

THE TOWER OF MIGHTY MAGIC

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the tome of mighty magic

REVISED EDITION

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PREFACE

The *Tome of Mighty Magic* was written and published as a supplement to the growing field of fantasy roleplaying games. Within this book, an attempt is made to bring forth a new series of ideas, i.e., spells. Contained within this book are some spells that the great spellcasters Aluap, Eridor, Ida and Nimanril used in their campaigns many eons ago. Now they pass them on to you.

It is our general intent and purpose to see that fantasy roleplaying games never become stagnant. People have a tendency to stay within the same realms that are tried and proven, just because it is safe. We have created many new avenues for spellcasters to explore, just as the reader of this text explores new concepts in his or her campaigns. Remember, half the fun in playing the game is to create; the other half is utilizing those creations to their fullest extent.

CREDITS AND ACKNOWLEDGMENTS:

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Many thanks to our artist, Frank P. Scalfano, Jr., for the fine artwork which he did for us. The book would not be complete without his fine pen and ink drawings.

This booklet would never have been published without the fine help from some brilliant and energetic friends at North Pole Publications, Incorporated. Many, many thanks to everyone who helped.

We would like to take this time and opportunity to thank the distributors, retailers and especially you the consumer for buying this F.R.P. supplement.

Countless thanks go to our special friends at Koby's Korner of Pensacola, Florida, who helped us along the way and gave us a lot of encouragement.

Also, a very dear and special thanks goes to the incredible Mr. Lou Zocchi, who spent many, many hours talking to Jim and me, giving us words of advice, caution and approbation.

If I have forgotten anyone's name, please forgive me. A lot of people have given their time, homes, and assistance freely, and to them I would like to once again say thank you very much!

- Doug Bohlman

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EXPLANATORY NOTES

For purposes of this book, a *Spell* is defined as a release of magical power derived from various sources, depending on the nature of the spellcaster and the campaign of which he/she is a part. A priest, for example, would be granted power by the deity he/she serves. A wizard studies the sources of magic, learning the hand motions and words of power needed to control them. Many terms are used in this book which apply to magic and spellcasters. The following are brief explanations of some of the terms:

SPELLCASTER: Anyone capable of using a spell.

LEVEL: Refers to the power needed to cast the spell. When used in the text, it may refer to the proficiency of the spellcaster using the spell.

CASTING TIME: The amount of time required to bring a spell into effect.

AREA OF EFFECT: Refers to the number of creatures or amount of space affected by the spell. In order to save space, the symbol " " is used to represent a unit equaling 10 feet (indoors) or 10 yards (outdoors). Radius effects are three-dimensional unless stated otherwise.

COMPONENTS: Are the requirements for casting a spell. "M" is a *material* component (an ingredient of some sort). "S" is a *somatic* component (hand motion/gesture, physical action, etc.) "V" is a *verbal* (spoken) component.

DURATION: The length of time the spell will last. In many cases, the spell effects may outlive the spell itself; i.e., *Tobellin's Button* lasts one (1) round per level the caster has obtained, but a creature left on a distant plane when the spell expires would be left there until it found its way home.

SAVING THROW: The results of a creature avoiding the effects of a spell due to luck or divine intervention are listed under "Saving Throw". A successful saving throw might mean one-half normal damage or no damage at all. Some spells have no saving throw.

SPECIAL SAVING THROW: Even against spells with no saving throw, some mighty magic or powerful item might give the victim a chance of avoiding the effects of a spell. The result of a successful special saving throw is listed here.

RANGE: The distance from the spellcaster at which the spell's effect begins. Again, the symbol " " is used, with the same variable meaning (feet for indoors, yards outdoors).

We have *not* included a new magic system in this volume. It is our intent that these spells be incorporated into each individual's campaign and therefore we do not attempt to alter the spell debit system you may currently be using.

UNIVERSAL INFORMATION

This volume is intended as a universal supplement for use with your favorite fantasy gaming system. The mechanics as expressed in the original *TOME OF MIGHTY MAGIC* assume familiarity with a given set of terms. For clarification, we will define them here as follows:

DURATION (above) is variously expressed in *Turns*, *Rounds* and *Segments*. A **TURN** is approximately 10 minutes' duration, and is made up of 10 rounds. A **ROUND** is therefore 1 minute's duration, and is made up of 10 segments. A **SEGMENT** is therefore approximately 6 seconds. (This is, of course, adaptable to the mechanics of the system you are using, and subject to GM's judgment when adapting.)

HIT DICE refers to the amount of damage a character, creature, etc., can inflict. **HIT POINTS** refers to how much damage a character or creature can take. **ARMOR CLASS** is intended to reflect the "toughness"--whether from actual armor, dense hide or other defense--of a character or creature. The scale used by *TMM* is a descending scale; i.e., the lower the number, the tougher the armor (10 would be an unarmored person, while 1 represents the best in normally constructed high-quality full-plate armor). This scale should be adapted as appropriate to your own gaming system.

SPELL POINTS refer to the quantity of power a spellcaster has available to draw upon for the casting of magics. Some systems refer to this variously as Spell Points, Power Points, Mana or the like, while others do not use points at all. GM judgment and discretion is called for when adapting this factor to your particular system.

The following *Probability Comparison Chart* is provided as an aid to converting values expressed in one system to another, for example, from 3D6 to D100.

PROBABILITY COMPARISON CHART

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20
D100(%)	1	2	3-5	6-10	11-17	18-27	28-38	39-50	51-62	63-73	74-83	84-90	91-95	96-98	99
															100

If you enjoy this book, you may also wish to see *THE BOOK OF TABLES, Volume 1* (GS 10451), *TEGEL MANOR* (GS 10454), and *THE FANTASY GAMER'S COMPENDIUM* (GS 10330) from GAMESCIENCE.

In the section of *THE FANTASY GAMER'S COMPENDIUM* titled "The Book of Sorcery", you'll find a variety of rules for the casting (and miscasting!) of spells, including the use of incantations--and a list of no less than 90 incantations that could be used to dress up your spellcasters' magical operations. While not specifically designed for use with spells listed in *TMM*, several of these can be used as is, while others adapt easily or provide excellent models for devising your own. Thus, when a spellcaster needs a *verbal* component (indicated by V in the spell descriptions here) to complete an enchantment, you could use an incantation. It's a great way to add to the atmosphere of the game session, or to see if that wizard really knows that spell and *can* cast it before the orcs get him!

INTRODUCTION

In a hidden land on a distant plane dwelt three lords of incredible power. The wizard Aluap, an evil Arch-Mage, mastered the magics known to mortal men. He worshipped Death and kept his quota gleefully. Lord Eridor was a High-Priest of Set and Arch-Bishop of the mountain fortress Aglarambar. He led an Unholy War to conquer the land for Set. The third lord was Ida, an unusual Elf of many talents. With his katana and wakazashi, as well as spells of various types, he defended the forests of the land in the name of the Druids' Council and the power they represented. Though the lords coexisted for many years, their conflicting goals eventually led to a showdown. In a battle which literally shook the earth beneath their feet, all three disappeared. Years later, while on a mission for his wizardly tutor Nimanril, the hobbit thief Tobelin Darver discovered some of Aluap's spell books among some abandoned ruins. Having an intense love of mysteries and ancient legends, Tobelin searched for many years before recovering the various religious scrolls and other writings which make up this text. He never told Nimanril of his find, for fear the most evil of the inscriptions would be destroyed. Instead, he gave them, along with a few scrolls he is believed to have obtained from his tutor, to a temple of Thoth in return for enchanted scrolls with some of the spells. After many eons, we here at North Pole Publications, Inc., have obtained a copy of the text compiled by the scholarly priests, and the translation is as follows...

FIRST LEVEL SPELLS

ALTERATION

LEVEL: 1	AREA OF EFFECT: SPECIAL	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: TOUCH

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

AVOID SOLICITATION

LEVEL: 1	AREA OF EFFECT: 1 CREATURE	DURATION: 1 TURN	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 1"/LEVEL

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

CRATE

LEVEL: 1	AREA OF EFFECT: 2'x2'x2'	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 10'

With the casting of this spell, a 2'x2'x2' wooden crate appears within 10' of the spellcaster. Said crate lasts until dispelled.

EASY CATCH

LEVEL: 1	AREA OF EFFECT: 1000 CU. FT.	DURATION: 1 TURN	SPECIAL SAVING THROW: NONE
CASTING TIME: 1 SEGMENT	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: TOUCH

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



FIRE DARTS

LEVEL: 1	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 6"

This spell will cause 1 Fire Dart to be projected from the spellcaster's fingertips for every level that the caster has obtained. The dart resembles a small flame and does 1 point of damage. It will hit and ignite any flammable object at which it is aimed.

MAP IT

LEVEL: 1	AREA OF EFFECT: PERSONAL	DURATION: 1 DAY	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

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

Material component: Fine vellum scroll.

MIRROR, MIRROR

LEVEL: 1	AREA EFFECT: 1 SQ. FT./LEVEL	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 6"

This spell will crystallize the outer layer of any solid surface, causing it to reflect light. Note that this would be effective in reflecting gaze weapons.

SEASONING

LEVEL: 1	AREA OF EFFECT: SPECIAL	DURATION: PERMANENT	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: TOUCH

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

STONE OF DETECTION

LEVEL: 1	AREA OF EFFECT: 1 STONE	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 5 MILES/LEVEL

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

WHITE TORNADO

LEVEL: 1	AREA OF EFFECT: 1 CREATURE	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT	COMPONENTS: S, V	SAVING THROW: NEGATES	RANGE: TOUCH

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

SECOND LEVEL SPELLSALLEGATE ARCH

LEVEL: 2	AREA OF EFFECT: 1"x1"	DURATION: 1 TURN	SPECIAL SAVING THROW: N/A
CASTING TIME: 2 SEGMENTS	COMPONENTS: S, V	SAVING THROW: NEGATES	RANGE: 1"/LEVEL

By using this spell, the spellcaster may create an invisible arch. Any creatures friendly to the caster pass through this arch unaffected. However, creatures hostile to the caster will be drained of their hostility upon passing through this magical arch. If the arch is crossed under a second time, the creatures are returned to their former state of mind.

COLD SNAP

LEVEL: 2	AREA OF EFFECT: SPECIAL	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 2 SEGMENTS	COMPONENTS: S	SAVING THROW: ½ DAMAGE	RANGE: 0

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

CURE NAUSEA (Reversible)

LEVEL: 2	AREA OF EFFECT: 1 CREATURE	DURATION: SPECIAL	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 5 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: TOUCH

This spell cures mild illnesses--i.e., nausea, stomach aches, viruses, etc. The reverse also requires a touch, but does not require a material component. *Cause Nausea* inflicts one of the above ailments, causing the victim to suffer a -1 on attack dice. Note that this spell does not prevent the recipient from suffering the ailments in the future, and that caused ailments will last anywhere from 1 round per level to 1 day, depending upon the ailment specified and the constitution of the victim.

FLOWER POWER

LEVEL: 2	AREA OF EFFECT: 10'x10'	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 2 SEGMENTS	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: TOUCH

Flower Power is a beautification spell, especially good for landscaping castles, shrines, etc. At the spellcaster's touch, flowers bloom in profusion from any plot of ground up to 10'x10' in size.

FOLLOW THE TRAIL

LEVEL: 2	AREA OF EFFECT: SPECIAL	DURATION: 3 TURNS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

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

LOCATE WATER

LEVEL: 2	AREA OF EFFECT: PERSONAL	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

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

MOVING CRATE

LEVEL: 2	AREA OF EFFECT: 3'x3'x3'	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 2 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 10'

With the casting of this spell, a three-wheeled, 3'x3'x3' wooden crate appears within 10' of the spellcaster. Said crate lasts until dispelled.

NIMANRIL'S INVISIBILITY

LEVEL: 2	AREA OF EFFECT: 1 CREATURE	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 2 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: TOUCH

This spell will make the recipient invisible to creatures of opposing alignments (good vs. evil, law vs. chaos, for example), and lasts until dispelled or until the recipient attacks.

NO TRESPASSING

LEVEL: 2	AREA OF EFFECT: 1" RADIUS	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 2 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

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

SECRET MESSAGE

LEVEL: 2	AREA OF EFFECT: SPECIAL	DURATION: 2 ROUNDS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 2 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 1"

This spell allows the spellcaster to speak and understand a language that is understood and spoken *only* by the other recipients of this spell.

SENSE OF DIRECTION

LEVEL: 2	AREA OF EFFECT: PERSONAL	DURATION: 6 TURNS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

Sense of Direction makes the caster aware of the compass directions (N, E, S, W) and allows him/her to follow a straight path without error.

TARGET

LEVEL: 2	AREA OF EFFECT: 1' DIAMETER	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 2 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 10"

The recipient of this spell is privileged with the receipt of a bull's-eye target. The spellcaster merely points his/her finger and a target appears. A saving throw at -1 negates.

THINK POSITIVE

LEVEL: 2	AREA OF EFFECT: 1 CREATURE	DURATION: 1-4 ROUNDS	SPECIAL SAVING THROW: N/A
CASTING TIME: 2 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 3"

When cast on an unsuspecting being, the creature will agree with the caster on any subject discussed. S/he will not give the caster anything, but s/he will nod his/her head or say "yes" to every topic brought up.

TOBELIN'S REGENERATING MUSHROOM

LEVEL: 2	AREA OF EFFECT: SPECIAL	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 1"

This spell creates a 3' tall mushroom which is both edible and nutritious. It tastes like any food the consumer craves and totally regenerates itself every 8 hours.

THIRD LEVEL SPELLSBEDLAM

LEVEL: 3	AREA OF EFFECT: 10" RADIUS	DURATION: 1 TURN/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 3 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 1"/LEVEL

When cast upon a group of beings, this enchantment will cause each and every individual in the area of effect to speak in a different and unknown language. There can be no communication between beings and all affected by the spell are at -2 on all reaction rolls due to confusion.

BUOYANCY

LEVEL: 3	AREA OF EFFECT: SPECIAL	DURATION: 6 TURNS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: 10"

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

CLEAR SIGHT

LEVEL: 3	AREA OF EFFECT: 5" RADIUS	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 3 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 1"/LEVEL

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

CLOUD FORMATION

LEVEL: 3	AREA OF EFFECT: SPECIAL	DURATION: 12 TURNS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: 12"

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

COURAGE

LEVEL: 3	AREA OF EFFECT: 1 CREATURE	DURATION: 1 TURN/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: TOUCH

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

DETECT LIFE

LEVEL: 3	AREA OF EFFECT: 3" RADIUS	DURATION: 1 TURN+½TURN/LVL	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 3 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 0

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

Note: Undead are not "alive".

DETECT REEFS, SHOALS AND SHALLOWS

LEVEL: 3	AREA OF EFFECT: 1 MI. RADIUS	DURATION: 1 TURN/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

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

HEADACHE

LEVEL: 3	AREA OF EFFECT: 1 CREATURE	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 3 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 1"/LEVEL OF CHARACTER

When directed at a spellcaster, all of his or her spells will take twice as long to cast due to a headache. When directed at fighters, they have -2 to hit. Saving throw at -3 negates.

HEALING SLEEP

LEVEL: 3	AREA OF EFFECT: 1 CREATURE	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: V	SAVING THROW: N/A	RANGE: TOUCH

This spell may only be cast upon a willing recipient. The recipient will fall into a deep sleep from which s/he will not awaken for 8 hours. During this time, the recipient will be healed for 20 points of damage taken, plus 1 point per level of the spellcaster.

HEY, BARTENDER!

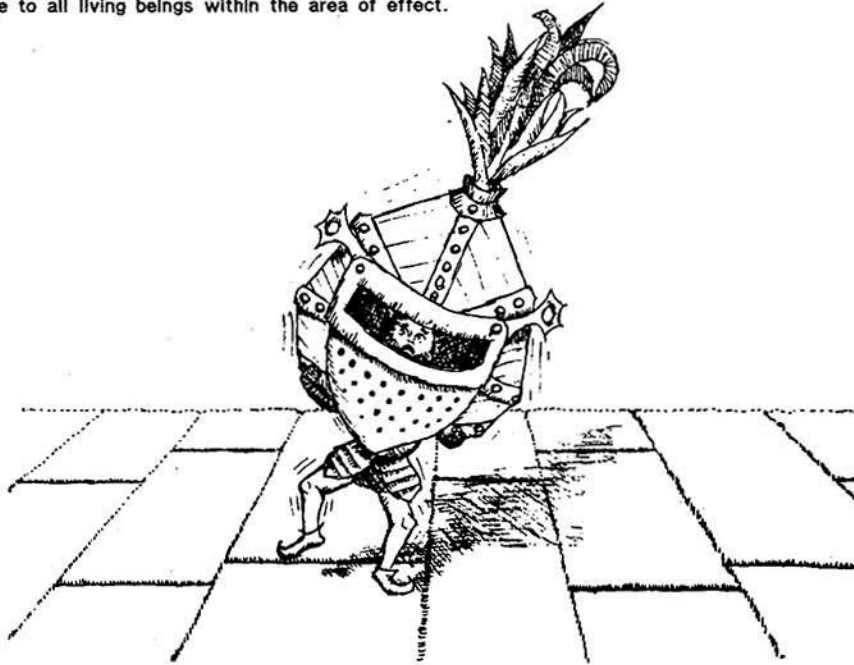
LEVEL: 3	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: NONE
CASTING TIME: 3 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 1"

This magic summons a humanoid figure and his cabinet filled with all sorts of spirits. He will politely inquire as to the spellcaster's preference, and fill his/her order within 1 or 2 rounds. He will then disappear with his cabinet.

INCINERATION

LEVEL: 3	AREA OF EFFECT: 10' RADIUS	DURATION: 2-8 SEGMENTS	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 3 SEGMENTS	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: 1"/LEVEL

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

MY, WHAT A LARGE HELMET YOU ARE WEARING

LEVEL: 3	AREA OF EFFECT: 1 CREATURE	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 3 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 1"/LEVEL

When cast at a being with anything atop its head that resembles a hat, helmet, etc., the headcovering will grow to a large enough size so that it covers the being's eyes. One of the following will happen; roll 1D8 and use accordingly. Saving throw at -2 negates.

- 1-2: Person so affected trips. All attacks on this person are at +4 to hit, and s/he will not counter-attack. S/he will get back up in one round with the helmet off (reduce armor class if applicable).
- 3-4: Affected person must roll his/her Dexterity score or less, or lose all initiative rolls and always attack last. Duration is 4 rounds, after which the helmet slips off.
- 5-6: The affected person has a 50% chance of attacking a fellow party-member, a 25% chance of attacking the person who cast the spell, or a 25% chance of attacking the opposite party but *not* the spellcaster responsible for his/her helmet problem. All attacks during the next turn by the affected person are at -3.
- 7-8: If the target is carrying a weapon in his/her hand(s), this spell will cause him/her to trip and fall upon it, doing *normal* damage to him or herself. If no weapon is currently being carried, then the target is not affected by this spell.

PEEPHOLE

LEVEL: 3	AREA OF EFFECT: SPECIAL	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 3 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: SPECIAL	RANGE: 1"

When cast, a ½-inch diameter peephole will appear through any door, thus allowing someone to see inside with a viewing angle of 120°. If the door is made out of wood, the peephole will take only 1 round to form. A door which is made of any material other than wood will delay the formation for 1-4 rounds. Enchanted doors save to no effect, and the maximum thickness of any door affected is 2'.

PROTECTION FROM FRIENDLY MISSILES

LEVEL: 3	AREA OF EFFECT: 1 CREATURE	DURATION: 1 TURN/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 3 SEGMENTS	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: TOUCH

This spell prevents the recipient from being accidentally struck by any missile not intended for him or her. *Protection from Friendly Missiles* is exceptionally useful in battle.

REPAIR UNDEAD (Reversible)

LEVEL: 3	AREA OF EFFECT: 1 CREATURE	DURATION: PERMANENT	SPECIAL SAVING THROW: N/A
CASTING TIME: 3 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: SPECIAL	RANGE: 1"

This spell will repair 1D8 worth of damage to undead creatures. The effects are permanent, but nothing keeps the creature from losing hit points when s/he goes into battle again, of course. *Damage Undead* does 1D8 in damage to undead. Damage lasts until this or a similar spell is used to repair it, or the creature regenerates normally if it has that ability.

STATUS

LEVEL: 3	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: 0

This spell causes a 10% loss of current hit points, rounded down, to creatures of lower level than the spellcaster, who fall to refer to the caster as s/he requests. The being must understand what is expected of him/her for the spell to affect him/her. ("That's LORD Eridor to you!") This spell lasts for 1 week.

WEAPONS MAGIC

LEVEL: 3	AREA OF EFFECT: 1 WEAPON	DURATION: 4 ROUNDS+1RND/LVL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: TOUCH

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

WHO GOES THERE

LEVEL: 3	AREA OF EFFECT: 1 MI. RADIUS	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 3 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 0

This spell allows the spellcaster to know what types of hostile creatures are lurking about. It does not tell the number or location of the creatures in the area of effect.



FOURTH LEVEL SPELLS

ANALYZE PLANT

LEVEL: 4	AREA OF EFFECT: 1 TARGET	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 TURN	COMPONENTS: S	SAVING THROW: N/A	RANGE: 1"/LEVEL

This spell analyzes and confers to the spellcaster all pertinent information concerning any natural plant upon which it is cast. This information will include strong and weak points of the plant, and any magical, medicinal or poisonous uses of the plant. This may be used on living or dead plant matter (including not only photosynthetic plants, but also algae, fungi, etc.).

BURROW

LEVEL: 4	AREA OF EFFECT: PERSONAL	DURATION: 1 TURN+1 TURN/LVL	SPECIAL SAVING THROW: N/A
CASTING TIME: 4 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

This spell allows the spellcaster to move through the ground at 1" to 8" per round, depending on the density of the ground: 1" through solid stone, 8" through loose-packed dirt. The ground caves in behind him/her, thus none can follow. The caster's need for oxygen is temporarily reduced so that breathing is no trouble.

CONTROLLED INCENDIARY

LEVEL: 4	AREA OF EFFECT: SPECIAL	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 4 SEGMENTS	COMPONENTS: S, V	SAVING THROW: ½ DAMAGE	RANGE: 2"/LEVEL

This spell causes a fiery explosion of *any size* the spellcaster desires, up to a 40-foot diameter sphere. Damage done to those caught in the explosion is determined by rolling 1D6 per level of the spellcaster. Any and all combustibles in the area of effect will be ignited.

COOPERATION

LEVEL: 4	AREA OF EFFECT: SPECIAL	DURATION: 1 DAY	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 1 SEGMENT	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: SPECIAL

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

CRUSADE

LEVEL: 4	AREA OF EFFECT: SPECIAL	DURATION: 6 TURNS/LEVEL	SPECIAL SAVING THROW: NONE
CASTING TIME: 1 TURN	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: SPECIAL

While under the effects of this spell, all loyal zero-level followers of the spellcaster within the area of effect will fight as first-level men at arms. These fighters, which can be of any age above 12 years, and of either sex, will be totally loyal to the caster. Consequently, they have +1 on all morale rolls. No more than 4 beings per level of the caster can be affected. Due to the fact that all in the area profess to be loyal followers of the caster, there can be no saving throw for this spell. Followers must swear an oath of fealty to the spellcaster, either publicly or in writing. The power of this spell increases proportionally as the spellcaster increases in levels of experience. Thus, at 8th level a caster can cause 0-level beings to fight as 1st level; at 12th level, 0-levels may fight as 2nd level; at 16th level, 0-levels may fight as 3rd level fighters; at 20th level, caster may cause 0-levels to fight as 4th level; and at 24th level he may cause 0-level beings to fight as 5th level fighters. This is the *maximum* level. Morale roll bonuses progress along with fighting ability: +1 at 1st level ability, +2 at 2nd level, etc., up to +5 at 5th level.

FOUR EYES

LEVEL: 4	AREA OF EFFECT: 1 CREATURE	DURATION: 1 TURN+1 RND/LVL	SPECIAL SAVING THROW: N/A
CASTING TIME: 4 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: TOUCH

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

Material components: Four cut gems of not less than 1000 gold piece value each. If an eye is destroyed, the gem is destroyed.

THE GUZZLER

LEVEL: 4	AREA OF EFFECT: LINE OF SIGHT	DURATION: 1 TURN	SPECIAL SAVING THROW: N/A
CASTING TIME: 4 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 1"

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

MANA MAGIC

LEVEL: 4	AREA OF EFFECT: PERSONAL	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 4 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

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

MINOR BLAST

LEVEL: 4	AREA OF EFFECT: SPECIAL	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 4 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 3"

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

MOVE TREE

LEVEL: 4	AREA OF EFFECT: 1" RADIUS/LVL	DURATION: PERMANENT	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 TURN	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

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

OFF/ON

LEVEL: 4	AREA OF EFFECT: 3" RADIUS	DURATION: SPECIAL	SPECIAL SAVING THROW: NONE
CASTING TIME: 4 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 0

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

RADIATE HEAT/COLD

LEVEL: 4	AREA OF EFFECT: 1" RADIUS	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 4 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: ½ DAMAGE	RANGE: 0

This spell causes the spellcaster to radiate his/her choice of heat or cold energy. The energy causes 1D10 per 3 levels of experience of the spellcaster to all within the area of effect (except the caster).

REVEAL TRUE ATTITUDE

LEVEL: 4	AREA OF EFFECT: SPECIAL	DURATION: 1 TURN	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: 3"

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

ROTARY POLARIZATION

LEVEL: 4	AREA OF EFFECT: SPECIAL	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 4 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 0

Rotary Polarization enables light rays to enter the area of effect, but they cannot leave the area within a 30' sphere. the spellcaster can see where s/he is going, even outside the sphere, but opponents cannot see his/her light.

SAND BLASTER

LEVEL: 4	AREA OF EFFECT: 1' DIA. SPHERE	DURATION: 1 TURN/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 4 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 6"

This spell is used to clean metal and rock. It moves with the spellcaster and may move independently of him/her at a rate of 1" per round (maximum 6" from caster). The caster may also attack with this spell. It does 2D8 in damage and requires a roll to hit.

Note: Only one (1) person can be affected by this spell per round.

SAVAGE SEAWEED

LEVEL: 4	AREA OF EFFECT: SPECIAL	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 100"

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

SLEEP DARTS

LEVEL: 4	AREA OF EFFECT: SPECIAL	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 4 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: SPECIAL	RANGE: 6"

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

SLEEPING GAS

LEVEL: 4	AREA OF EFFECT: 3"x3"x2"	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 4 SEGMENTS	COMPONENTS: S, V	SAVING THROW: SPECIAL	RANGE: 1"

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

SLIPPERY SMALLFELLOW

LEVEL: 4	AREA OF EFFECT: PERSONAL	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: 0

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

ULTRAVISION

LEVEL: 4	AREA OF EFFECT: 1 CREATURE	DURATION: 12 TURNS+6TRNS/LVL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: TOUCH

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

WIMP

LEVEL: 4	AREA OF EFFECT: 1 CREATURE	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 4 SEGMENTS	COMPONENTS: S, V	SAVING THROW: NEGATES	RANGE: 3"

This spell reduces a character's level of fighting ability by one half. Spell casting ability is unaffected.

FIFTH LEVEL SPELLS

ALARM

LEVEL: 5 AREA OF EFFECT: SPECIAL DURATION: SPECIAL SPECIAL SAVING THROW: NONE
CASTING TIME: 5 SEGMENTS COMPONENTS: M, S, V SAVING THROW: NONE RANGE: 3"

This spell involves placing a glyph in an area to be protected. Whenever someone passes the glyph without first speaking its name, an earsplitting noise floods the area in a 15' radius. The spellcaster hears the *Alarm* from any distance, even from another plane. He or she instantly knows exactly where the alarm is coming from, although the spell itself does not inform him/her as to what set it off.

ANALYZE ANIMAL

LEVEL: 5 AREA OF EFFECT: 1 TARGET DURATION: INSTANTANEOUS SPECIAL SAVING THROW: N/A
CASTING TIME: 2 SEGMENTS COMPONENTS: S SAVING THROW: NEGATES RANGE: 1"

This spell analyzes and confers to the spellcaster all pertinent information about any natural animal upon which it is cast. This information should include the name, strong and weak points, its trainability, and the usefulness of its parts. It also includes attack and defense modes.

Note: Familiars and giant animals are not natural animals.

ANALYZE MECHANISM

LEVEL: 5 AREA OF EFFECT: 1 TARGET DURATION: INSTANTANEOUS SPECIAL SAVING THROW: N/A
CASTING TIME: 3 TURNS COMPONENTS: S SAVING THROW: N/A RANGE: 3'

This spell analyzes and confers to the spellcaster all pertinent information about mechanical devices. This does not include electrical or electronic devices, only those which require some form of manual labor to operate. This tells the caster the name and function of the device, its strong and weak points, and how the device is operated safely. It is useful in analyzing traps and locks.

ANIMATE TREE

LEVEL: 5 AREA OF EFFECT: 1 TREE DURATION: 1 TURN/LEVEL SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND COMPONENTS: M, S, V SAVING THROW: N/A RANGE: 10"

This spell enables the spellcaster to animate and control 1 tree which will then have 12 hit dice and 96 hit points. It will have 2 attacks, each doing 2D12 and will have an armor class of 0. Movement rate is 8".

ANTI-MAGIC ZAP

LEVEL: 5 AREA OF EFFECT: 1 CREATURE DURATION: 1 DAY SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT COMPONENTS: M, S, V SAVING THROW: NEGATES RANGE: 60"

This spell will "de-magic" a magic-using creature. In other words, it drains the magic from the creature, making it impossible for that creature to throw spells of any kind. It will not, however, disturb things such as a dragon's breath weapon. Priestly spellcasters are not affected because their spells are derived from their deity.



CHARMER'S KNOCK

LEVEL: 5 AREA OF EFFECT: SPECIAL DURATION: SPECIAL SPECIAL SAVING THROW: N/A
CASTING TIME: 5 SEGMENTS COMPONENTS: M, S, V SAVING THROW: NEGATES RANGE: TOUCH

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

CLOUD HARDENING

LEVEL: 5	AREA OF EFFECT: SPECIAL	DURATION: 12 TURNS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: 10"

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

DAGGER PLUS

LEVEL: 5	AREA OF EFFECT: SPECIAL	DURATION: 1-4 TURNS	SPECIAL SAVING THROW: N/A
CASTING TIME: 5 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

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

DIVINE ORIGIN

LEVEL: 5	AREA OF EFFECT: 1 CREATURE	DURATION: SPECIAL	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 1 ROUND	COMPONENTS: M, S	SAVING THROW: NONE	RANGE: 3"

This spell will reveal the birthplace or point of animation, as appropriate, of a creature. It will also reveal the place of origin of an object.

DUPLICATE PLANT

LEVEL: 5	AREA OF EFFECT: 1 TARGET	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 6 TURNS	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: TOUCH

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

Note: Prior to duplication, the caster must cast an *Analyze Plant*.

FORCED MARCH

LEVEL: 5	AREA OF EFFECT: 4 BEINGS/LVL	DURATION: 1 DAY	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 10"

This spell allows the recipients the energy to march twice as far as normal, but will not affect speed; i.e., instead of being able to march 50 miles, one can march 100 miles. After the third day, recipients suffer a loss of 1 hit point every other day spent under the influence of this spell.

HANDLE

LEVEL: 5	AREA OF EFFECT: SPECIAL	DURATION: 1 TURN	SPECIAL SAVING THROW: N/A
CASTING TIME: 5 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 1"/LEVEL

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

IDA'S MYSTICAL MOUNT

LEVEL: 5	AREA OF EFFECT: N/A	DURATION: 6 TURNS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

This spell summons a giant dragonfly which will follow the summoner's telepathic orders. The stats on the dragonfly are:
 AC: 2 Movement: 6"/36" HD: 16, 126 hit points Attacks: 0 Size: Wingspan 30 ft.

JUST PASSING THROUGH

LEVEL: 5	AREA OF EFFECT: PERSONAL	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 5 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

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

MINOR DEATH MAGIC

LEVEL: 5	AREA OF EFFECT: 1 CREATURE	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 5 SEGMENTS	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: 6"

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

NIMANRIL'S REVELATIONARY BLAST

LEVEL: 5	AREA OF EFFECT: 4" DIA. SPHERE	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 5 SEGMENTS	COMPONENTS: S, V	SAVING THROW: SPECIAL	RANGE: 2"/LEVEL

This spell taps the positive material plane, releasing a burst of pure positive energy which does 1D6 per level in damage. Undead creatures take full damage. Evil creatures save to ½ damage. Neutral creatures take ¼ or ¼ damage. Good creatures are unaffected.

NOSE DIVE

LEVEL: 5	AREA OF EFFECT: 1 CREATURE	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 5 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: TOUCH

When the caster of this spell touches a creature, it must run for the nearest pit, or any drop of at least 10', and make a dive. The saving throw is made at -2.

PSIONIC SHIELD

LEVEL: 5	AREA OF EFFECT: PERSONAL	DURATION: SPECIAL	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 5 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

This spell renders the spellcaster immune to the first segment of psionic attack. After this, the shield goes down and psionic combat resumes as normal.

PUFF OF SMOKE

LEVEL: 5	AREA OF EFFECT: 1 CREATURE	DURATION: PERMANENT	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT	COMPONENTS: S	SAVING THROW: N/A	RANGE: TOUCH

Heroes, even evil heroes, are often called upon with little or no advance notice. To use this spell, a list of the caster's usual adventuring gear must be made ahead of time. At any time thereafter, with a wave of his/her arm, the spellcaster will be hidden by a flash of light and a puff of smoke, which quickly clears to reveal him/her ready for action.

SIREN

LEVEL: 5	AREA OF EFFECT: 1 CREATURE	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 5 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 6"

This spell causes the recipient to hear charming music which entrances him/her for 1 round per level of the spellcaster. Saving throw at -3 negates.

STEELY TERMITES

LEVEL: 5	AREA OF EFFECT: 100"x100"x100"	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 5 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 3"

These wood eaters not *only* eat wood, but also bore through steel and stone. They eat 1 pound of material per day, per level of the spellcaster. The termites have 2 hit points each. This spell creates 100 termites for each level of the spellcaster.

TEAR JERKER

LEVEL: 5	AREA OF EFFECT: 1" RADIUS	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: NEGATES	RANGE: 0

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

THUNDEROUS CLAP

LEVEL: 5	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT	COMPONENTS: S	SAVING THROW: SPECIAL	RANGE: 0

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

SIXTH LEVEL SPELLS

ANALYZE POTION

LEVEL: 6	AREA OF EFFECT: 1 TARGET	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 TURN	COMPONENTS: S	SAVING THROW: N/A	RANGE: TOUCH

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

ANTI-LIFE ENERGY

LEVEL: 6	AREA OF EFFECT: 3' RADIUS	DURATION: SPECIAL	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 6 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 0

This energy affects all beings the same. The life energy is the level of the being; however, this spell does not steal levels, but temporarily negates life energy. When the spell is cast, an area of gray haze surrounds the spellcaster. All within this area are subjected to the *Anti-Life Energy*. The life energy of a being is reduced at a rate of 1 level per round; if it is reduced to zero, that being loses all will to live, and simply "rolls over and dies". All are subjected to severe melancholy for the 1-4 turns. When the spell is ended, all that are still alive will regain their will to live at a rate of 1 level per turn. The spellcaster is also affected, though at a rate of 1 level per 2 rounds, and may stop the spell at any time s/he wishes. Undead are unaffected by this spell, and the spell *Of the Purest Light* will negate it.

ATMOSPHERIC INDEPENDENCE

LEVEL: 6	AREA OF EFFECT: 1 CREATURE	DURATION: 6 TURNS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: TOUCH

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

CLOUD ALTITUDE ADJUSTMENT

LEVEL: 6	AREA OF EFFECT: SPECIAL	DURATION: 12 TURNS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: 10"/LEVEL

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

COMPONENT SUBSTITUTE SPELL

LEVEL: 6	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 6 SEGMENTS	COMPONENTS: V	SAVING THROW: N/A	RANGE: 0

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

DECAY (Reversible)

LEVEL: 6	AREA OF EFFECT: 1 CREATURE	DURATION: PERMANENT	SPECIAL SAVING THROW: N/A
CASTING TIME: 6 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 1"/LEVEL

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

DOUBLE ONE EFFECT

LEVEL: 6	AREA OF EFFECT: SPECIAL	DURATION: 1 TURN	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: V	SAVING THROW: N/A	RANGE: 0

Double One Effect enables the spellcaster to double any one of the following of the next spell s/he casts: Range, Duration of Area of Effect.

FIRE MAZE

LEVEL: 6	AREA OF EFFECT: 10"x10"x10"	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 6 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 1"/LEVEL

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



FREEZE STORM I

LEVEL: 6	AREA OF EFFECT: 3"x3"	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 6 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 6"

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

IDA'S MIGHTY MOJO

LEVEL: 6	AREA OF EFFECT: 1 CREATURE	DURATION: 1 TURN/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 12"

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

IDA'S TRAP

LEVEL: 6	AREA OF EFFECT: 1 OBJECT	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 1"

This spell acts as a holding device and a trigger when cast upon an object. Any spell up to 9th level may be placed into the trap. The spellcaster may open the object safely. However, when another creature attempts to open the object, the spell goes off instantly. The spell affects the nearest living being.

IN THE BOTTLE

LEVEL: 6	AREA OF EFFECT: 1 CREATURE	DURATION: SPECIAL	SPECIAL SAVING THROW: NONE
CASTING TIME: 6 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 6"

This spell will cause a creature to turn into a mist and flow into a bottle so designated by the spellcaster. If the bottle is then stoppered, the creature will remain in the bottle until it is unstoppered.

MASS FUMBLE

LEVEL: 6	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 6 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 1"/LEVEL

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

MONSTER BOOST

LEVEL: 6	AREA OF EFFECT: 2"x2"	DURATION: 1 TURN	SPECIAL SAVING THROW: NONE
CASTING TIME: 6 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 1"/LEVEL

This spell, when cast, will endow any monster-class creature with the ability to regenerate 5 points per round.

PHOTOZAP

LEVEL: 6	AREA EFFECT: 1 CREATURE	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: ½ DAMAGE
CASTING TIME: 6 SEGMENTS	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: 1"/LEVEL

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

PRODIGY

LEVEL: 6	AREA OF EFFECT: PERSONAL	DURATION: 6 TURNS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: V	SAVING THROW: N/A	RANGE: 0

This spell allows the caster to master any non-magical skill in 1 hour if someone who knows it is willing to teach him/her. Thus, if a thief were available and willing, the caster could learn to pick locks at the level of ability possessed by the thief. However, the knowledge is only temporary.

PSYCHIC SIGNAL

LEVEL: 6	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: V	SAVING THROW: NONE	RANGE: 1"/LEVEL

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

RELEASE UNDEAD

LEVEL: 6	AREA OF EFFECT: SPECIAL	DURATION: PERMANENT	SPECIAL SAVING THROW: N/A
CASTING TIME: 6 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: SPECIAL	RANGE: 10"

This spell causes 1 hit die of undead per level of the spellcaster to become normal, non-animate dead; thus, their spirits are free to seek the afterlife. Intelligent undead are entitled to a saving throw. A successful saving throw negates.

SANDSTORM

LEVEL: 6	AREA OF EFFECT: 1" DIAMETER	DURATION: 3 ROUNDS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 6 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: ½ DAMAGE	RANGE: 0

When cast, a swirling barrier of sand appears around the spellcaster. All within 1" take 1D6 per level of the caster. Visibility is reduced to 3" for the caster. Visibility within the sand barrier itself is zero.

WALL OF FREEZING

LEVEL: 6	AREA OF EFFECT: SPECIAL	DURATION: 1 TURN/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 6 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: SPECIAL	RANGE: 1"/LEVEL

Wall of Freezing creates a wall with 3 layers of equal thickness whose dimensions are 5' thick, 20' tall and 10' per level long. The two outer layers are made of ice, while the inner layer consists of liquid nitrogen(1)--if a creature breaks through this wall, it is frozen solid unless it makes a saving throw. If it makes this saving throw, the affected creature takes ½ its total hit points in cold damage. When the wall is broken, it will require 1-3 rounds for the liquid nitrogen to flow out completely. During the release of the nitrogen, any creature within 10' of the breakage will take 2-20 points of damage. Once this has occurred, treat the wall as normal ice.

WOODEN TOUCH (Reversible)

LEVEL: 6	AREA OF EFFECT: SPECIAL	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: TOUCH

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



SEVENTH LEVEL SPELLS

ALLERGY SPELL

LEVEL: 7	AREA OF EFFECT: 1 CREATURE	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 7 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 1"/LEVEL

When cast upon a creature, all that the spellcaster needs to do is finish the following sentence with one thing, to which the recipient of this spell will then be allergic. [GM discretion is strongly advised.] Example: "You are allergic to...FIRE!" so that, from now on, any time the creature comes within 10' of fire, he or she will get the side effects as detailed below. If it is in the area too long, this is what will happen each round. The effects are cumulative. Special saving throw at -1 negates.

1st round: -1 to hit, 25% chance of spell failure.

2nd round: Falls on the ground, starts coughing.

3rd round: Starts to get a fever and twitch uncontrollably.

4th round: Unless dragged away, the creature will lose 25 hit points per round until dead.

ALUAP'S ZUFFEROOMA

LEVEL: 7	AREA OF EFFECT: SPECIAL	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: NONE
CASTING TIME: 7 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: INFINITE

This horrid-looking camel, which has 7 H.D., is AC 3, and cannot be attacked by fire, cold, lightning or weapons less than +2, arrives instantly when summoned, and will take the spellcaster to his/her castle, with a movement rate of 36" per round, flying. The camel is surrounded by a continuous 1" diameter sandstorm, doing 12D12 to all within a 1" diameter sphere, excluding itself and the spellcaster.

ANALYZE SCROLL

LEVEL: 7	AREA OF EFFECT: 1 TARGET	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: SPECIAL	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: TOUCH

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

CLING FIRE

LEVEL: 7	AREA OF EFFECT: 1 WEAPON	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 7 SEGMENTS	COMPONENTS: S, V	SAVING THROW: SPECIAL	RANGE: TOUCH

This spell imparts a magical fire unto any hand-held weapon. Striking a creature with this weapon inflicts physical damage and also transfers the magical fire onto the being hit by the weapon. If a successful hit is not made during the duration of the spell, the weapon will be totally consumed by the fire. The fire does 1D4 the 1st round, 2D4 the 2nd round, 3D4 the 3rd round, etc. Successful saving throw results in the victim taking 1 point of damage per round for the duration.

CREATE UNDEAD (Reversible)

LEVEL: 7	AREA OF EFFECT: 1 CREATURE	DURATION: PERMANENT	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: SPECIAL	RANGE: 3"

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

DEMON TRAP

LEVEL: 7	AREA OF EFFECT: 1 CREATURE	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 7 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 6"

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

ENHANCE NORMAL WEAPONS

LEVEL: 7 AREA OF EFFECT: 1 WEAPON/LEVEL DURATION: 6 TURNS/LEVEL SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 TURN COMPONENTS: M, S, V SAVING THROW: N/A RANGE: TOUCH

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

EVAPORATE (Reversible)

LEVEL: 7 AREA OF EFFECT: SPECIAL DURATION: SPECIAL SPECIAL SAVING THROW: N/A
 CASTING TIME: 7 SEGMENTS COMPONENTS: M, S, V SAVING THROW: NEGATES RANGE: 1"/LEVEL

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

ICE SPEARS

LEVEL: 7 AREA OF EFFECT: 2 SPEARS/LEVEL DURATION: 3 TURNS/LEVEL SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 ROUND COMPONENTS: M, S, V SAVING THROW: N/A RANGE: 1"

This spell creates 2 icicles per level of the spellcaster which are +3 spears and shatter on impact, doing 1-8 plus 3 points of damage.

MISTAKEN IDENTITY

LEVEL: 7 AREA OF EFFECT: 1 CREATURE DURATION: 4 TURNS+1TURN/LVL SPECIAL SAVING THROW: NONE
 CASTING TIME: 1 ROUND COMPONENTS: M, S, V SAVING THROW: NONE RANGE: TOUCH

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

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

OF THE PUREST LIGHT

LEVEL: 7 AREA OF EFFECT: 3" RADIUS DURATION: 1 ROUND/2 LEVELS SPECIAL SAVING THROW: N/A
 CASTING TIME: 7 SEGMENTS COMPONENTS: M, S, V SAVING THROW: NEGATES RANGE: 6"

With the casting of this spell the spellcaster brings into existence a small globe of light from the Positive material Plane. This light is of pure positive energy, so when brought into existence it will add a +2 to all morale rolls and add a +1 to hit (this applies only to good characters). In addition, this light, being at exact opposition with the forces that give undead their power, will cause the undead to flee in panic when faced with the light if a saving throw is not made.

PSEUDODAMAGE

LEVEL: 7 AREA OF EFFECT: SPECIAL DURATION: 1 ROUND/LEVEL SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 ROUND COMPONENTS: M, S, V SAVING THROW: -3 NEGATES RANGE: 1"/LEVEL

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

PSIONIC SANCTION

LEVEL: 7 AREA OF EFFECT: PERSONAL DURATION: 1 SEGMENT/3 LEVELS SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 SEGMENT COMPONENTS: S SAVING THROW: N/A RANGE: 0

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

SET'S PLAGUE

LEVEL: 7 AREA OF EFFECT: SPECIAL DURATION: 1 ROUND/LEVEL SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 ROUND COMPONENTS: M, S, V SAVING THROW: NONE RANGE: 1"/2 LEVELS

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

TRANSMUTE STONE TO WATER (Reversible)

LEVEL: 7	AREA OF EFFECT: SPECIAL	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 7 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 1"/LEVEL

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

EIGHTH LEVEL SPELLSALUAP'S LONELY HEARTS CLUB

LEVEL: 8	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 TURN	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: INFINITE

This spell is used to procure a mate(s). By use of this spell, the caster may issue an invitation to 1 prospective mate of similar capabilities per level. Included in this invitation is a likeness of the caster, background information on him/her and a device enabling the recipient to teleport to the caster's abode. If the caster and recipient do not find each other compatible, they may mutually agree to part ways. Invitations will never be issued to the same being twice.

ANALYZE ARMOR

LEVEL: 8	AREA OF EFFECT: 1 TARGET	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: SPECIAL	COMPONENTS: S, V	SAVING THROW: SPECIAL	RANGE: TOUCH

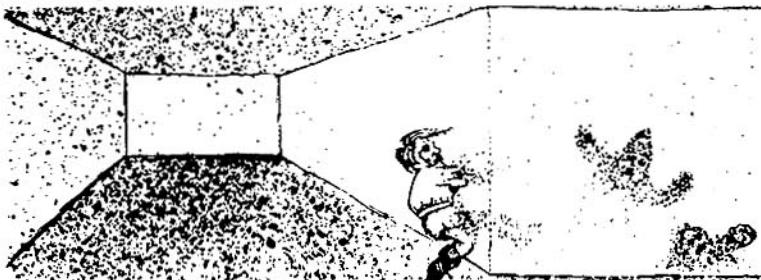
This spell analyzes and conveys to the spellcaster all pertinent information about any item of armor upon which it is cast. This includes strong and weak points, spells contained in or immune to, the number of modifiers, the name of the type of armor and the effective armor class it confers upon the wearer. Articles of armor included are helms, shields, bracers, gauntlets, breastplates, mail coats, and anything which is standardly classified as armor. Casting time is 1 turn per modifier of the armor.

Note: Highly unusual items may have a saving throw vs. this spell, at Gamemaster's discretion.

ERIDOR'S EMERALD WALL

LEVEL: 8	AREA OF EFFECT: 2'/LVL x 4'/LVL	DURATION: SPECIAL	SPECIAL SAVING THROW: SPECIAL
CASTING TIME: 1 ROUND	COMPONENTS: S	SAVING THROW: NONE	RANGE: 6"

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

FREEZE STORM II

LEVEL: 8	AREA OF EFFECT: 3"x3"	DURATION: 1 ROUND	SPECIAL SAVING THROW: N/A
CASTING TIME: 8 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 1"/LEVEL

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

HELP

LEVEL: 8	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: SPECIAL
CASTING TIME: 1 SEGMENT	COMPONENTS: V	SAVING THROW: NONE	RANGE: SPECIAL

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

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

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

HOMICIDAL MANIA

LEVEL: 8	AREA OF EFFECT: 1 CREATURE	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 8 SEGMENTS	COMPONENTS: S, V	SAVING THROW: NEGATES	RANGE: 6"

This spell inflicts the recipient with a serious insanity. Though s/he may not even realize the cause of his/her sorrows, s/he will be forced to kill at least once in every 24 hours. The victim must be of his/her race. The recipient him/herself will act normally the majority of the time, possibly misleading even close friends. The insanity lasts until healed, and the spell recipient will not willingly seek help.
 Note: Player characters stricken with this insanity should be urged to play their new personality trait to the hilt, without informing other players of what has happened. If s/he is uncooperative, it is the Gamemaster's option to either take over the character periodically to perform the killings, or change the insanity to suicidal mania.

IDA'S FINAL LESSON

LEVEL: 8	AREA OF EFFECT: 1 PERSON	DURATION: 1 DAY	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 1"

This spell causes the victim to be instantaneously submerged in a vat of boiling oil, which will cause intolerable pain. It can be dispelled only by the caster at any time. It also causes 1D6 per hour in damage to the victim, and s/he can do nothing but scream in agony.

MISS

LEVEL: 8	AREA OF EFFECT: 2"x2"	DURATION: 1 ROUND	SPECIAL SAVING THROW: N/A
CASTING TIME: 8 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 1"/LEVEL

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

POLARITY

LEVEL: 8	AREA OF EFFECT: 1 SQUARE MILE	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 DAY	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: SPECIAL

This mighty magic crates and area where creatures of the same general alignment as the caster feel at home. The caster has no control over the creatures through this spell. While in the area they will fight and save at +2.
 Note: For every action, there is an equal and opposite reaction. At the Gamemaster's discretion, a similar zone of the opposite alignment may be created on the opposite side of the planet at the same time.

RESIST MAGIC

LEVEL: 8	AREA OF EFFECT: 1 CREATURE	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 1"

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

RIGHTEOUS FURY

LEVEL: 8	AREA OF EFFECT: PERSONAL	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 8 SEGMENTS	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: 0

This spell is usable only against known enemies of the spellcaster's deity, or against the creatures whose alignment is opposite that of the spellcaster. Once under the spell, the character will attack at double speed. Any creature normally invulnerable to physical attack may be hit on a perfect "to hit" roll. For the duration of the spell, the caster's current hit points are doubled. Spellcasting is impossible while under *Righteous Fury*.

SHOWDOWN

LEVEL: 8	AREA OF EFFECT: PERSONAL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: INFINITE

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

STARFLARE

LEVEL: 8	AREA OF EFFECT: 1" RADIUS	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: NONE
CASTING TIME: 8 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 1"/LEVEL

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



TO THE SOURCE

LEVEL: 8	AREA OF EFFECT: PERSONAL	DURATION: 1-4 TURNS	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: INFINITE

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

TO WHOM IT MAY CONCERN

LEVEL: 8	AREA OF EFFECT: 1 OBJECT	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: INFINITE

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

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

TRUCE

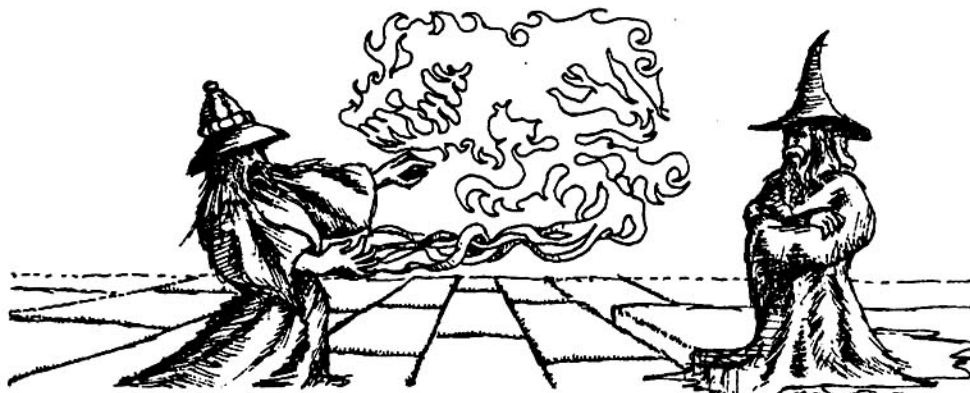
LEVEL: 8	AREA OF EFFECT: 2" RADIUS	DURATION: 1 TURN	SPECIAL SAVING THROW: NONE
CASTING TIME: 2 SEGMENTS	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: 1"

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

WIZARD'S SHIELD

LEVEL: 8	AREA OF EFFECT: PERSONAL	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: 0

Wizard's Shield invokes a shield best described as a physical manifestation of the wizard's mana. There is a 50% chance plus or minus 1% per level that any spell cast at an individual protected by this spell (area effect spells not included) will backfire, affecting the caster instead. For example, a 10th level magic-user casts a spell directly at a 18th level magic-user protected by *Wizard's Shield*. There is a net difference of 8% added to the 50% chance that the spell will backfire. If a 20th level magic-user were to cast a spell at a 18th level magic-user, there would be a net 4% subtracted from the base 50% chance (i.e., only a 46% chance of backfire).

**NINTH LEVEL SPELLS**AGE SPELL (Reversible)

LEVEL: 9	AREA OF EFFECT: 1 CREATURE	DURATION: PERMANENT	SPECIAL SAVING THROW: ½ DAMAGE
CASTING TIME: 9 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: TOUCH

This spell allows the spellcaster to alter the age of a creature. The age of the victim will be increased by 20 to 50 years (D4+1). The reverse, *Youth Spell*, will decrease the age of the creature touched by 20 to 50 years.

ALUAP'S DRAGON

LEVEL: 9	AREA OF EFFECT: SPECIAL	DURATION: 1 DAY	SPECIAL SAVING THROW: N/A
CASTING TIME: 9 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 750 MILES

This small dragon is immune to spells of the 6th level and lower, attacks as a 16 hit dice monster, and breathes orange paint. This paint can be removed only by a spellcaster of equal or higher level. The orange paint indicates that this person is marked for death. The dragon has exceptional intelligence, and can spray the orange paint 3 times per day. The dragon has a flying rate of 24".

ANALYZE MONSTER

LEVEL: 9	AREA OF EFFECT: 1 TARGET	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 TURN	COMPONENTS: S, V	SAVING THROW: NEGATES	RANGE: 1"

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

BLOODLUST

LEVEL: 9	AREA OF EFFECT: 1 CREATURE	DURATION: 5 ROUNDS/LEVEL	SPECIAL SAVING THROW: SPECIAL
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: TOUCH

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

DEFENSIVE MAGIC

LEVEL: 9	AREA OF EFFECT: 1 CREATURE/LVL	DURATION: 6 TURNS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 TURN	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: TOUCH

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

EMPATHIC REVENGE

LEVEL: 9	AREA OF EFFECT: 1 CREATURE	DURATION: 5 ROUNDS/LEVEL	SPECIAL SAVING THROW: ¼ DAMAGE
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: TOUCH

When the recipient of the spell is attacked, the attacker receives damage equal to ½ that taken by the spell recipient. This refers to hit point damage only, not such things as stat drains. A special save indicates that the attacker receives ¼ damage taken by the spell recipient.

FIGHTING MAGIC

LEVEL: 9	AREA OF EFFECT: 2" RADIUS	DURATION: 1 TURN/LEVEL	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 2 TURNS	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: 1"/LEVEL

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

FLOATING WEAPONS

LEVEL: 9	AREA OF EFFECT: SPECIAL	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 9 SEGMENTS	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: ½"/LEVEL

This spell causes any weapons not currently in use to become animated and attach the spellcaster's enemies. The weapons attack as if wielded by fighters of ½ the caster's level. The caster must concentrate for the duration of the spell. If concentration is broken, the spell is broken. Area of effect is 10'x10' per 2 levels.

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

HEAT DISSIPATION

LEVEL: 9	AREA OF EFFECT: 2" RADIUS	DURATION: 1 TURN/LEVEL	SPECIAL SAVING THROW: NONE
CASTING TIME: 1 TURN	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 1"/LEVEL

Heat Dissipation does exactly what its name implies. Thus, no normal fire will function in the area of effect. Magical fires will, at best, last 2 rounds and do no more than 20% of their normal damage within the area of effect. For example, if five 18th level spell-users cast fire spells simultaneously into the same area (in this spell) that would normally total 280 points of damage, only 20% or 56 points of damage will be caused.

HTK BATTERY

LEVEL: 9	AREA OF EFFECT: PERSONAL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 9 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

This spell enables the spellcaster to accumulate extra hit points for 1 day. S/he can receive up to a maximum of 3 hit points per level. These may be given to any injured character of the caster's choice, not to exceed the character's original number. The caster may distribute these hit points at will, with no deficit to his/her original number.

MAGIC DISPERSION (Reversible)

LEVEL: 9	AREA OF EFFECT: 5' RADIUS/LVL	DURATION: SPECIAL	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 9 SEGMENTS	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: SPECIAL

This spell removes all magic from the area surrounding the spellcaster, and no magic will function within this area for a certain amount of time. But magic slowly seeps back into the area. No magic will function for 1 day. The next day, most items and 1st level spells will function. The following day, 2nd level spells, etc. The reverse of this spell can only be used to negate the spell.

MASTER

LEVEL: 9	AREA OF EFFECT: SPECIAL	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: NEGATES	RANGE: 1"/LEVEL

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

THE MASTER SWITCH

LEVEL: 9	AREA OF EFFECT: 100 SQ FT/LVL	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: SPECIAL

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

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

NATURAL DEATH

LEVEL: 9	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 1 TURN	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 10 MILES

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

POWER WORD FRAGMENT

LEVEL: 9	AREA OF EFFECT: 1 CU. FT./LVL	DURATION: PERMANENT	SPECIAL SAVING THROW: N/A
CASTING TIME: 9 SEGMENTS	COMPONENTS: V	SAVING THROW: NEGATES	RANGE: 1"/LEVEL

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

REVERSE

LEVEL: 9	AREA OF EFFECT: SPECIAL	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 9 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 1"/LEVEL

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

SKY KENNELS

LEVEL: 9	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: INFINITE

This spell enables the spellcaster to create a kennel on any plane. The spell creates a kennel with 2 small dogs, 3 large dogs, 1 small cat and 1 very big cat (tiger). When the caster is in trouble, he/she can summon any one of his/her creatures to aid him/her. The kennel is permanent until there are no more animals left. The spellcaster cannot have more than 1 kennel per 5 levels, and no 2 kennels can be on the same plane. The small dogs bite for 1-6 points of damage, large dogs bite for 1-10 points of damage per bite. Small cats do 1-2 points of damage with each claw and bite for 1-4 points of damage. The tiger bites for 2-20 points of damage and, on a successful bite, there is a 20% chance of dismembering a limb of a man-sized opponent. The tiger's front claws do 1-12 per paw and the rear ones rake for 1-8 points of damage. Once the animals are finished with assisting the spellcaster, they disappear.



SPECIAL EXTENSION

LEVEL: 9 AREA OF EFFECT: PERSONAL DURATION: SPECIAL SPECIAL SAVING THROW: N/A
 CASTING TIME: 9 SEGMENTS COMPONENTS: M, S, V SAVING THROW: N/A RANGE: 0

This spell enables the spellcaster to increase spells' duration by 100 segments, 10 rounds or by 1 turn. The caster can use all or some of the time, keeping a written record of the amount of time he or she has used. This spell may be cast only once per day. Duration is maximum of 1 day, or until 1 turn or its equivalent is used up.

STICKY FLOORS

LEVEL: 9 AREA OF EFFECT: 2"x2" DURATION: SPECIAL SPECIAL SAVING THROW: N/A
 CASTING TIME: 9 SEGMENTS COMPONENTS: M, S, V SAVING THROW: SPECIAL RANGE: 1"/LEVEL

When this spell is cast, all those within a 2"x2" area will find that they cannot move due to the fact that they are glued to the floor. The cannot move, but they can fight with a -2 to hit. Spellcasters will find that they have a 20% chance of their spells not working, with a cumulative 10% for each spell level; i.e., a 2nd level spell has a 20% chance of not working, while 10th and higher will not work at all. In order for the affected people to become unstuck, they must survive the effects of the spell for at least 1 round, then, on all subsequent rounds, they have the option of either attacking or trying to free themselves. They cannot do both. If they choose to free themselves (and they don't necessarily all have to choose to do the same thing), they must roll their Strength score on 2D12 or less. If they do not, they are still stuck to the floor. If they do, they are allowed to travel 1". If still in the area of effect, another roll must be made. If a person chooses to attack, s/he still has his/her penalties, but must eventually attempt to free himself/herself. Any creature entering the area of effect will become stuck.

VORPAL BLADES

LEVEL: 9 AREA OF EFFECT: 1 WEAPON/LVL DURATION: 6 TURNS/LEVEL SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 TURN COMPONENTS: M, S, V SAVING THROW: N/A RANGE: TOUCH

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

WEAPONS DAMPER (Reversible)

LEVEL: 9 AREA OF EFFECT: SPECIAL DURATION: 1 ROUND/LEVEL SPECIAL SAVING THROW: N/A
 CASTING TIME: 6 SEGMENTS COMPONENTS: S, V SAVING THROW: SPECIAL RANGE: 3"

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

TENTH LEVEL SPELLSAGING GAZE

LEVEL: 10 AREA OF EFFECT: SPECIAL DURATION: 1 ROUND/LEVEL SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 ROUND COMPONENTS: M, S, V SAVING THROW: NEGATES RANGE: 0

This spell endows the caster with a gaze weapon. Each round, all within the area of effect must make a saving throw or age by 10 years. The area of effect is 120° in front of the spellcaster up to 10" away. For example, the spellcaster Pi views a group of orcs that have surrounded him. Well within 3 rounds, all of the orcs that Pi views with his *Aging Gaze* up to 10" away will increase in age by 10 years.

ANALYZE RING

LEVEL: 10 AREA OF EFFECT: 1 TARGET DURATION: INSTANTANEOUS SPECIAL SAVING THROW: N/A
 CASTING TIME: 3 TURNS COMPONENTS: S, V SAVING THROW: SPECIAL RANGE: TOUCH

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

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

CELL DISRUPTION

LEVEL: 10	AREA OF EFFECT: 1 CREATURE	DURATION: SPECIAL	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 1 SEGMENT	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: TOUCH

This spell allows the spellcaster's touch to set off a chain reaction of cell disruption. Damage will be 1 point per level of caster on the 1st round, 1 point per level +1 on the 2nd round, etc. The caster can touch only 1 creature per spell. Disruption continues until dispelled.

DUPLICATE ANIMAL

LEVEL: 10	AREA OF EFFECT: 1 TARGET	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 TURN	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: TOUCH

This spell will make an exact duplicate of any natural animal. The animal duplicated must be alive. No duplicate can be made while there is another duplicate in existence. Duplicates cannot be duplicated.

Note: Prior to duplication, the caster must cast an *Analyze Animal* spell.

DUPLICATE MECHANISM

LEVEL: 10	AREA OF EFFECT: 1 TARGET	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 DAY	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: TOUCH

This spell will make an exact duplicate of any mechanism, not to exceed 1000 cubic feet in size. No duplicate can be made while there is another duplicate in existence. Duplicates cannot be duplicated.

Note: Prior to duplication, the caster must cast an *Analyze Mechanism* on the device.

ENGAGE

LEVEL: 10	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 10"/LEVEL

When this spell is directed at 2 humanoid who are within sight of each other, they must each attempt to kill the other person as directed by the spellcaster. If either creature makes a successful saving throw at -2, he/she is not affected by this spell. This spell last until one of them is dead.

ERIDOR'S EBON CLOUD

LEVEL: 10	AREA OF EFFECT: 3"x3"x2"	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: SPECIAL
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: SPECIAL	RANGE: 1"

This spell creates a cloud of black vapors impenetrable by light. The cloud is not affected by normal wind. Within the cloud, visibility is zero and breathing is difficult. Each round a creature is in the cloud, one of the following will happen (roll D6):

- 1: 3-30 points of damage taken (special save for ½ damage)
- 2: Lose 1 level (special save negates)
- 3: Lose 50% of hit points (save to ¼)
- 4: -1 to random stat (normal save negates)
- 5-6: Wanders out of cloud

The caster can will the cloud to move at up to 3" per round, and once started, it will continue to move until he/she wills it to stop or to change direction.

ESCAPE

LEVEL: 10	AREA OF EFFECT: 10 CREATURES	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT	COMPONENTS: M, S, V	SAVING THROW: SPECIAL	RANGE: 2" RADIUS

Escape provides an immediate exit for the spellcaster's party. When cast, the entire party is transported to the caster's abode. Unwilling recipients are allowed a saving throw.

FALL SHORT

LEVEL: 10	AREA OF EFFECT: PERSONAL	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

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

FLOOR PLAN

LEVEL: 10	AREA OF EFFECT: SPECIAL	DURATION: PERMANENT	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: SPECIAL

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

FREEZE BOLT

LEVEL: 10	AREA OF EFFECT: SPECIAL	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: ½ DAMAGE	RANGE: 1"/LEVEL

This spell creates a rapid reduction in temperatures within the area of effect, causing 1D10 per level of the spellcaster in damage. A successful saving throw at -2 reduces the damage by ½. There is a 50% chance that any being missing his/her saving throw will suffer severe frostbite. His/her hands, feet, ears, etc., will become useless until the frostbite cured. The area of effect is a bolt, 1" in diameter x 6" in length.

FREEZE FRAME

LEVEL: 10	AREA OF EFFECT: 1 CREATURE	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 1"/LEVEL

This spell traps the recipient between panes of transparent, indestructible material (suitable for framing), in a condition of stasis while trapped.

GREEK FIRE

LEVEL: 10	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 5 SEGMENTS	COMPONENTS: S, V	SAVING THROW: ½ DAMAGE	RANGE: 0

This spell causes flame to shoot from the spellcaster's hand, doing 2-5 (1D4+1) points of damage per level of the caster to all caught within it. It continues to do 1 point per level until extinguished, as it leaves a gooey, burning residue on the victim(s). If left unhindered, it will continue to burn for 1 turn. The area of effect is a cone, 3" long, 2" at base.

IDA'S MARVELOUS MARBLE

LEVEL: 10	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S	SAVING THROW: ½ DAMAGE	RANGE: SPECIAL

Upon casting this spell, the caster rolls a small ceramic marble toward his/her opponent(s). After traveling 1", it magically transforms itself into a 1" diameter ceramic ball (immune to fire and lightning) doing 10D12 upon impact. The marble will roll until causing 20 structural points of damage. It will go no further than 30" uphill before reversing. Its speed is 25" per round, and if anyone is run over and does not save, all his/her items must save or be crushed.

KARMA ENHANCER

LEVEL: 10	AREA OF EFFECT: PERSONAL	DURATION: 1 TURN/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: 0

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

THE MASTER'S ROAR

LEVEL: 10	AREA OF EFFECT: 1 CREATURE	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 10 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: INFINITE

When casting, the spellcaster calls by name any one of his/her followers, henchmen or monsters. They will be teleported, with no error, from their current location to the caster's locale.

PLANAR PATHFINDER

LEVEL: 10	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 TURN	COMPONENTS: S, V	SAVING THROW: N/A	RANGE: SPECIAL

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

POISON MISSILE

LEVEL: 10	AREA OF EFFECT: SPECIAL	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: NONE
CASTING TIME: 1 SEGMENT	COMPONENTS: S	SAVING THROW: SPECIAL	RANGE: 1"/LEVEL

This spell shoots an invisible missile which does 1D10 of damage per level the spellcaster has obtained. This missile never misses and is tipped with a magical poison (save vs. poison or die). Due to the nature of this poison, a *Dispel Magic*-type spell is required to negate its effects. There is no saving throw vs. being hit with the missile, but there is a normal saving throw vs. the poison.

TOBELIN'S BUTTON

LEVEL: 10	AREA OF EFFECT: 2" RADIUS	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: SPECIAL
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: 1"

This spell summons a 1 square foot, greyish panel which remains suspended in the air as though it were part of an invisible wall. In the center of one side is a ruby red button. When the button is pushed, all creatures within 2" of it at the time are transported to a random plane, the button going with them. Every time the button is pushed, they change planes again. When the spell expires, the button disappears, leaving them wherever they ended up.

ELEVENTH LEVEL SPELLS

ABSORPTION I

LEVEL: 11 AREA OF EFFECT: PERSONAL DURATION: 2 ROUNDS SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 SEGMENT COMPONENTS: S SAVING THROW: N/A RANGE: 0

This spell allows the spellcaster to absorb and recast the next spell cast at him/her before 2 rounds duration elapses. The caster need not know the spell being absorbed to absorb and recast that spell. He/she must have both hands free to use this spell and cannot be wearing anything on his/her hands (i.e., gloves, rings, wristlets, etc.)

ALUAP'S CURSE

LEVEL: 11 AREA OF EFFECT: 1 TARGET DURATION: SPECIAL SPECIAL SAVING THROW: NEGATES
 CASTING TIME: 1 ROUND COMPONENTS: M, S, V SAVING THROW: NONE RANGE: INFINITE

If the spellcaster has seen another creature's magic item, he/she may cast this spell, and that item will not work for 1 day per level of the caster. Only deity intervention or the caster can neutralize the effects of this spell. A special saving throw at -2 negates.

ANALYZE RODS/WANDS/STAVES

LEVEL: 11 AREA OF EFFECT: 1 TARGET DURATION: INSTANTANEOUS SPECIAL SAVING THROW: N/A
 CASTING TIME: 3 TURNS COMPONENTS: S, V SAVING THROW: SPECIAL RANGE: TOUCH

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

Note: Special rods, wands, or staves may get a saving throw at the Gamemaster's discretion.

BETWEEN

LEVEL: 11 AREA OF EFFECT: PERSONAL DURATION: SPECIAL SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 SEGMENT COMPONENTS: M, S, V SAVING THROW: N/A RANGE: 0

This spell will teleport the spellcaster to any place at any time that can be visualized. On any jumps over 10 years, the caster takes 1D4 per 5 years in frostbite damage. There is no error in arrival, because the destination must be visualized (i.e., well known).

BIND

LEVEL: 11 AREA OF EFFECT: 1 OBJECT DURATION: UNTIL DISPELLED SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 ROUND COMPONENTS: M, S, V SAVING THROW: NEGATES RANGE: 1"/LEVEL

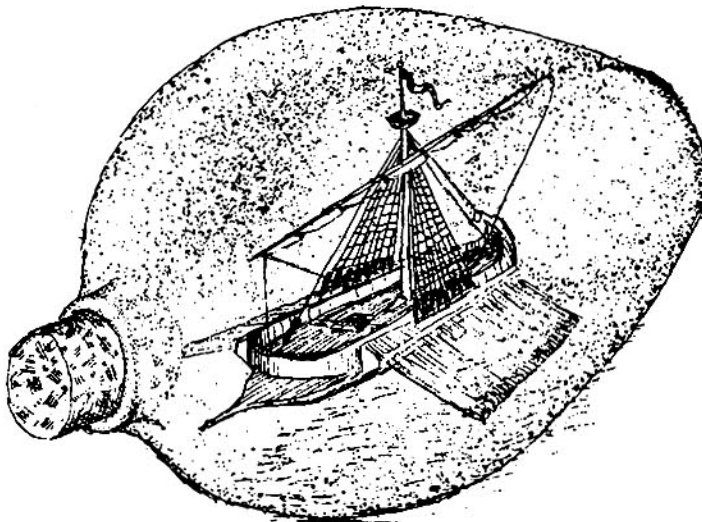
When this spell is cast, it causes two surfaces to be inseparably bound together. The two surfaces must be in contact for the spell to function. Once the two surfaces are bound together, they may not be separated by any physical means.

This spell has many wide and varied uses. For example, the spell can be used to mend jars and urns that have been broken, as well as broken bones. This spell can be used offensively--such as holding the wings of a dragon to his sides, thus making him incapable of flight.

BOAT IN THE BOTTLE

LEVEL: 11 AREA OF EFFECT: 1 SHIP DURATION: UNTIL DISPELLED SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 ROUND COMPONENTS: M, S, V SAVING THROW: SPECIAL RANGE: 1"/LEVEL

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



CAMOUFLAGE

LEVEL: 11	AREA OF EFFECT: SPECIAL	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 TURN	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 2'+2'/LEVEL

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

CONTROL GRAVITY

LEVEL: 11	AREA OF EFFECT: 2" RADIUS	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: SPECIAL	RANGE: 3"

This spell allows the spellcaster to alter the force of gravity within the area of effect. S/he can reduce it to zero, or increase it to 1 g per level of experience. The change takes place at 1 g per segment. Any creature within the area of effect at the time of casting is entitled to a saving throw; if it is made, they are assumed to have escaped before the gravity grew too great. Note that the effects of this spell on creatures will vary with strength and constitution, but even a giant is used to the planet's normal gravity and would soon feel the effects of the spell.

CROSSBREED

LEVEL: 11	AREA OF EFFECT: SPECIAL	DURATION: PERMANENT	SPECIAL SAVING THROW: NONE
CASTING TIME: 1 WEEK	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 3"

By use of this spell, the spellcaster may create a totally new life form. During the week of casting, the spellcaster must concentrate 12 hours per day on this spell, pausing to rest and eat only. Any other action will cause this spell to fall. The caster must have the two parent creatures under his/her control before casting this spell. The magic draws a portion of the life essence from the two parent creatures, mingling it and consequently producing a physical manifestation in the form of the new creation. No apparent harm is caused to the parent creatures. The new creation must be checked for each characteristic to see which parent it takes after (hit dice, magic resistance, etc.) The new creature is 90% likely to be sterile. Otherwise, it will be male (45%), female (45%), or asexual (10%). The caster has no control over the new creature through this spell, and there is a 15% chance that it will go berserk and attack the caster. Crossbreeds can be crossbred more than once.

DISCOVER

LEVEL: 11	AREA OF EFFECT: PERSONAL	DURATION: 1 TURN/LEVEL	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 0

Under this enchantment, the spellcaster has forewarning of each encounter, and thus usually gains the benefit of surprise (4 in 6 chance). S/he will know what is to be encountered and from which direction the encounter will occur, but nothing of the outcome. Knowledge precedes the encounter by 1 round. A successful special save at -2 negates.

ERIDOR'S NEMESIS WEB

LEVEL: 11	AREA OF EFFECT: 3"x1"x1"	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: S	SAVING THROW: NEGATES	RANGE: 0

When this spell is cast, a glowing green web shoots from the caster's hand. Those caught within take 4-24 points of damage per round and lose 1 level per round. Victims save at -2 to avoid the web when cast, then again (if caught) each round to see if they were able to escape.

ERIDOR'S PLANAR CURTAINS

LEVEL: 11	AREA EFFECT: 1"x1"x1"/LEVEL	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 6 TURNS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 1"

This spell makes an area invisible from any plane other than the one on which it is located. This makes it dangerous to enter the plane in that area, as the creature doing so might materialize inside a wall, underground, etc.

FALL OF THE ICE ASTEROID

LEVEL: 11	AREA OF EFFECT: 4" RADIUS	DURATION: 1 SEGMENT	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: SPECIAL	RANGE: 1"/LEVEL

This spell causes a huge sphere of ice to form in the air and crash to the ground. First, all creatures in the area of effect must make a saving throw or be crushed. Those who make their saving throw take 10-120 points plus 2 points per level of the spellcaster in damage.

MANA VAMPIRISM

LEVEL: 11	AREA OF EFFECT: 1 SPELLCASTER	DURATION: 1 DAY	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: ½ DAMAGE	RANGE: 5'/LEVEL

When this is cast at another spell-user, all of the victim's current spell points are drained from him/her and half of the amount drained is added to the spellcaster's points for the day. The caster gains no spell points if the victim saves to ½ loss.

NOT FOR ME

LEVEL: 11	AREA OF EFFECT: 1 CREATURE	DURATION: 1 DAY	SPECIAL SAVING THROW: N/A
CASTING TIME: 2 TURNS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

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

PROTECTION FROM ENERGY DRAINERS

LEVEL: 11	AREA OF EFFECT: 3" RADIUS	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

This spell will protect all within a 1" radius of the spellcaster from energy draining attacks. Those within a 3" radius of protection receive a +1 on their saving throws vs. energy draining attacks. Beware! This spell does not protect a creature from moose bites!

RALLY

LEVEL: 11	AREA OF EFFECT: 2" RADIUS	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1-4 ROUNDS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 3"

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

RUBBERY STUFF

LEVEL: 11	AREA OF EFFECT: 5"x5"	DURATION: 1 TURN	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 11 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 3"

When directed at those who oppose the spellcaster, this spell will cause them to drop their possessions for 1 turn and play with a rubbery substance which magically appears in their hands.

SEEKER

LEVEL: 11	AREA OF EFFECT: SPECIAL	DURATION: 2 DAYS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 TURN	COMPONENTS: M, S, V	SAVING THROW: SPECIAL	RANGE: INFINITE

This spell creates a small, dark sphere approximately 2 inches in diameter (the "seeker"). The seeker will search out its intended victim. It has a movement rate of 60", and when it gets within melee range of the victim, it attempts to strike as a 12 hit dice creature, attacking twice per round. Upon striking the victim, it explodes for 80 points of damage. The victim does not get a saving throw vs. this, but all other within 20' save for ½ damage. The seeker can plane shift and teleport in increments of 20 miles in search of its victim. This spell requires a personal item of the victim's and is affected by a mind-cloaking spell or device.

STAT SWAP

LEVEL: 11	AREA OF EFFECT: SPECIAL	DURATION: PERMANENT	SPECIAL SAVING THROW: N/A
CASTING TIME: 11 SEGMENTS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 1"

Using this spell, two minds can link and they may exchange attribute points. For example, the wizard Aluap may link minds with the Amazon Tybera, giving her 2 points of strength, in exchange for 2 points of IQ. This may be done only once between any two minds. Bedrest for 1 month is needed afterwards.

SYMBOL OF POWERLESSNESS

LEVEL: 11	AREA OF EFFECT: 10"x10"	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 1"/LEVEL

The spellcaster may draw this symbol on a solid surface or in the air. The symbol requires the recipient(s) to make a saving throw at -2 or lose 50% of their magic resistance (if they have magic resistance). There is an 85% chance of spell failure, they miss hitting their opponents every other round, they subtract 1 from their initiative and, finally, if they go under 15 hit points (and they do not all have to go below 15 in the same round for this to work), they are considered subdued and will follow the caster's commands for 1 round per level of the caster. This is in addition to the regular duration of the spell, which is 11-20 (D10+10) rounds.

TWELFTH LEVEL SPELLSADAPTATION

LEVEL: 12	AREA OF EFFECT: 1 CREATURE	DURATION: 1 TURN/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: TOUCH

This spell allows the caster to adjust physically to any environment normal to the area involved. Thus, s/he would not be restricted by the greater gravity of a larger planet if s/he somehow managed to reach one, but this would not include the effects of altered gravity on his/her home planet. The spell would allow him/her to breathe an atmosphere of pure chlorine gas, but s/he would still be subject to chlorine gas attacks on his/her planet. The effects extend to other planes as well, but the Gamemaster may wish to limit its effects to certain planes only. Note that a character's adaptation might leave him/her vulnerable to attacks that would normally not affect him/her; i.e., if adapted to breathing chlorine, oxygen might be lethal.

ALTER-EGO

LEVEL: 12	AREA OF EFFECT: 1 CREATURE	DURATION: SPECIAL	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 3"

This spell causes an individual to fall asleep and remain asleep for 1 round per level of the spellcaster. Thereafter, whenever s/he sleeps, an alter-ego will possess his/her body. The alter-ego will expend its own energy; i.e., the victim will still receive a refreshing night's sleep. The alter-ego will act in all ways opposite to the personality of the victim, but will possess his/her character abilities. The victim will remember nothing of his/her alter-ego's actions. This spell may be dispelled only by a caster who is of greater level than the spell's caster.

ALTER SPELL BOOK

LEVEL: 12	AREA OF EFFECT: 1 SPELLBOOK	DURATION: 1 DAY/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 1 MILE

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

BLACK SHEET OF DEATH

LEVEL: 12	AREA OF EFFECT: SPECIAL	DURATION: 1 TURN	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 1"

When this spell is cast, a 10'x10' black sheet appears before the spellcaster. This black sheet is a blanket of death that will smother its opponents when so directed by the caster. The sheet is surrounded by a 1" radius sphere of darkness, within which visibility is 0. Torches, lanterns, etc., will not function within this sphere. The sheet attacks for the duration of the spell, moving 24" per round. Unless a saving throw at -5 is made, the victim will be covered by the sheet. Any creature covered by the sheet will become a new type of undead called Alamlics, which are under the control of the spellcaster. Alamlics attack twice per round, and each successful attack drains 1-6 points of constitution permanently (save to 1/2). The creature moves at 36" per round and attacks with +4 to hit. Its hit dice, hit points and armor class are that of the character it used to be. A magic weapon is required to hit, and the Alamlic is 25% resistant to spells. Alamlics are affected by clerics as if they were demons.

CURSE OF THE DJINN

LEVEL: 12	AREA OF EFFECT: SPECIAL	DURATION: 1 DAY	SPECIAL SAVING THROW: NONE
CASTING TIME: 1 SEGMENT	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: 60"

This spell grants the recipient a great magical power, without his/her knowledge. For the next 24 hours, if the comments of a character may be taken literally, there is a 100% probability that it will occur. 50% of the time, it will happen exactly as stated. The rest of the time, this event will be in essence the same, but subtly altered. Example: Luther the Black, under the influence of this spell, states that the city is going to the dogs. 50% of the time the city would be overrun by dogs. The other 50% of the time, the humanoid inhabitants of the city would be polymorphed into dogs. This spell expends all of the caster's spell points for the day; i.e., s/he may cast no more spells for 24 hours.

DEATH PLAGUE

LEVEL: 12	AREA OF EFFECT: 5 MI. RADIUS	DURATION: 10 DAYS	SPECIAL SAVING THROW: N/A
CASTING TIME: 10 TURNS	COMPONENTS: M, S, V	SAVING THROW: SPECIAL	RANGE: 1/2 MI./LEVEL

This spell causes a plague of epidemic proportions to enter the area of effect. This results in a 10-40% death rate of any creatures with less than 1 full 8-sided hit die. Character types are unaffected. Death occurs over a 10-day period.

DUPLICATE POTION

LEVEL: 12	AREA OF EFFECT: 1 TARGET	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 12 TURNS	COMPONENTS: M, S	SAVING THROW: N/A	RANGE: TOUCH

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

Note: Prior to duplicating, the caster must cast an *Analyze Potion*.

EMOTION ALTERATION

LEVEL: 12	AREA OF EFFECT: 1 CREATURE/LVL	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 1 ROUND	COMPONENTS: V	SAVING THROW: NONE	RANGE: 1"/LEVEL

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

ETHEREAL TRAPS

LEVEL: 12 AREA OF EFFECT: SPECIAL DURATION: UNTIL DISPELLED SPECIAL SAVING THROW: NONE
 CASTING TIME: 2 ROUNDS COMPONENTS: M, S, V SAVING THROW: NONE RANGE: 10"

When cast on the ethereal plane the spellcaster can have an area up to 10"x10"x10" per level or ½ square mile come under the influence of this spell. Once the area is designated by the caster, s/he names a creature that s/he wants to trap and, if the creature so named enters the area of effect, it will find itself confined within. No more than 5 traps can be placed by the caster at any one time on the ethereal plane. The Gamemaster will check to see if anything was trapped. There is 5% chance, twice a month, of capturing a specific creature. The caster can have only one trap naming a specific creature on the ethereal plane at any one time. The trap remains in effect until dispelled by the caster or a being of equal or greater spellcasting ability.

FINGER SNAKES

LEVEL: 12 AREA OF EFFECT: 1 CREATURE DURATION: 1 TURN SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 ROUND COMPONENTS: M, S, V SAVING THROW: NEGATES RANGE: 1"/LEVEL

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

MIND RAKE

LEVEL: 12 AREA OF EFFECT: 1 CREATURE DURATION: PERMANENT SPECIAL SAVING THROW: SPECIAL
 CASTING TIME: SPECIAL COMPONENTS: M, S, V SAVING THROW: NONE RANGE: 1 MI./LEVEL

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

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

PSIONIC SHIELD II

LEVEL: 12 AREA OF EFFECT: PERSONAL DURATION: 1 SEGMENT/LEVEL SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 SEGMENT COMPONENTS: S SAVING THROW: N/A RANGE: 0

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

PYROMANIA

LEVEL: 12 AREA OF EFFECT: PERSONAL DURATION: 50 TURNS SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 ROUND COMPONENTS: M, V SAVING THROW: N/A RANGE: 0

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

SADISTIC STATISTICS

LEVEL: 12 AREA OF EFFECT: 1 CREATURE DURATION: PERMANENT SPECIAL SAVING THROW: NEGATES
 CASTING TIME: 1 ROUND COMPONENTS: M, S, V SAVING THROW: NONE RANGE: 1"/LEVEL

The victim of this sadistic spell will lose 1-4 points from one of his/her major attributes (strength, intelligence, etc.). The points are permanently lost. The attribute to be drained may be chosen by the spellcaster.

SPECIAL SUMMONS

LEVEL: 12 AREA OF EFFECT: 1 CREATURE DURATION: 2-5 TURNS SPECIAL SAVING THROW: NEGATES
 CASTING TIME: 1 TURN COMPONENTS: M, S, V SAVING THROW: NONE RANGE: INFINITE

Using *Special Summons*, the spellcaster summons the most powerful character available of any class. The level of the character summoned should not exceed the caster's. Attacks may not be initiated by either party. When the duration expires the character summoned returns to his/her original location.

Note: The Gamemaster should enforce the no-attack rule.

SUMMON THE DASTARDLY FILINGRICEKERSIFED

LEVEL: 12 AREA OF EFFECT: 1 CREATURE DURATION: 1 DAY SPECIAL SAVING THROW: NONE
 CASTING TIME: 1 ROUND COMPONENTS: M, S, V SAVING THROW: NONE RANGE: 1"

When summoned, this fearless beast will appear before the spellcaster. The main attack mode of this beast is psionic assistance. The monster is well endowed, having between 200-300 psionic points (200+1D100) and all psionic modes. The Filingricersifed will willingly assist the spellcaster. Its armor class is -3 and it should be treated as a 12 hit dice creature. The casting of this spell ages the caster 1 year.

TANGLE WEED

LEVEL: 12	AREA OF EFFECT: SPECIAL	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 TURN	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 1"/LEVEL

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

THIRTEENTH LEVEL SPELLSALUAP'S BLIZZARD

LEVEL: 13	AREA OF EFFECT: SPECIAL	DURATION: 4 ROUNDS	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 3"

This spell causes cold damage even to creatures that have protection from cold spells or devices. Either no damage (saving throw at -5_ or the full force of this spell will affect a being. In the round that the spell is cast, the temperature drops to freezing and all those within 5" take 10 points of damage. The next round (round 2), they feel a strong, cold wind blowing and take 25 points of damage. The 3rd round, it begins to hail and damage is calculated by multiplying the victim's level by 2. In the last round (4th), they take percentile damage plus 1 point per hit point of the caster. The area of effect is a cone 5" long, 3" at base.

ANALYZE WEAPON

LEVEL: 13	AREA OF EFFECT: 1 TARGET	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: SPECIAL	COMPONENTS: S, V	SAVING THROW: SPECIAL	RANGE: 3'

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

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

BACKFIRE

LEVEL: 13	AREA OF EFFECT: 1 CREATURE	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 1"/LEVEL

By inflicting this powerful aura upon an opposing spellcaster, all spells cast by that being will backfire. This applies to individual and area effect spells, as well as curses. If, for example, Howard the Magi was the recipient of this spell and he attempted to cast a *Cold Snap*, he would find himself surrounded by the resultant cone of frost.

Note: This spell only affects those spells that curse or inflict direct damage.



BIZARRE

LEVEL: 13 AREA OF EFFECT: SPECIAL DURATION: 1 DAY SPECIAL SAVING THROW: SPECIAL
 CASTING TIME: SPECIAL COMPONENTS: M, S, V SAVING THROW: SPECIAL RANGE: SPECIAL

When the spellcaster casts *Bizarre*, s/he creates a small white globe (.1" diameter) that floats above the caster's head. The caster is capable of issuing forth from within the white globe many *Bizarre* effects that can be both baneful and beneficial to the caster, his/her party or opponents. The following effects will happen whenever the caster desires the use of this spell. First roll D100 to determine appropriate table:

DIE ROLL	TIMES PER DAY	DIE USED FOR EFFECTS
01-15	4	1D4
16-33	3	1D8
34-52	2	1D10
53-72	2	1D12
73-91	2	2D8
92-00	1	1D20

The duration of the spell is dependent upon how many times per day the caster can use this spell. The caster can use the effects at any time within 1 day.

Effects for D4:

- 1 = D4 damage per 4 levels when directed at a target.
- 2 = D4 damage per 3 levels when directed at a target.
- 3 = D4 damage per 2 levels when directed at a target.
- 4 = D4 damage per level when directed at a target.

Effects for D8:

EVEN NUMBERS ROLLED - Whatever number you rolled, take that number and multiply by ½ your current level, rounding down. This is the amount of damage done to you.

ODD NUMBERS ROLLED -

- 1 or 3 = No effect.
- 5 = Check to see what member of the party you hit doing D20 damage.
- 7 = Same as if 5 were rolled, except damage is done to *caster*.

Effects for D10:

- 1 = 1 flaming arrow hits target, killing on impact.
- 2 = A spear forms and, when it hits its target, the recipient must make a special saving throw or go insane.
- 3 = 1000 arrows are released in a 360° circle away from the caster's location, doing D6 per hit.
- 4 = 11 arrows of light hit opposing targets automatically and force opponents struck to make friends with the spellcaster and show him/her their hoard.
- 5, 7, 9 = The caster and his/her party are immune to non-magical missile weapon attacks for 6 turns (rocks included).
- 6, 8, 10 = The caster and his/her party are immune to all magic spells of 2nd or lower level aimed at the party.

Effects for D12:

- 1-4 = The caster has summoned a *Bizarre* spell specialist. He has 5 *Bizarre* spells per day. These 5 spells are rolled up as stated in the main text.
- 5-8 = When one of these numbers is rolled, the spellcaster vanishes into the ethereal plane.
- 9-12 = When an even number is rolled, the spellcaster receives double the regular amount of first level spells. When an odd number is rolled, s/he cannot cast *any* first level spells.

Effects for 2D8:

Roll 2 different colored D8 and call a color. These are the effects on the die you called (roll extra points on the called die).

- 1-2 = D8 damage per 3 levels when directed at a target.
- 3-4 = D8 damage per 2 levels when directed at a target.
- 5-6 = D8 damage per level when directed at a target.
- 7 = 2D8 damage per level when directed at a target.
- 8 = 3D8 damage per level when directed at a target.

In addition, the effects of the other D8 are:

- 1-6 = D8+20 damage per level to the nearest rock.
- 7-8 = D8 damage per 3 levels to the *caster*.

Effects for D20:

- 1 = Roll D20, multiply that number by your level, and that is the damage done to the target.
- 2,3 = Roll D4, D6, and D8, then multiply the total of those rolls by 4. That is the damage done to the target.
- 4,5,6,7 = All the spellcasters in the party can throw a first level spell along with any other known spell during any round. This lasts for 1 turn.
- 8,9 = 10 Liquid Giants appear and surround the party. They attack immediately, throwing 3 large stones each, and doing 1D10 per hit. They then disappear before the party can take action.
- 10,11,12 = Roll 3D10. Multiply the total by your level, divide by the number of people in the party. Then roll percentile dice. Divide the number rolled on percentiles by the number rolled on the 3D10 and add 13. The final total is the amount of damage done to a target.
- 13 = Roll 13D12 and add 13 to determine the amount of damage done to a target.
- 14,15,16 = 1-10 spears appear. Each spear will hit its target no matter what protection spells/devices are up, and impale that person through the heart, causing death in 1 round.
- 17 = The caster cannot use this spell, *Bizarre*, for 6 months' time.
- 18 = The caster is immune to 1st through 3rd level spell attacks for 1 day times his/her prime requisite.
- 19 = Square the caster's level and that is the amount of damage 1-4 individuals within a 1" radius take.
- 20 = Pick any *Bizarre* spell effect you want.

BLACK BURST

LEVEL: 13	AREA OF EFFECT: 2" RADIUS	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: SPECIAL
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: 5"

This spell taps the negative material plane to release a burst of pure negative energy. The resulting explosion drains 2-5 (D4+1) levels from any within the area of effect. Creatures making a successful special saving throw lose only 1 level, as they catch only the fringes of the blast.

DEATH'S SPEED

LEVEL: 13	AREA OF EFFECT: 1 CREATURE	DURATION: 2 ROUNDS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 SEGMENT	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: TOUCH

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

DUPLICATE SCROLL

LEVEL: 13	AREA OF EFFECT: 1 TARGET	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: SPECIAL	COMPONENTS: S, V	SAVING THROW: SPECIAL	RANGE: 3'

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

Note: Prior to duplicating, the caster must cast an *Analyze Scroll*.

POLTERGEISTS

LEVEL: 13	AREA OF EFFECT: 3" RADIUS	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: SPECIAL
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 1"

Upon completion of this spell, the area of effect will be filled with terrifying ghostly music. All creatures within the area of effect will die of fright unless a special saving throw is made. Surviving creatures will run in fear until they die of exhaustion or the enchantment is dispelled. Even after leaving the area of effect, the creatures will continue to hear the music echoing in their ears.

PSIONIC REFLECTION

LEVEL: 13	AREA OF EFFECT: PERSONAL	DURATION: 1 TURN/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

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

REPEAT

LEVEL: 13	AREA OF EFFECT: PERSONAL	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

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

SECURITY FORCE

LEVEL: 13	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: NONE
CASTING TIME: 1 TURN	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: INFINITE

The casting of this spell summons a "security force" to protect the spellcaster's territory in his/her absence. Appearing are a 20th level lich, 2 ghosts, 5 spectres, and, last but not least, an efreeti. The monsters' demands in return for services rendered are that they have free run of the territory while the caster is gone, and they are paid 5000 gold pieces per day, with 50% of the estimated total being paid in advance. Upon completion of their duties, they are each given a magic item that they can use. In return, they will promise to guard the caster's territory and keep his/her followers safe from harm. If they don't, the caster gets this party free for 3 months, with no hard feelings. The undead wear amulets of protection versus clerics.

SENILITY

LEVEL: 13	AREA OF EFFECT: 1 CREATURE	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 3"

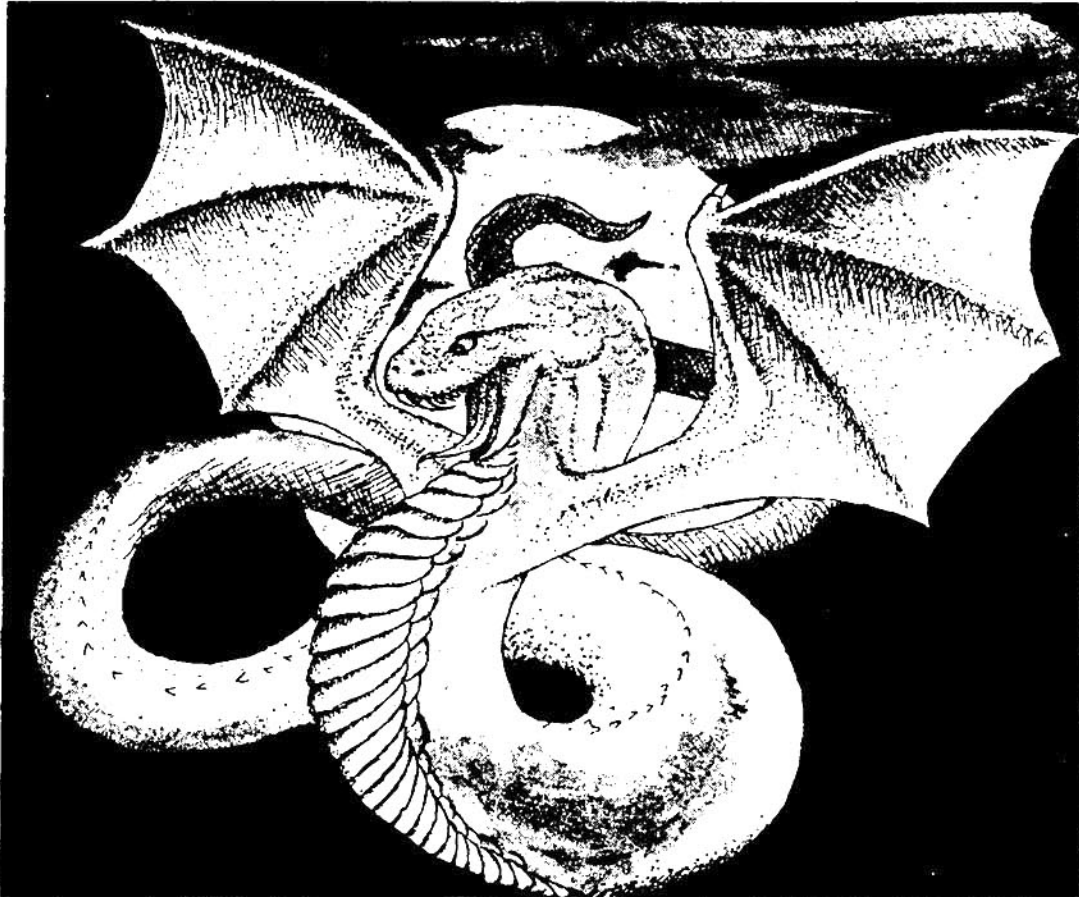
This spell puts a curse on the recipient which cause him or her to totally forget the text of 1 spell (of the highest level s/he can cast) per week. It also gives him/her a 10% chance of misplacing items, losing possessions or not noticing an object has been pilfered, etc., which increases by 2% for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

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

SERPENTINE

LEVEL: 13 AREA OF EFFECT: PERSONAL DURATION: 1 TURN/LEVEL SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 ROUND COMPONENTS: M, S, V SAVING THROW: N/A RANGE: 0

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

SPECIAL DELIVERY

LEVEL: 13 AREA EFFECT: PERSONAL DURATION: 1 DAY SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 ROUND COMPONENTS: M, S, V SAVING THROW: N/A RANGE: 0

When cast before an expedition, this spell enables 3 of the spellcaster's spells to do maximum damage that day. This spell does not affect saving throws, immunities, etc.

SPECIAL IMMUNITIES

LEVEL: 13 AREA OF EFFECT: 1 CREATURE DURATION: 1 DAY SPECIAL SAVING THROW: NONE
 CASTING TIME: SPECIAL COMPONENTS: M, S, V SAVING THROW: NONE RANGE: TOUCH

This spell will give immunities to a person from any spell that the spellcaster knows and is willing to give. In order to be immune from a certain spell, the caster cast this fine spell and follows up with the spell immunity desired for, deducting both spells. Example: If a magic-user wants to be immune from *Aluap's Blizzard*, s/he casts this spell, deducts it and follows up with the *Aluap's Blizzard* spell itself. Casting time is the same number of segments as the level of the spell from which the recipient is being protected.

WHOLE

LEVEL: 13 AREA OF EFFECT: 1 OBJECT DURATION: PERMANENT SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 TURN COMPONENTS: M, S, V SAVING THROW: N/A RANGE: TOUCH

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

Note: The spell incapacitates the spellcaster for 1 day and ages him/her 5 years.

FOURTEENTH LEVEL SPELLS

ABSORPTION II

LEVEL: 14	AREA OF EFFECT: 1 CREATURE	DURATION: 2 TURNS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: TOUCH

This spell allows the recipient to absorb any individual-effect spells cast at him/her. S/he may cast these spells back at will before the duration elapses, at which time all absorbed spells which have not been cast will take effect.

ANALYZE ANY CREATURE

LEVEL: 14	AREA OF EFFECT: 1 TARGET	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 TURN	COMPONENTS: S, V	SAVING THROW: NEGATES	RANGE: 1"

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

AREA EFFECT

LEVEL: 14	AREA OF EFFECT: 1 SPELL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

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

BESTOW SPECIAL SAVING THROW (Reversible)

LEVEL: 14	AREA OF EFFECT: 1 CREATURE	DURATION: 5 SEGMENTS/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 5"

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

THE BLACK TORNADO

LEVEL: 14	AREA OF EFFECT: SPECIAL	DURATION: 1 TURN/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 1"/LEVEL

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

CREMATION

LEVEL: 14	AREA OF EFFECT: 1 CREATURE	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: SPECIAL
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: 1"/LEVEL

This spell causes the victim to be covered in flames and take 50% of his/her total hit points in damage each round, for the duration of the spell. Any resistance or immunity to fire or heat will reduce the damage by ½, and, if a special saving throw is made, this will also cut the damage by ½. For the duration of the spell, the victim can take no action at all, for s/he is desperately trying to put out the flames. There is no possible saving throw vs. this effect.

DUPLICATE RODS/WANDS/STAVES

LEVEL: 14	AREA OF EFFECT: 1 OBJECT	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 8 TRN/CHARGE	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 3'

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

Note: *Analyze Rods/Wands/Staves* must be cast prior to casting the duplication spell.

ERIDOR'S EBON BOLT

LEVEL: 14	AREA OF EFFECT: 1 CREATURE	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: ½ DAMAGE
CASTING TIME: 7 SEGMENTS	COMPONENTS: S	SAVING THROW: NONE	RANGE: 1"/LEVEL

This bolt of strange ebon energy does 4 points of permanent damage per level when cast. Only very powerful magics will affect it. A wish might restore ¼ of the hit points lost, while a deity could probably cure it normally.

FOR YOUR BENEFIT

LEVEL: 14	AREA OF EFFECT: PERSONAL	DURATION: 5 YEARS	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 TURN	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

This spell may be cast only once every 5 years! If any creature does a nasty deed to the spellcaster, s/he can exercise his/her option and turn that nasty deed into a beneficial one. For example, if an energy draining creature drains 2 energy levels from you, tell the Gamemaster that you are exercising your option, and instead of losing 2 levels, you gain 2 for the rest of the duration. If a creature bites you for 24 points of damage, you could add those 24 points to your hit point total for the remainder of the duration. Or, if a harmful spell hits you, you may exercise your option and become immune to that spell for the rest of the duration. This spell ages the recipient 12 years.

Note: Only 1 incident may be reversed per spell.

INSANE SPELLCASTER

LEVEL: 14	AREA OF EFFECT: PERSONAL	DURATION: 1 TURN	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

This spell enables the spellcaster to go berserk. S/he is immune to psionic attack, attacks as if s/he were 10 levels higher, and increases his/her hit points and spell points by 50%. However, s/he cannot cast spells not already known to him/her. Bed rest for 30 days is needed before the caster can use any more spells. For example, the 12th level caster Slydoom, with 30 hit points and 144 spell points, feels the need to save his hide, so he casts this spell with the following effects: he would become 22nd level, have 57 hit points and 216 spell points. At the expiration of the spell, Slydoom *must* bedrest for 30 days without casting any spells.

NEGATION BLAST

LEVEL: 14	AREA OF EFFECT: SPECIAL	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: SPECIAL	RANGE: 1"/LEVEL

Negation Blast will affect all magic within a 1" diameter sphere. Any magic items must save at -3 or become non-magical for 2-5 turns. A successful saving throw results in the items becoming non-magical for 1 turn. All magical spells currently in use are negated.

Note: This spell does not affect artifacts or relics.

PETITION

LEVEL: 14	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 TURN	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: SPECIAL

This spell is usable only by those who are in very good standing with their deity. It involves a request for some specific aid by the spellcaster. If the request is relatively simple (within the power of a wish, for example) the deity's minions will take care of it, and there are usually no complications. If the request is really special, however, the deity himself/herself must be consulted, and the request had better be justifiable *and* accompanied by valuable sacrifices! If the deity is satisfied, the request will be granted, though some service may be expected in return. In any even, this spell ages the caster by 5 years due to divine contact.

SHOCK FIELD

LEVEL: 14	AREA OF EFFECT: SPECIAL	DURATION: 1 DAY	SPECIAL SAVING THROW: ½ DAMAGE
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 1"/LEVEL

When cast, this spell sets up a 3" radius invisible sphere around the spellcaster which prevents spells less than 3rd level from entering. 4th through 7th level spells have a 25% chance of being stopped. When a person or creature enters the shock field, s/he will take twice the spellcaster's level in points of damage, unless a special saving throw at -2 is made. Spells cast from within the field are not hindered.

TSUNAMI

LEVEL: 14	AREA OF EFFECT: 6 MI. x 2 MI.	DURATION: PERMANENT	SPECIAL SAVING THROW: SPECIAL
CASTING TIME: 1 DAY	COMPONENTS: M, S, V	SAVING THROW: SPECIAL	RANGE: 50 MILES

This spell creates a large tidal wave which will cause 100-400 structural points to any structure. Any creature which makes a special saving throw will be safe. Without a successful special save, the percentage chance of drowning is equal to the percentage of the range inland minus 2% per level; i.e., a 4th level character on the shore has an 8% chance of not drowning (or a 92% chance of drowning).

ULTIMATE IMMOLATION

LEVEL: 14	AREA OF EFFECT: PERSONAL	DURATION: 1 TURN/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

This spell calls on all the spellcaster's mana for one final, grand exit. The caster bursts into flames which burn in the deity's colors. These flames do damage equal to the caster's hit points to any creature touching him/her. The flames quickly spread along any weapon connecting the caster with another creature, whether s/he wields it or has it used against him/her, so any weapon strike inflicts the immolation damage. Upon the caster's death, an explosion occurs which does damage equal to his/her prime requisite multiplied by his/her level to all creatures within a 2" radius. When the duration expires, the caster will die, so the explosion occurs then if it has not already. When this happens, one of two events will follow:

1. The caster will be totally, automatically, irrevocably destroyed in the explosion.
2. The caster will be saved by his/her deity, whether it be for reincarnation, divine ascension or some other position.

Either way, the body of the caster will be unraisable. A successful special saving throw reduces all damage caused by this spell to ½.

UNDEATH PLAGUE

LEVEL: 14
CASTING TIME: 6 TURNS

AREA OF EFFECT: 1 SQ. MILE
COMPONENTS: M, S, V

DURATION: 1 WEEK/LEVEL
SAVING THROW: NONE

SPECIAL SAVING THROW: NONE
RANGE: 1 MILE

Undeath Plague brings down a terrible curse upon the area of effect. Any creature who dies within the area, during the duration of the spell, will arise as an undead creature of appropriate strength on the night of the next full moon.

WHO'S WHO?

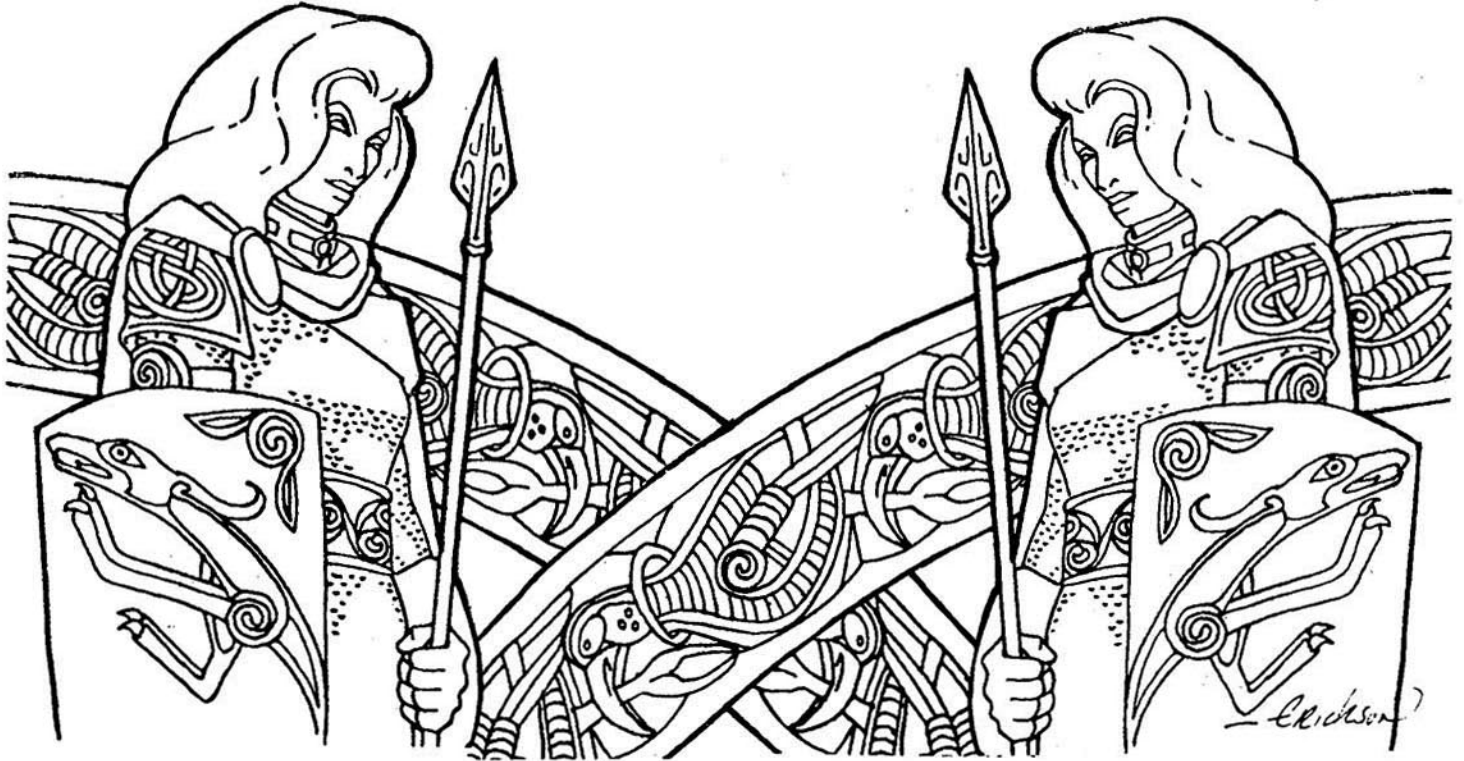
LEVEL: 14
CASTING TIME: 2 ROUNDS

AREA OF EFFECT: SPECIAL
COMPONENTS: M, S, V

DURATION: 1 TURN+1ROUND/LVL
SAVING THROW: N/A

SPECIAL SAVING THROW: N/A
RANGE: 1"

This spell creates 2 additional spellcasters beside the spellcaster himself/herself. Their levels, hit points and natural armor class are ½ of the spellcaster's, but cannot be better than the spellcaster's natural armor class. Each duplicate may have up to 7 magic items, not necessarily the same, that are in the caster's possession. This spell may be cast only once per day.



----- DIVINE SPELLS EXPLANATION -----

This section of the book is devoted to the presentation of divine-level spells (those in the 15th-20th level range). The power of a divine being is determined by the number of creatures who worship him or her. As no normal mortal is worshipped, these spells are forever beyond mortal range, regardless of level or intelligence/wisdom. Demigods or ones of greater stature are capable of granting 15 level spells. Demigods will usually act on orders received from above concerning the granting of a deity-level spell. If a mortal has been in his/her deity's favor for some time and has performed above and beyond the call of duty, then a lesser or greater god may command a demigod to deliver the 15th level spell to one of his/her followers.

Divine spells are issued through the giving of a familiar. The familiar appears, not in physical form, but a ghost-like state. When the familiar is presented, it will inform the mortal, through his/her alignment tongue, of the reason it was given and its capabilities. For example, a deity may give a spellcaster a familiar, who informs the caster that it is capable of casting a spell once per day, for one week. The type of spell, the duration of use and any restrictions placed on its use are decided by the deity.

The familiar will always be at the mortal's side, though its presence will be known only to him/her. It cannot be killed on any plane other than its home plane, for that is where its physical form actually is. The familiar is capable of reading a mortal's mind, up to 1" away, and if the spellcaster decides to cast a deity-level spell, the familiar will step in and cast it as if the caster were doing so.

Lesser and greater gods are capable of granting 16th and 17th level spells, but greater gods alone are responsible for the issuance of 18th-20th level spells. The granting of these spells is accomplished in like manner, as previously described.

DEITY FAMILIAR

STRENGTH: 15
IQ: SPECIAL

WISDOM: SPECIAL
DEXTERITY: 18

CHARISMA: 12
CONSTITUTION: 20

HIT DICE: 10
MOVEMENT: INFINITE

The familiar's intelligence and wisdom are calculated as being 2 points lower than the deity's. It is created by the god/dess, and its sole purpose in life is to provide a medium by which its creator can grant mortal followers the capability of using deity spells. The deity cast the spell(s) into the familiar (causing no side effects) and sends it to the mortal follower for his/her use only.

FIFTEENTH LEVEL SPELLS

ANALYZE ANY ITEM

LEVEL: 15 AREA OF EFFECT: 1 TARGET DURATION: INSTANTANEOUS SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 DAY COMPONENTS: S, V SAVING THROW: NEGATES RANGE: 3'

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

CONTINUOUS MAGIC

LEVEL: 15 AREA OF EFFECT: 1 SPELL DURATION: 1 ROUND/LEVEL SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 ROUND COMPONENTS: S, V SAVING THROW: N/A RANGE: SPECIAL

When followed by one of the instantaneous spells, such as *Controlled Incendiary* or *Photozap*, this magic will increase said spell's duration by 1 round per level. Any instantaneous bolt, beam, explosion or cone-type spell will be affected. Missile spells, like *Poison Missile* or *Sleep Darts*, will not be affected. Affected spells will continue to do normal damage to all within their area of effect. Most bolts, beams, and cones, which usually originate from the spellcaster's hand, can be easily redirected. Explosion-type spells, like *Controlled Incendiary* or *Nimanril's Revelatory Blast*, will remain stationary. This spell could be useful in many ways. For example: A group of battle-weary and injured adventurers are fleeing a group of nasty undead creatures. A sustained *Nimanril's Revelatory Blast* would effectively block a dungeon corridor, allowing them to escape. Or: A diabolic young spellcaster wants to make the most of this *Greek Fire* scroll. This magic would enable him to act like a human flame thrower (for a few minutes)!

DIVINE RETRIBUTION

LEVEL: 15 AREA OF EFFECT: SPECIAL DURATION: INSTANTANEOUS SPECIAL SAVING THROW: NONE
 CASTING TIME: 1 SEGMENT COMPONENTS: S, V SAVING THROW: NONE RANGE: 6"

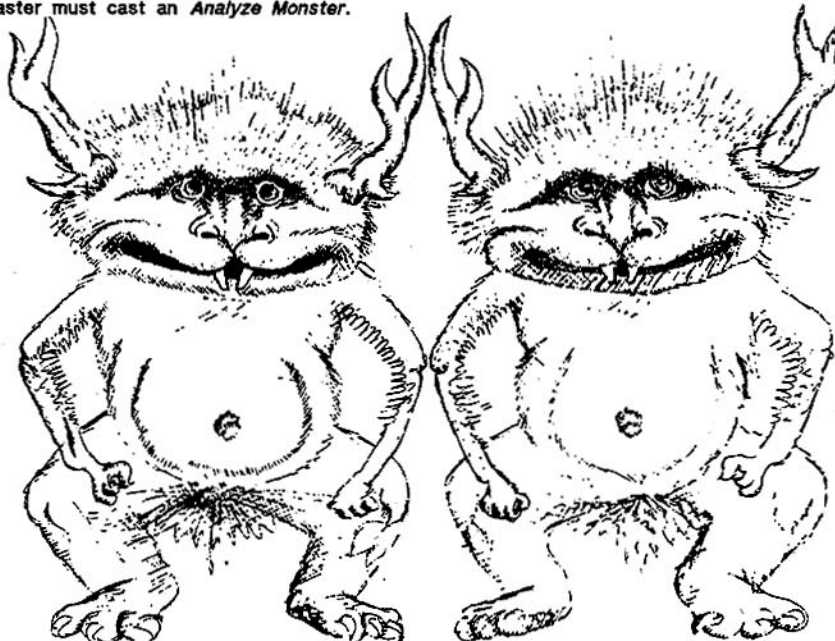
This spell, when cast, annihilates the target and all living creatures within 1" of it. When the spell is cast, the spellcaster's level is expressed as a fraction over the level of the most powerful creature in the area of effect. This is the percentage chance that the spell will work. For example, the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

DUPLICATE MONSTER

LEVEL: 15 AREA OF EFFECT: 1 CREATURE DURATION: UNTIL DISPELLED SPECIAL SAVING THROW: N/A
 CASTING TIME: SPECIAL COMPONENTS: M, S, V SAVING THROW: NEGATES RANGE: 3'

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

Note: Prior to duplicating, the caster must cast an *Analyze Monster*.



THE LADY'S SMILE

LEVEL: 15 AREA OF EFFECT: 1 CREATURE DURATION: 1 ROUND SPECIAL SAVING THROW: N/A
 CASTING TIME: 1 ROUND COMPONENTS: M, S, V SAVING THROW: N/A RANGE: 1"/LEVEL

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

NEGATIVE ENERGY BOLTS

LEVEL: 15	AREA EFFECT: SPECIAL	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 1"/LEVEL

When this spell is cast at a creature, it must make a saving throw at -2 or lose ½ its levels, hit dice and appropriate hit points, spells etc. The spell can be aimed at two creatures, but they get a normal saving throw.

RECONSTRUCT

LEVEL: 15	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: NONE
CASTING TIME: 1 TURN	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: INFINITE

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

SIXTEENTH LEVEL SPELLSDOUBLE TROUBLE

LEVEL: 16	AREA OF EFFECT: 25"x25"	DURATION: 1 ROUND	SPECIAL SAVING THROW: N/A
CASTING TIME: ½ SEGMENT	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 1"/LEVEL

Double Trouble brings the spellcaster's party up to maximum efficiency. If the caster's party wins initiative, this spell will double all damage done by them in that round. This spell is applicable to damage in any form.

DUPLICATE RING

LEVEL: 16	AREA OF EFFECT: 1 OBJECT	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 5 DAYS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 3'

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

Note: Prior to duplicating, the caster must cast an *Analyze Ring*.

EQUALIZE

LEVEL: 16	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: ½ EFFECT
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 6"

When one is battling a spellcaster of greater level, this spell may be used to equalize powers. Levels are drained from the victim and added to the spellcaster sufficient to make them equal in levels. This does not allow casting of spells not known before, but should increase the power of spells already known. The added levels last for 1 round per level of the caster, but the levels drained are permanent. If the victim makes a special saving throw, only ½ the specified number of levels are drained and added to the spellcaster.

JIHAD

LEVEL: 16	AREA OF EFFECT: SPECIAL	DURATION: 6 TURNS/LEVEL	SPECIAL SAVING THROW: NONE
CASTING TIME: 1 TURN	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: SPECIAL

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

NO CLASS

LEVEL: 16	AREA OF EFFECT: 1 CREATURE	DURATION: PERMANENT	SPECIAL SAVING THROW: NEGATES
CASTING TIME: 2 ROUNDS	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: INFINITE

When this spell is cast, the recipient loses his/her character class and becomes a 0 level character. Only divine intervention can restore him/her to his/her former level. Otherwise, effect is permanent.

SYMBOL OF WIZARDRY

LEVEL: 16	AREA OF EFFECT: SPECIAL	DURATION: SPECIAL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: TOUCH

Up to 7 wizards viewing this symbol will have their spell points totally replenished, after which the symbol will vanish. The effects of viewing the symbol last until spell points are expended.



SEVENTEENTH LEVEL SPELLS

ANTI-DISPEL MAGIC SPELL

LEVEL: 17	AREA EFFECT: SPECIAL	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 2 ROUNDS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: TOUCH

This enchantment renders a magic almost impossible to dispel. There will be a base 1% chance to dispel the magic. This chance may be modified by a wish or something similar.

AS YOU ARE

LEVEL: 17	AREA OF EFFECT: 1 CREATURE	DURATION: PERMANENT	SPECIAL SAVING THROW: SPECIAL
CASTING TIME: 1 SEGMENT	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: INFINITE

With this spell, a deity terminates the ability of a particular being to advance in either physical or metaphysical expertise--i.e., levels, hit dice, etc. Successful special saving throw at -3 negates. Only the deity worshipped by the being has the power to remove the effects of this spell. Note: No special save is applicable vs. a being's own deity.

THE DEADLY CLAWS

LEVEL: 17	AREA OF EFFECT: SPECIAL	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 2 ROUNDS	COMPONENTS: M, S, V	SAVING THROW: SPECIAL	RANGE: 3"

This spell allows the spellcaster to create two deadly clawed hands that attack the creature of the caster's choice. The caster does not have to concentrate on the hands. They move at 15" per round, to a maximum distance of 30" from the caster. The hands cannot be dispelled by any form of magic, and each hand can absorb double the amount of hit points the caster has before crumbling. They are the armor class of the spellcaster. Each hand has 7 digits and each digit has 5" fingernails that can penetrate any armor class on a roll of 18 or better on a D20. With each nail comes a poison which does 10 to 80 (10D8) points' worth of damage the 1st round it penetrates, and each and every round following until the victim is at 0 hit points. If a saving throw at -3 is made, the effects of the poison are negated. The caster can also use the hands to crush his/her opponents. If a save at -3 is missed, the creature will die in 1-4 rounds due to the force of the hands.

DUPLICATE ARMOR

LEVEL: 17	AREA OF EFFECT: 1 OBJECT	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 5 DAYS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 3'

This spell makes an exact duplicate of any armor upon which it is successfully cast. No duplicate can be made while there is another duplicate in existence. Duplicates cannot be duplicated. Only a spellcaster of at least twice the level of the caster can dispel duplicated armor. Note: Prior to duplicating, the caster must cast an *Analyze Armor*.

EIGHTEENTH LEVEL SPELLS

ALTER PASSAGE OF TIME

LEVEL: 18	AREA OF EFFECT: PERSONAL	DURATION: 1 ROUND/LEVEL	SPECIAL SAVING THROW: N/A
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: 0

This spell places the spellcaster in an accelerated time field. For him or her, time is passing 10 times faster; thus, s/he can accomplish in 1 segment deeds which normally require 1 round. The caster is bathed in a blue light as a result of the reaction between the two time fields. The effects of this spell give a +4 bonus to armor class. Note: Duration is figured in real time.

DUPLICATE WEAPON

LEVEL: 18	AREA OF EFFECT: 1 OBJECT	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 5 DAYS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 3'

This spell makes an exact duplicate of any weapon upon which it is successfully cast. No duplicate can be made while there is another duplicate in existence. Duplicates cannot be duplicated. A duplicate weapon can only be dispelled by a spellcaster of at least twice the level of the caster. Note: Prior to duplicating, the caster must cast an *Analyze Weapon*.

SOUL SUCK

LEVEL: 18	AREA OF EFFECT: 1 TARGET	DURATION: SPECIAL	SPECIAL SAVING THROW: ½ EFFECT
CASTING TIME: 1 ROUND	COMPONENTS: S, V	SAVING THROW: NONE	RANGE: 3"

This spell sucks away the victim's soul, leaving him or her totally and irrevocably dead, null and void. The caster gains the victim's levels in addition to his/her own for 1 round per level of victim. This affects the caster's combat ability and saves, as well as his/her proficiency with the spells s/he knows, but no new spells are obtained. Would-be victims who make their special saving throw lose ½ their levels. (The caster gets no benefit from these.)



NINETEENTH LEVEL SPELLS

DUPLICATE ANY CREATURE

LEVEL: 19	AREA OF EFFECT: 1 CREATURE	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: SPECIAL	COMPONENTS: S, V	SAVING THROW: NEGATES	RANGE: 3'

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

Note: Prior to duplicating the creature, the caster must cast an *Analyze Any Creature*.

ICE DARTS

LEVEL: 19	AREA OF EFFECT: SPECIAL	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: NONE
CASTING TIME: 1 ROUND	COMPONENTS: S	SAVING THROW: SPECIAL	RANGE: 1"/LEVEL

This spell creates 1 ice dart per level of the spellcaster, which flies from the caster's finger always striking its target(s). For each dart, the creature struck must save or be frozen (dead). If a saving throw is made, the creature takes 1/2 the caster's level in 6-sided dice of damage.

LAST STRIKE

LEVEL: 19	AREA OF EFFECT: PERSONAL	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: SPECIAL
CASTING TIME: 1 SEGMENT	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: 0

When cast by the spellcaster, all of the spells that s/he knows and wants released will be released within 1 segment. The incredible strain of casting a *Last Strike* will "burn out" the magic-user, causing him/her to lose all spellcasting ability, totally and irrevocably. Unless a special saving throw is made at -8, the caster will die.

TWENTIETH LEVEL SPELLS

CREATE PLANE (Reversible)

LEVEL: 20	AREA OF EFFECT: SPECIAL	DURATION: PERMANENT	SPECIAL SAVING THROW: SPECIAL
CASTING TIME: 500 YEARS	COMPONENTS: M, S, V	SAVING THROW: N/A	RANGE: SPECIAL

With the use of this spell, a new plane of existence is created out of the void. The creator of this plane is the supreme ruler thereof. This plane is a place of nonexistence; that is, anything can happen, but nothing has. The possibility for life is there, but the seeds have not been introduced. For life to achieve a foothold, an amount of it must be brought from the Prime Material Plane. No other plane is capable of initiating life on this plane. Such a new plane of existence requires great concentration from its creator for the first 500 years of its existence. This concentration precludes any other action except rest and the consumption of food. The reverse of this spell, *Destroy Plane*, causes the destruction of a plane the caster has created. This requires the same amount of concentration as creation. The spell can be reversed only from the exact original point of casting. During destruction, natural phenomenon on the plane will be warped. The color of the sky will change to a color uncommon on that plane, and the world will be plagued with earthquakes and volcanoes, etc. Upon completion of 500 years' effort, the plane deteriorates back into the void. The caster may escape only if a successful special saving throw is made.

DIVINE ASCENSION

LEVEL: 20	AREA OF EFFECT: 1 CREATURE	DURATION: SPECIAL	SPECIAL SAVING THROW: NONE
CASTING TIME: 1 ROUND	COMPONENTS: M, S, V	SAVING THROW: NONE	RANGE: INFINITE

This mighty magic grants the recipient demigod status. The casting of this spell usually involves a fantastic celestial display, the nature of which will be determined by the granting deity's personality. During the ceremony, the recipient will be summoned before the deity and granted the following boons: His/her stats increase by 1-8 (campaign maximums still apply), magic resistance equal to a percentile roll (not to exceed 2% per level at the time of ascension or the magic resistance of his/her deity), immunity to weapons of less than +1, a bonus of 50% to his/her hit points, and all other abilities innate to demigods. This spell may not be used without permission of the deity's pantheon leader.

DUPLICATE ANY ITEM

LEVEL: 20	AREA OF EFFECT: 1 OBJECT	DURATION: UNTIL DISPELLED	SPECIAL SAVING THROW: N/A
CASTING TIME: 30 DAYS	COMPONENTS: M, S, V	SAVING THROW: NEGATES	RANGE: 3'

This spell makes an exact duplicate of anything (not exceeding 1 million cubic feet). An item may be duplicated only once by this spell. Duplicates made by this spell cannot be duplicated, but duplicates made by any lesser duplicate spells may be duplicated by use of this spell. A duplicate made by this spell can be dispelled only by a spellcaster of thrice the caster's level.

Note: Prior to duplicating, the caster must cast an *Analyze Any Item*.

ERADICATION

LEVEL: 20	AREA OF EFFECT: 1 CREATURE	DURATION: INSTANTANEOUS	SPECIAL SAVING THROW: NONE
CASTING TIME: 2 SEGMENTS	COMPONENTS: V	SAVING THROW: NONE	RANGE: LINE OF SIGHT

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

Note: No creature living remembers ever successfully casting this spell. Mortals get NO SAVING THROW. Divine creatures are unaffected.

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 IDA'S MIGHTY MOJO
 IDA'S TRAP
 IN THE BOTTLE
 MASS FUMBLE
 MONSTER BOOST
 PHOTOZAP
 PRODIGY
 PSYCHIC SIGNAL
 RELEASE UNDEAD
 SAND STORM
 WALL OF FREEZING
 WOODEN TOUCH (R)

SEVENTH LEVEL SPELLS

(Beginning on Page 16)

ALLERGY SPELL
 ALUAP'S ZUFFEROOMA
 ANALYZE SCROLL
 CLING FIRE
 CREATE UNDEAD (R)
 DEMON TRAP
 ENHANCE NORMAL WEAPONS
 EVAPORATE (R)
 ICE SPEARS
 MISTAKEN IDENTITY
 OF THE PUREST LIGHT
 PSEUDODAMAGE
 PSIONIC SANCTION
 SET'S PLAGUE
 TRANSMUTE STONE TO WATER

EIGHTH LEVEL SPELLS

(Beginning on Page 19)

ALUAP'S LONELY HEARTS CLUB
 ANALYZE ARMOR
 ERIDOR'S EMERALD WALL
 FREEZE STORM II
 HELP
 HOMICIDAL MANIA
 IDA'S FINAL LESSON

MISS

POLARITY
 RESIST MAGIC
 RIGHTEOUS FURY
 SHOWDOWN
 STARFLARE
 TO THE SOURCE
 TO WHOM IT MAY CONCERN
 TRUCE
 WIZARD'S SHIELD

NINTH LEVEL SPELLS

(Beginning on Page 21)

AGE SPELL (R)
 ALUAP'S DRAGON
 ANALYZE MONSTER
 BLOODLUST
 DEFENSIVE MAGIC
 EMPATHIC REVENGE
 FIGHTING MAGIC
 FLOATING WEAPONS
 HEAT DISSIPATION
 HTK BATTERY
 MAGIC DISPERSION (R)
 MASTER
 MASTER SWITCH, THE
 NATURAL DEATH
 POWER WORD FRAGMENT
 REVERSE
 SKY KENNELS
 SPECIAL EXTENSION
 STICKY FLOORS
 VORPAL BLADES
 WEAPONS DAMPER (R)

TENTH LEVEL SPELLS

(Beginning on Page 24)

AGING GAZE
 ANALYZE RING
 CELL DISRUPTION
 DUPLICATE ANIMAL
 DUPLICATE MECHANISM
 ENGAGE
 ERIDOR'S EBON CLOUD
 ESCAPE
 FALL SHORT
 FLOOR PLAN
 FREEZE BOLT
 FREEZE FRAME
 GREEK FIRE
 IDA'S MARVELOUS MARBLE
 KARMA ENHANCER
 MASTER'S ROAR, THE
 PLANAR PATHFINDER
 POISON MISSILE
 TOBELIN'S BUTTON

ELEVENTH LEVEL SPELLS

(Beginning on Page 27)

ABSORPTION I
 ALUAP'S CURSE
 ANALYZE RODS/WANDS/STAVES
 BETWEEN
 BIND
 BOAT IN THE BOTTLE
 CAMOUFLAGE
 CONTROL GRAVITY
 CROSSBREED
 DISCOVER
 ERIDOR'S NEMESIS WEB
 ERIDOR'S PLANAR CURTAINS
 FALL OF THE ICE ASTEROID
 MANA VAMPIRISM
 NOT FOR ME
 PROTECTION FROM ENERGY DRAINERS
 RALLY
 RUBBERY STUFF

SEEKER
 STAT SWAP
 SYMBOL OF POWERLESSNESS

TWELFTH LEVEL SPELLS

(Beginning on Page 29)
 ADAPTATION
 ALTER-EGO
 ALTER SPELL BOOK
 BLACK SHEET OF DEATH
 CURSE OF THE DJINN
 DEATH PLAGUE
 DUPLICATE POTION
 EMOTION ALTERATION
 ETHEREAL TRAPS
 FINGER SNAKES
 MIND RAKE
 PSIONIC SHIELD II
 PYROMANIA
 SADISTIC STATISTICS
 SPECIAL SUMMONS
 SUMMON THE DASTARDLY
 FILINGRICEKERSIFED
 TANGLE WEED

THIRTEENTH LEVEL SPELLS

(Beginning on Page 32)
 ALUAP'S BLIZZARD
 ANALYZE WEAPON
 BACKFIRE
 BIZARRE
 BLACK BURST
 DEATH'S SPEED
 DUPLICATE SCROLL
 POLTERGEISTS
 PSIONIC REFLECTION
 REPEAT
 SECURITY FORCE
 SENILITY
 SERPENTINE
 SPECIAL DELIVERY
 SPECIAL IMMUNITIES
 WHOLE

FOURTEENTH LEVEL SPELLS

(Beginning on Page 36)
 ABSORPTION II
 ANALYZE ANY CREATURE
 AREA EFFECT
 BESTOW SPECIAL SAVING
 THROW (R)
 BLACK TORNADO, THE
 CREMATION
 DUPLICATE RODS/WANDS/STAVES
 ERIDOR'S EBON BOLT
 FOR YOUR BENEFIT
 INSANE SPELLCASTER
 NEGATION BLAST
 PETITION
 SHOCK FIELD
 TSUNAMI
 ULTIMATE IMMOLATION
 UNDEATH PLAGUE
 WHO'S WHO?

FIFTEENTH LEVEL SPELLS

(Beginning on Page 39)
 ANALYZE ANY ITEM
 CONTINUOUS MAGIC
 DIVINE RETRIBUTION
 DUPLICATE MONSTER
 LADY'S SMILE, THE
 NEGATIVE ENERGY BOLTS
 RECONSTRUCT

SIXTEENTH LEVEL SPELLS

(Beginning on Page 40)
 DOUBLE TROUBLE

DUPLICATE RING
 EQUALIZE
 JIHAD
 NO CLASS
 SYMBOL OF WIZARDRY

SEVENTEENTH LEVEL SPELLS

(Page 41)
 ANTI-DISPELL MAGIC SPELL
 AS YOU ARE
 DEADLY CLAWS, THE
 DUPLICATE ARMOR

EIGHTEENTH LEVEL SPELLS

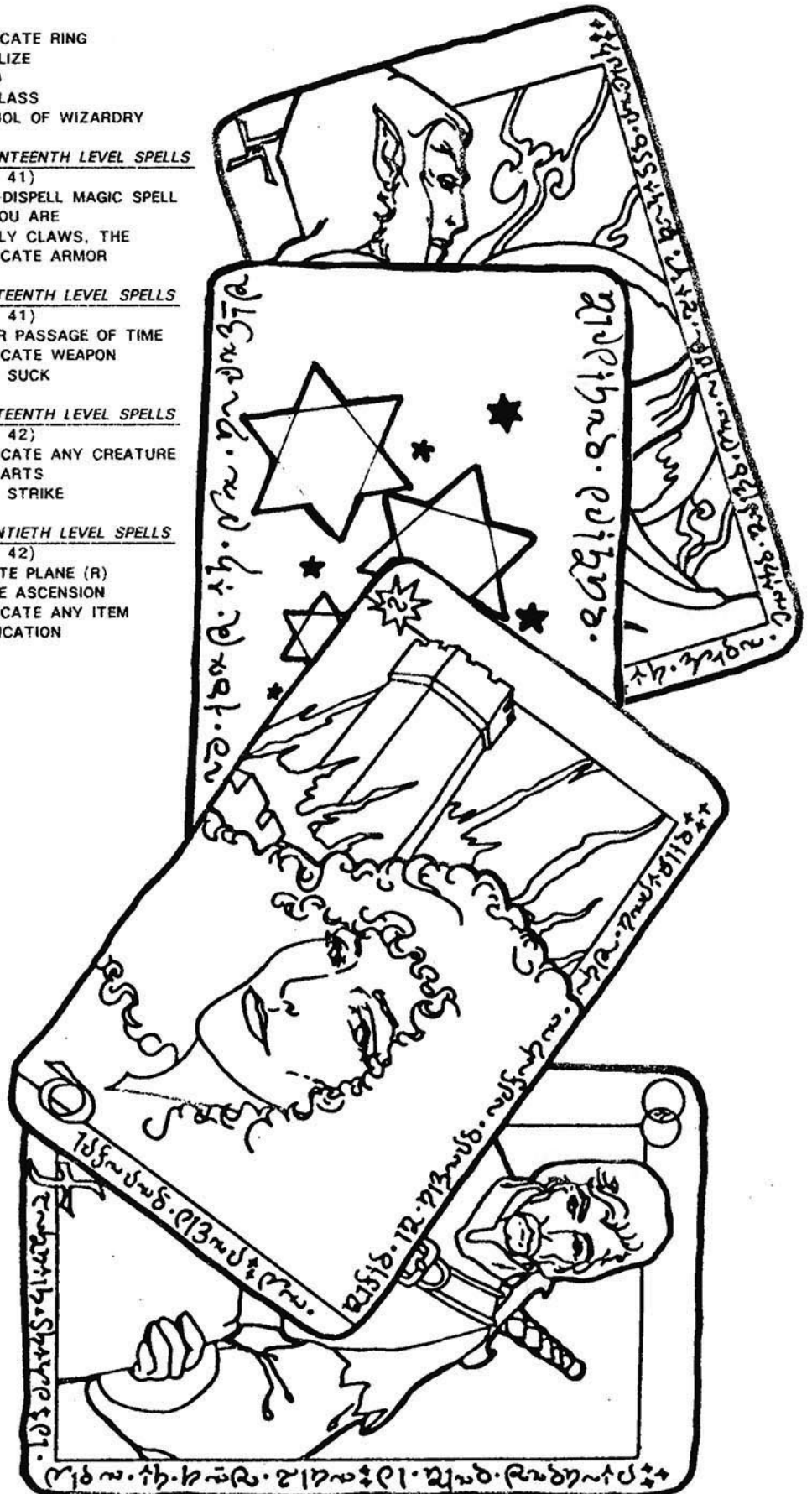
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 ALTER PASSAGE OF TIME
 DUPLICATE WEAPON
 SOUL SUCK

NINETEENTH LEVEL SPELLS

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 DUPLICATE ANY CREATURE
 ICE DARTS
 LAST STRIKE

TWENTIETH LEVEL SPELLS

(Page 42)
 CREATE PLANE (R)
 DIVINE ASCENSION
 DUPLICATE ANY ITEM
 ERADICATION



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