion had most everything necessary with him. It really isn't that difficult but it does require exacting procedures. The upshot of it was, Theirion didn't have enough water-wort in his satchel and decided to that substitution was preferable to the chance of discovery by waiting to obtain some.

"The spells and wards worked easily enough. The residual magic, of course, influenced the castings and a suitably constrained elemental appeared in short order and the fountain was back in operation.

"It wasn't until the guest began arriving that the error became apparent. The hydro which the Master had used had been a variant which supposedly had been created by a chance meeting of Dionysus and a water nymph during an Elysian bacchannalia and Theirion's was of the ordinary sort. The use of substitutes had resulted in insufficient restraints on the summoned elemental and the hydro, while he couldn't escape, had changed all of the wine into water.

"Poor Theirion spent quite a long time stamping grapes as a punishment for that little escapade. Even worse was the time . . . "

from 'Reminiscences Of An Adept'
by Emir Franz du Ver

SARIDON'S SPELL SUCKER (DS)

Class: ANY	Comp: V/S	Range: TOUCH
Save: NEG		Dur: 1 TURN / LEVEL
		Area: 50 FOOT RADIUS OF TARGET

Saridon made this spell to keep his laboratory safe while he was experimenting. Cast on any object, it will make all magic spells, etc within range affect that object only. This includes area effect magic such as 'Fireballs'. Everything else within range will be safe, until the target object is destroyed. Each spell will affect the target normally.

SHADOW-BRING

Class: MAGE	Comp: V/S	Range: 10 FEET
Save: N/A		Dur: 1 MINUTE / LEVEL
Area: HEMISPHERE WITH 10 FOOT DIAMETER		

The caster can trade the air of his world for the air* of any Shadow-World (alternate universe, heaven, hell, etc) in the hemisphere's area. Weather will come with the air; in the hemisphere, it will continue raining, wind blowing, etc, just as in the Shadow it came from.

NOTE -- nobody and nothing can go from this area into the other Shadow, nor can the stuff brought from the other Shadow come out of the hemisphere.

* or water, or gas, or whatever it has

VISUAL AUGURY (JR)

Class: CLERIC	Comp: V/S/M	Range: 50 + 10 FEET / LEVEL
Save: N/A		Dur: SPECIAL
		Area: SPECIAL

To do this augury, the caster picks a person, place, or thing, then concentrates on a certain action that he or his party may do. His silver mirror will show a picture of the chosen thing as it will appear after that action.

The mirror will show an entire scene including background and motion.

At level one he can see roughly 10 minutes into the future; at level two, 20 minutes; at level 3, 40 minutes, etc -- doubling every time.

The picture will last 1 melee round + 1 melee round / 5 levels of the caster. It can be rerun up to 10 times on the same casting, unless the mirror is used for something else.

If the chosen thing is a living creature or magic item, it may save vs magic. Spells or amulets vs detection, etc apply also.

TIME SPEED / TIME SLOW (ME)

Class: CLERIC	Comp: V/S	Range: TOUCH
Save: NEG		Dur: 3 MELEE ROUNDS / LEVEL
		Area: 1 CuFT / LEVEL

This spell causes time to go twice as fast or twice as slow in the affected area. Cast around a person who has taken poison or is bleeding, it will slow the damage -- and all his movement, thinking, spell-casting etc as well. If the person moves out of the area, he will be back in normal time.

Any attempt to cast this spell in the vicinity of an active 'Hasten', 'Slow', 'Time Rewind', or similar spell will have no effect except that the caster will be helplessly confused for 1d6 rounds.



TENTH LEVEL SPELLS

" . . . I came floating through the wall from the library and found my former assistant, Gregor, standing in the garden with a dozen animated brooms chopping my prize tangle tree into shreds What? Yes, the very one that won at the 117th Exhibition. I'd threatened to feed Gregor to it a time or two when he was acting stupider than usual How? How what? Oh! How did he get to it? The damn fool pickled it! He used a Bas-be-damned kitchen spell and pickled it! Had the flippin' kitchen sprites piling the shreds into my perservation vat from the labratory. My dear young fool spent the next six months exporting it in barrels as something called "sauerkraut" and now he wants a recommendation from me so that he can buy his way into the Sorcerer's Guild! Oh, I'll recommend him alright but not for . . . "

excerpt from the records of the Guild of Albion Sorcerers
voice of Guildmaster Harlup Fross, deceased

BESTOW (RGR)

Class: ANY
Save: N/A

Comp: V/S

Range: TOUCH
Dur: INSTANTANEOUS

This spell was developed by a high-level mage who used it to teach students. The spellcaster must have a minimum IQ of 15. The verbal component is "I bestow upon thee a spell called" and the receiver of the spell is then kissed on the forehead by the teacher.

The spell is now known by the recipient as if he had acquired it in the normal fashion. (The teacher still retains the spell)

If the spell is too advanced for the recipient, the spell transfer will not occur and the recipient will acquire a splitting headache. If the teacher attempts to force a spell on a student, the student will make a save vs magic. If the save is successful, the bestower will take 4d10 points of damage.

Knowledge is proud that he has learn'd so much;
Wisdom is humble that he knows no more.
Books are not seldom talismans and spells.
William Cowper -- THE TASK

DISENCHANT (DS)

Class: ANY Comp: V/S Range: 100 FT
 Save: NEG Dur: INSTANTANEOUS

This is employed to remove the enchantment from magical items. Only a specific item may be disenchanting. The item is allowed a Save VS Magic Fire. The item gets a +1 on the saving throw for each magical power or plus to hit which it possesses. Non-magical artifacts are not affected. (A -2 Sword which cannot be released by the holder would have -2 on its saving throw)

There is one drawback to using this spell. The magic released has a tendency to be explosive (75% chance). For each power or plus to hit, there will be 1d6 points of energy released (in addition to any inherent energy stored). The energy released will affect all within a 20 foot radius.

DYING CURSE (OR BLESSING) (ME)

Class: ANY Comp: V/S Range: SELF ONLY
 Save: 1/2 EFFECT Dur: 1 MONTH / LEVEL

If the caster of this spell is conscious when he dies, on the next round he can use all his remaining attribute points as damage points in a curse on anyone, anywhere.

Or, he can use them as points of healing in a blessing. Or as mana points to power any spell he knows, making it operate at several times its normal effect. (e.g. if the spell normally requires 7 mana points and he has 75 attribute points, he can cast the spell with 10 times normal effect. In a percentage magic system, his percentage will be 100% and the spell will have normal effect times his level)

No matter how many points he has, the curse or healing blessing can affect only one creature. (All other spells will affect as normal) All requirements of range, touch, V/S/M, etc are cancelled.

At the DM's option, the subject may cast an impromptu traditional curse or blessing instead (e.g. "May a famine strike this land every ten years", "May my family never be harmed by werewolves", "May the fleas of a thousand camels nest in your beard", etc). This will not take effect for one week. This option is left to the DM and should be judged as a Wish. Effects should be allowed only in proportion to the subject's level.

Please note -- if anyone tries to resurrect a person who has used this power, his Constitution (and all other attributes) are now zero

EMPATHY (DS)

Class: CLERIC Comp: V/S Range: TOUCH
 Save: NEG Dur: PERMANENT
 Damage: N/A Area: ONE CREATURE

Using this spell the caster can take upon himself the damage from any creature, thus healing the creature. He may take as much or as little of the damage as he likes. If he takes more damage from the creature than he has hit points, he will go below zero and die just as though he had taken that much damage normally.

The creature has its normal save vs magic if it cares to use it but need not. An unconscious or unintelligent creature will not attempt to save.

The reverse lets the caster transfer any or all of his own damage to another creature. Here all creatures (unconscious or whatever) will use their normal save vs magic unless said creature deliberately and knowingly tries to cooperate.

NEWTON'S SPELL OF DRAWING THE BACKLASH (DS / ME)

Class: MAGE	Comp: V/S	Range: 10 FOOT / LEVEL
Save: SPECIAL		Dur: 1 HOUR / LEVEL
Damage: SPECIAL		Area: 1 INTELLIGENT CREATURE

Newton's Theory states that for each magical action, there is an equal and opposite reaction somewhere in the Multiverse, that matter and energy cannot be created nor destroyed, even by magic, but only moved and changed. Usually, the backlash caused by a magical action takes place on some plane so far removed that the caster is not affected.

This spell causes the reaction distance to shrink until it is centered about the subject of the spell. Each time the subject casts a spell or uses a magic item or ability, the chances increase that the backlash will occur on his plane and within 1d100 feet of his position.

The percentage chance begins at 10% and increases 10% each time the subject uses magic in any form. If the subject saves vs magic, the spell will continue to work but . . . the subject will know that the spell has been cast on him and what the effects will be.

Once an irate dragon cast this spell on an entire party of adventurers. The cleric's 'Create Food' spell drew food from the knapsacks of a party of Orcs in the next room; 'Heal Wounds' on one party member caused damage on another; 'Rock to Mud' on a wall melted the wall but turned mud they were standing in to rock. Finally, they caught on and, simultaneously, cast a 'Firestrike' and a 'Cold Fire' at opposite ends of the dragon: both did double damage and he relented.

SOUL SWAP (DS/BRE)

Class: MAGE	Comp: V/S	Range: 30 Ft
Save: NEG		Dur: PERMANENT

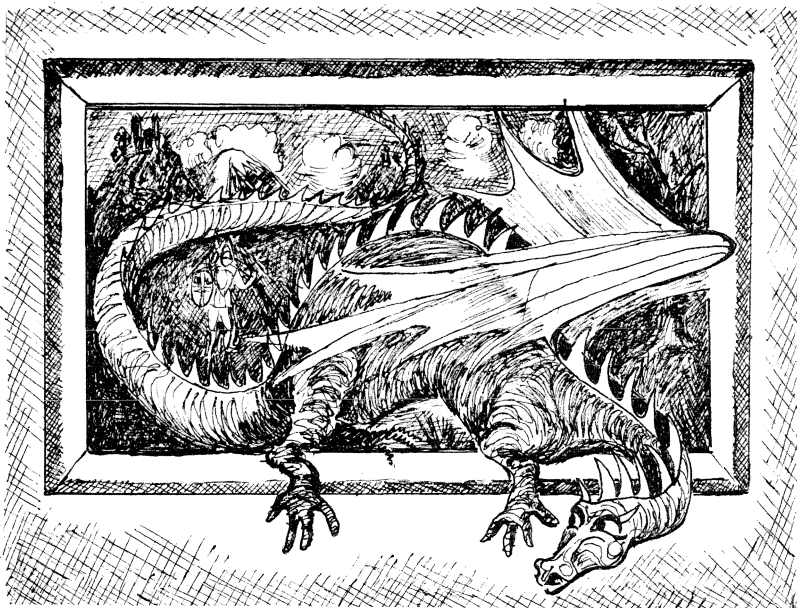
This is similar to a 'Soul Trapping' spell. By means of this spell is able to exchange souls with any other living being. The mage attempting the spell must make a 'roll to hit'. If this is failed, the transfer may occur but not to the intended target. In such cases, the mage might transfer his soul to a wall or other inanimate object. If the body is left uninhabited, it will die in 1d6 turns. However, there is a distinct possibility that the body will be inhabited by a bodyless soul (a ghost, recently deceased person or other spirit will qualify).

If the roll to hit is successful, the victim must save vs constitution at -3. If the save is made, the nothing will happen. If failed, the mage's soul will go to the body of the victim and the victim's soul will enter the body of the caster. The physical characteristics (strength, constitution, dexterity and charisma) will not be effected but the mental characteristics (intelligence and wisdom) will be exchanged with the souls.

This is normally a spell of last resort. It was originally developed by a vovuer with extreme tastes and, for a short period of time, enjoyed a certain vogue in boudy houses and bordellos. The practice fell into disrepute on the occasion when a certain Lord H-----, during the prelude to amatory activities involving a psychic exchange with certain of the employees, suddenly claimed to be the younger brother of Lord H----- and accused said Lord of a number of acts of atrocity cumulating in the murder of the accuser.

This resulted in a King's Investigation but, since the accused could not be brought to trial, the findings were inconclusive with the only concrete result being a general disinclination toward the aforementioned practice.

An additional hazard should be noted here. Devices of spell absorption may act to interfere with the spell with the result of the caster's soul inhabiting the absorption device (and thus acquiring the powers previously absorbed by the device). If the mage's soul finds itself inhabiting a normally inanimate object, it will remain so for approximately 1d6 days after which it will become a wandering spirit seeking a body. In this state, it will retain it's mental powers but can perform only verbal spells, not those requiring somatic or material adjunctants.



DRAGON MAGIC

The Editors of this book would like to express their appreciation and gratitude for the kind assistance of His Most Serene & Magnificence Highness, Elindor of Xanadu without whom this section would not have been possible.

For those who, through the agency of unkind fortune, lack the acquaintance of His Serenity, Elindor of Xanadu, be it hereby known to all and sundry that said Elindor of Xanadu, being the oldest surviving member of the Draconic race and, further, being a Multi-Chromatic Dragon of truly superb and radiant splendor, renown for his immense knowledge, ubiquitous perspicacity and munificent wisdom, has been granted the title of Ruler of the Draconic Race, Magnificent and Righteous Leader of the Elder Brethren, Protector of the Sacred Tree, Leader of the Forces of the Ariel Fires and Lord Marshal of the Multiversal Bands and as such is to be accorded all due respect and honors as befit his exalted position.

Editor's Note

The preceding paragraph and its incumbent adjectives are those of Elindor of Xanadu and are included as a portion of his fee for assistance in the preparation of this manuscript. Despite his vanity and somewhat extreme ego, Elindor is garrulous, gossipy, pedantic and verbosely loquacious. His "radiant splendor" is less than exaggeration and, it must be admitted, even the most jaded would find cause to admire his appearance if not his demeanor. In all honesty, however, we are unable to question his claims to magical expertise nor to fault his grasp of the theory and practice of the higher arts.

(NOTE TO PRINTER - Preceding paragraph must be omitted from the special asbestos proof copy ! ! ! ! - ed)

Some 'authorities' have held forth the opinion that the Draconic race is not capable of mastering the more advanced forms of magical practice. Unfortunately, this is totally erroneous. There is ample evidence to indicate that the Draconic mages are capable of most any type of magic on comparable levels to the best human mages.

(3rd Level) ANIMATE OBJECT (DS)

DRAGON SPELL	Comp: V/S	Range: 20 FT
Save: N/A		Dur: PERMANENT

This allows the caster to animate any object desired. The object will thus gain the power of speech, hearing, sight, understanding and limited volition. If the object animated is constructed in such a way as to allow the effect, locomotion becomes possible. (i.e. a chair has legs and therefore may walk but a door would be limited to opening and closing)

Approximately 500 lbs (5000 gp weight) can be animated by this spell. It has happened (rarely) that dragons have taught this spell to non-dragons (but only to dragon-friends).

The question of 'Hit Dice' and 'HTK' of animated objects are left to the Dungeon Master's option but should bear some relation to the size of the object animated. Armour Class is dependent on the material of the object. While it is possible for the spellcaster to negate the 'Animate Object' spell, the animated object will have a saving throw. Also, the animated object will not necessarily follow the behest of the spellcaster.

(8th Level) ANIMATE TREASURE (BRE)

DRAGON SPELL	Comp: V/S	Range: UNLIMITED
Save: N/A		Dur: UNLIMITED
Damage: N/A		Area: ANY

Animate Treasure was developed by a high level silver dragon who was irritated by having his belonging ripped off by hoards of adventurers. When any unauthorized persons approach treasure which has been enchanted by an 'Animate Treasure' spell, the treasure will levitate out of reach. If the thieves are unusually persistent, the treasure will fly to another area or lead the thieves into danger.

In an alternate version of this spell, nothing at all occurs until the enchanted materials have been removed from 1 to 10 miles from their original location. At that time, the enchantment triggers, the treasure shifts to the ethereal plane and then travels ethereally until it returns to its original location. This is exceptionally frustrating to prospective thieves.

(5th Level) BODY PART TELEPORTATION (DS)

DRAGON SPELL	Comp: V/S	Range: SPECIAL
Save: N/A		Dur: 1 TURN / LEVEL
		Area: SELF ONLY

By means of this spell, the user can teleport any body part to any location or locations (with 95% accuracy) within distances of up to 10 miles. Any part so teleported is connected to the body of the caster by magical means and will function normally. It should be noted that when sense organs are teleported, they will sense things only in the area where they are. (i.e. if the eyes are teleported to a separate room from the body, the area where the body is cannot be seen!)

The 95% accuracy is relevant only to areas with which the caster is familiar. For unfamiliar areas, use regular teleport charts. If a body part is teleported into something material, the part is automatically severed from the body as if it were cut off.

This spell has been taught to non-Draconic creatures occasionally. One popular example of its use may be found in Monster File Number One from Dragon Tree, see the entry for Cheshire Cat.

(9th Level) LAZBEKRI'S MIRROR (RM)

DRAGON SPELL	Comp: V/S	Range: SPECIAL
Save: N/A		Dur: 1 ROUND / LEVEL

This spell requires the use of a mirror as the object of the spell. When the spell is cast, the mirror becomes hazy and then clears to show a new scene. The mirror will be showing a scene from the viewpoint of a second mirror. (This works both ways!)

Distance is not a factor but familiarity with the target mirror is important. Success percentage is as follows:

Target mirror well known --	100%
Target mirror seen more than once --	85%
Target mirror pictured --	75%
Part of mirror in possession --	55%
Target mirror mentioned but not known --	45%
Target mirror rumored only --	25%

If the target percentage is not made (DM should roll this), the target mirror will be determined randomly. All effects are two-way. If the size of the mirror permits, persons, objects or creatures may pass from one mirror to another. With smaller mirrors, arrows, objects or spells may pass through.

Breaking the mirror breaks the spell. NOTE -- there are hazards involved. On one occasion, a party looked through a mirror onto a mountain landscape. Seeking to avoid the danger pursuing them, they passed through the mirror and broke it after them . . . and found themselves standing on a pimple on a demon's face.

(10th Level) PICTURE 'SCAPE (DS)

DRAGON SPELL	Comp: V/S	Range: TOUCH
Save: N/A		Dur: SPECIAL

This is a very high level spell and is normally known only to draconic mages but might, in special circumstances, be taught to non-dragons. (A minimum intelligence and wisdom of 16 each and a minimum competency of 10th level are required to learn this spell)

Through the agency of this spell, the caster or his designate are able to enter any picture (painting, tapestry, etc) as desired. This must be done within two melee rounds of casting the spell but the person may remain as long as desired. While within the picture, the contents of the picture are real in every respect. (To an outside observer, the picture will now include an additional figure which does not move but appears to be a part of the original)

To the occupant of the picture, an entire world is present and it is not limited to the original scene - however - the original entry location must be returned to in order to leave. Thus, if the picture entered is that of a charging Minotaur, the Minotaur must be contended with but there is an entire world surrounding the scene.

When the occupant desires to leave, he must return to his location of entry (or reasonably near) but may then depart as he desires. When he departs, the scene will now show any changes which occurred during his occupancy. If the occupant is killed, the spell terminates and the previously mentioned changes will be shown.

If the picture is damaged or destroyed, this will also affect the occupant. In the first case, the damage will be reflected in the inner world. In the second case, the occupant can no longer leave.

You can't unwish anything you've wished.

That does itself with time, like a spring uncoiling.

E. Nesbit -- THE ENCHANTED CASTLE

(10th LEVEL) SHADOW-WALKING (BRE/TB)

DRAGON SPELL	Comp: V/S	Range: SPECIAL
Save: N/A		Dur: 3 MELEE ROUNDS / LEVEL
Damage: SPECIAL		Area: SELF & CREATURES TOUCHED

This spell allows the caster to move from one alternate universe (Shadow) to another by changing one element of his environment with each step he takes. Each change must be within the limits of reasonable probability and each step must be through a believable and self-consistent world. I.E. he cannot step straight from a cavern full of orcs to a plush boudoir full of dancing girls. But he can step first into an identical cavern where the orcs have just left or were sleeping, from there into an identical but deserted cavern, from there to an undiscovered cavern, then to a cavern being outfitted as a boudoir, then into a real boudoir, etc.

Or he could step into a cavern where there was a crack in the wall, then to one where the crack was larger, then to where the wall had collapsed, etc.

The environment does not necessarily change with every step, he may move about as desired in any one Shadow. However, whenever he wants to take a step which will take him to a new Shadow, he must make a wisdom roll. If he fails, the DM will roll as for a fumbled spell and the Shadow-Walker may find himself in a world where the change was not what he intended.

It is possible to return to his original world along the same route or a different one but, again, each step requires a wisdom roll and many Shadow-Walkers never return.

This spell does not allow time-travelling in any form. If he returns to a world, just as much time will have passed there as where he was in the meanwhile.

And whiter grows the foam,
The small moon lightens more;
And as I turn me home,
My shadow walks before.
Bridges -- The Clouds have left the Sky

(7th Level) TIME SHIFT (BRE)

DRAGON SPELL	Comp: V/S	Range: 100 FEET
Save: N/A		Dur: 1d4 TURNS

Time Shift is an advanced spell used by high level dragons. (This spell has been taught to a mortal only once - it was a suitable revenge) This spell allows the user to move thru time and alter previous events. The limit of movement in time is 1d4 turns and 100 feet in distance. This spell can only be used once per 24 hour period.

A sleeping gold dragon was attacked by a party of assassins. Waking suddenly in uncomfortable circumstances, he made an escape through a convenient branching corridor but leaving a trail. He waited until the assassins had passed the fork, emitted a huge gout of chlorine gas and then used Time Shift to transport himself to the other corridor at a time ten minutes earlier.

Then waiting until the party passed, he stepped out and performed a duet with himself, emitting a cone of fire to ignite the chlorine gas from his 'earlier' attack. The result was spectacular!

(6th Level) TIME STOP (BRE)

DRAGON SPELL	Comp: V/S/M	Range: SELF ONLY
Save: N/A		Dur: 1 HOUR (SUBJECTIVE)

This spell was originally taught to a copper dragon (chaotic good) by Loki as a practical joke on another god. The spell allows the user to stop time for all except himself. The caster is free to move, manipulate anything in the environment or move other creatures about without them knowing what happened. The material component of the spell is an hour-glass filled with gold sand. The spell will cease when the sands have run through the glass or the glass is returned to its original position.

Note - the caster will experience some difficulty in manipulating the environment as all except himself will retain their normal inertia

We have heard rumors (unsubstantiated) of an occasion when a dragon chanced on a party who were attacking a nest of young pseudo-dragons. The dragon performed a Time Stop and then proceeded to remove the young from the nest. Once the young pseudo-dragons were removed to a safe location, they were replaced with a generous selection of Figeroa's Frantic Fungi (gathered with extreme care until placed within the Time Stop area - see Monster File Number One for details). The result was watched with great appreciation by the onlookers.

(6th Level) TRANSUBSTANTIATION (DS)

DRAGON SPELL	Comp: V/S	Range: 500 FT
Save: N/A		Dur: PERMANENT

This spell can be used by only very ancient and powerful dragons and only by those of the most intelligent types. This spell requires 3 melee rounds to cast.

Dragons use this spell to transform one substance to another. This is a chemical and nuclear transformation, not a polymorph. Additionally, this spell will only affect inanimate objects. No dragon will ever reveal this spell to any non-dragon. (Dragons are well versed in chemistry and physics but have promulgated the theory of the four humors - fire, earth, air and water - to protect these secrets)

Dragons have also evolved several forms of defence to prevent such secrets from being stolen. On one occasion, a mage attempted to steal the secret of 'Transubstantiation' by means of telepathy. The exact mechanisms of the defence may only be speculated about but the result was that the mage in question is now known as 'Rovack the Fool'.

This is an extremely powerful spell. It is the primary means by which dragons acquire large hordes of gold (which many such guard greedily) but it is also used as a means of defence as witness the case where a party was crossing a natural stone bridge. Using this spell, the dragon caused the stone to be transmuted to hydrogen (followed by a 'Lightning Strike' with explosive results).

(1st Level) XEROX (DS)

DRAGON SPELL	Comp: V/S	Range: TOUCH
Save: N/A		Dur: PERMANENT

This allows the spellcaster to reproduce exactly a single page (maximum size - 18 x 36 inches). Paper, vellum or parchment must be provided. The original is laid face down on the blank page and the caster touches the original as he casts the spell. The original is then reproduced on the blank page.

The copy will not normally be reversed. This spell is used frequently to copy magical scrolls and other such materials. The copies possess all the attributes of the originals. (If a scroll appears reversed, the effects will also be reversed)

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ZERO LEVEL SPELLS

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CURE HIDE (TANNERS)	14
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GLASS SHAPE	14
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HYDRONOMY (FARMERS)	14
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PITY (BEGGARS)	16
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SHARPEN	16
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Not Restricted By Class

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- NINTH LEVEL -	
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- TENTH LEVEL -	
BESTOW	70
DISENCANT	71
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- FIRST LEVEL -	
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FRESHEN AIR	20
GASPARD'S GHOSTLY GOAD	21
SNAP, CRACKLE, POP	23
- SECOND LEVEL -	
CREATE POISON WATER (EVIL)	25
FOGHORN	26
- THIRD LEVEL -	
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POWER WORD PEACE	61
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CURE ANIMAL WOUNDS		20
CURE PLANTS		20
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- SECOND LEVEL -		
DETECT LIFE		25
DRUIDIC SANCTUARY		25
TAMERLANE		29
TRANSFER STICKINESS		29
WATER SHAPE		30

- THIRD LEVEL -

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TRANSFER FRICTION		36

- FOURTH LEVEL -

AFFECT ORBIT		38
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CONDUCTOR		40
ICE SHAPE		43
JIREEN'S FLYING PHLOGISTON		44

- FIFTH LEVEL -

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- SIXTH LEVEL -

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- SEVENTH LEVEL -

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ILLUSIONIST SPELLS

- FIRST LEVEL -

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HILARIS MISSILE		22

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MAGIC USER'S SPELLS

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CREATE NOISE		20
INSOMNIA		22
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- SECOND LEVEL -

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HAND-DROP		26
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- FIFTH LEVEL -

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.... eye of newt and toe of frog,
 wool of bat and tongue of dog,
 adder's fork and blind-worm's sting,
 lizard's leg and howlet's wing,

- fragment of old recipe

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3rd	LARRIAT	34	1st	SNAP, CRACKLE, POP	23
10th	LAZBEKRI'S MIRROR	75	1st	SNEEZE	23
4th	LIQUID FORM	44	5th	SOLIDIFY FOG	51
8th	LORD DARCY'S RECALL OF WORDS	65	6th	SOLIDIFY LIGHT	58
5th	LUDVICK'S LUCK	49	10th	SOUL SWAP	72
7th	LYCANTHROPE POWER	60	-0-	SPANK	16
			5th	SPECTRAL GLUE	51
2nd	MAGICAL CONSCIENCE	27	7th	SPEED GROWTH	61
2nd	MAGIC EYE	28	3rd	SPELL FORWARDING	35
-0-	MAGNIFY OBJECT	15	3rd	SPONGE AIR	35
3rd	MANA DONATION	34	7th	SPUD FLYNN'S SUMMONS SPELL	61
2nd	MARBLES	28	7th	STILL WATERS	62
1st	MARDI GRAS SPECIAL	22	5th	SUMMON POLTERGEIST	51
3rd	MASK MAGIC	34	3rd	SUNLIGHT	36
2nd	MENTAL MIRROR	28	3rd	SYLVESTER'S SLIPPERY SURFACES	36
3rd	MERLINI'S MULTIPLE MISSILES	34	7th	SYMBOLS OF EFFECT	62
4th	MINAO'S MAGICAL ARM	45	6th	SYMBOL OF SILENCE	58
5th	MURPHEY'S LAW	49			
5th	MYSTICAL MANA DRAIN	49			
			T		
			2nd	TAMERLANE	29
			4th	TELENAR'S TRUTHTELL	46
10th	NEWTON'S DRAWING THE BACKLASH	72	-0-	TIME TELL	17
6th	NOVA BLAST	57	3rd	TIME REWIND	36
			7th	TIME SHIFT	76
			9th	TIME SPEED / TIME SLOW	69
			6th	TIME STOP	77
4th	ONE WAY VISION	45	3rd	TRANSFER FRICTION	36
5th	ORB OF INEFFABLE EFFUSION	49	2nd	TRANSFER STICKINESS	29
			3rd	TRANSFER STIFFNESS	37
			4th	TRANSPARENCY	46
7th	PEACEFUL EARTH	60	6th	TRANSUBSTANTIATION	77
7th	PENTAGRAM	61	-0-	TRUE NORTH	17
5th	PERCIVAL'S PAINKILLER	50	6th	TRUE SENSES	58
2nd	PERCIVAL'S PHOSPHORESCENCE	28	-0-	TRUE TRACK	17
-0-	PETER PIPER'S SPELL	15			
-0-	PHANTASMAL SHAPE	15			
10th	PICTURE 'SCAPE	75	U		
-0-	PISCOMANCY	15	1st	UMBRELLA	23
-0-	PITY	16	3rd	UNSEEN ACCOUNTANT	37
8th	POWER WORD LIVE	65	2nd	UNSEEN STEED	30
6th	POWER WORD MUTE	57			
7th	POWER WORD PEACE	61	V		
6th	POWER WORD TRUTH	57	-0-	VALUE	17
-0-	PURIFY OIL	16	9th	VISUAL AUGURY	69
			W		
2nd	RECORD	29	6th	WARLOCK'S DISK	58
9th	REGINALD'S MANA REGENERATOR	68	2nd	WATER SHAPE	30
-0-	REPRODUCE TO SCALE	16	-0-	WEED KILLER	17
8th	RESTORE	65	5th	WHITE OUT	52
1st	REVERSE FLOW	22	5th	WILLAMON'S WOODS WORKS	52
4th	RIGHTEOUS RUNES OF FIRE	45	1st	WINE SANS VINE	23
4th	RULRICK'S RINGS OF RESTRAINT	46	4th	WISFUL THINKING	46
3rd	RUNES OF FIRE	35	5th	WOOD LIGHT	52
			X		
			1st	XEROX	77

THE DRAGON TREE

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ABILENE TEXAS 79605

