

the  
NEUROMANCAN

A Book of Spells Compatible with  
Most Fantasy Role-Playing Games.

EROL OTUS  
'79

dedicated to:

Mali  
Rapidograph Pens  
Rubber Cement  
I.B.M. Selectric II Typewriters  
Hawaii  
Food  
Sleep  
Sex  
and  
Rock and Roll

the  
**NECRAMICAN**

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With special thanks to:  
Georgiann Feltz and James McClymonds.

# FORWARD

This book of spells is not intended to stand by itself, or replace other fantasy role playing game spell lists. Rather, it is intended to supplement the many spell lists in existence, and provide a greater variety and selection for the players. It does not offer an alternate spell system; rather, the spells should be adapted into whatever spell system you prefer. The levels given for the spells are based on our own playing experience, however, it is the privilege of the individual games masters to change the level of any spell so that it will better fit into their own universes.

## FIRST LEVEL SPELLS

SPELL OF PIERCING GAZE. *Duration:* 1 - 6 full turns plus level of the caster. *No. Affected:* Caster only. When cast, the mage, regardless of how uncharismatic he appears, gains flashing dark eyes. With these eyes, he is able to daunt a lone opponent of low intelligence and hit dice, or gain the good graces of a desirable wench.

PRIMAL PREMONITION. *Duration:* 1 - 6 full turns plus level of the caster. *No. Affected:* Caster only. When employed this spell gives the user the ability of limited precognition. The hairs on his neck will rise and shivers will run up and down his back one melee round in advance of danger although he won't know what the danger is (dragon ahead, trap, etc.).

ODORIFEROUS VARIABILITY. *Duration:* 1 - 6 full turns plus level of the caster. *No. Affected:* Caster only. When this spell is used the mage acquires the power to mask completely his bodily odors or change them to those of another object, like a flower or even another person. This comes in very handy when being tracked or followed.

ENHANCED OLFACTORY PERCEPTION. *Duration:* 1 - 6 full turns plus level of the caster. *No. Affected:* Caster only. This gives the caster an extremely enhanced sense of smell. He will be able to recognize the scents of all manner of monsters as well as the scents of his friends. Useful in tracking men and monsters.

IUCOUNU'S SPELL OF EDIBILITY. Duration: Permanent. When employed upon fist sized or smaller inanimate objects, this spell will give the object a cheesey consistency and make it nutritionally sound; however, the object retains its original taste. Dirt tastes like dirt, wood tastes like wood, etc.

COLOR ALTERATION. Duration: 1 - 6 full turns plus level of the caster. No. Affected: Caster only. This enchantment allows the caster to change his skin color from normal to black, white, grey, red, yellow, blue, purple, orange or green. This spell is especially useful for blending into backgrounds and in entertaining semi-intelligent types.

SPELL OF GOOD GROOMING. Duration: Initial effect only. No. Affected: Up to 6 targets. This spell will act as a shower, haircut, and laundry for those affected, and is to be used after long, arduous adventures.

GRANDIOSE ORATION. Duration: 1 - 6 full turns and the level of the caster. No. Affected: Caster only. Once cast, the magician will enunciate properly and speak convincingly without fear or hesitation. The timbre of his voice will become deep and impressive. This spell is especially useful during the conjuration of demons, or when faced by a crowd of angry peasants.

SPELL OF ORIENTATION. Duration: 1 turn. No. Affected: Caster only. This spell simply tells the caster which direction is north, south, east or west.

SPELL OF SPONTANEOUS SORROW. Duration: 1 - 6 melee rounds plus the level of the caster. No. Affected: 1 target range: 240 feet. The target must save vs. magic or burst into tears, crying uncontrollably. This will cause a -4 on all of the target's attacks. Also, no spells involving chanting in conjuration may be used by the victim. Save to no effect.

SPELL OF GUSTATORY EXPANSION. Duration: 1 - 6 turns, plus the level of the caster. No. Affected: Caster only. When employed, this spell gives the mage a very sensitive sense of taste. He will be able to identify what he is eating unerringly; thus, he will even be able to tell if what he is consuming is poisoned.

SPELL OF AUDITORY EXCELLENCE. Duration: 1 - 6 turns, plus the level of the caster. No. Affected: Caster only. This spell endows the user with enhanced hearing. He will be able to hear thieves sneaking up to him, conversation clearly through thick doors, etc.

SPELL OF TANTAMOUNT TACTILITY. Duration: 1 - 6 turns plus 1 turn per level of caster. No. Affected: Caster only. This enchantment gives the caster a highly refined sense of touch. It increases his chances of finding secret doors, traps, etc.

SPELL OF THE JEWELER'S JUDGMENT. Duration: 1 - 6 turns plus 1 turn per level of caster. No. Affected: Caster only. When cast this spell gives the mage the ability to accurately determine the value and type of gems, rare metals and jewelry.

SPELL OF VARIABLE FERTILITY. Duration: Until dispelled. No. Affected: 1 target. Range: 60 feet. This spell will cause the target to

become 100 percent fertile or infertile. This spell can be used as a contraceptive measure or as an assurance of conception.

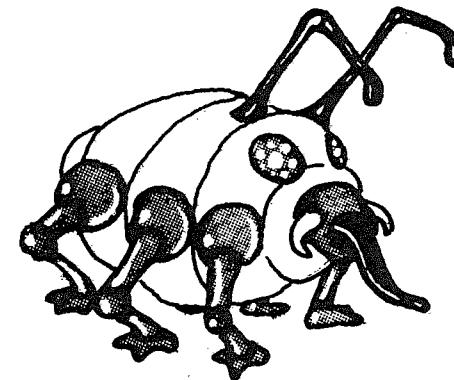
**PHANDAAL'S PARACHUTE.** Duration: 1 - 6 turns. No. Affected: Caster only. When cast, this spell will prevent the mage from falling faster than 5 miles per hour. Thus, if the mage walks over a pit, he will float down into it, incurring no injury.

**SAVALLES' SPELL OF HAIRLESSNESS.** Duration: Until dispelled, or hair regrows. No. Affected: 1 target. Range: 120 feet. When employed, this spell causes all of the victim's hair to fall out.

**PERSONAL ENERGY ATTACK.** Area Affected: Variable. Range: Variable. This spell is based on a personal power, differing in intensity and quality from character to character. This power gives the mage an offensive capability which increases with his level. Once the spell is taken, determine the characteristics of the power on the table below. (Roll for each characteristic separately.)

<u>Damage Per User's Level</u>		<u>Color</u>	<u>Shape</u>
1	Nothing	Black	Bolt 10x30'
2-5	1	Red	Cone 20x10'
6-15	1 - 3	Orange	Beam 120' long
16-35	1 - 4	Yellow	Bolt 10x60'
36-65	1 - 6	Green	Cone 40x20'
66-85	1 - 8	Blue	Beam 240' long
86-95	1 - 10	Purple	Bolt 10x120'
96-99	1 - 12	White	Cone 80x40'
00	1 - 20	Colorless	Beam 480' long

Example: Nestor The Mage rolls a 45 for damage per level, a 75 for color, and a 90 for shape. So, whenever Nestor uses this spell, he will throw a blue bolt with the dimensions 10 feet by 120 feet which does one six sided die of damage for every level Nestor has attained, that is, every level Nestor gains after having taken the spell.



The Perilous Parasite (Actual Size)

## SECOND LEVEL SPELLS

**VERMIN AVERSION.** Duration: 12 hours. No. Affected: Caster only. When cast upon oneself this spell will serve as a complete barrier to all nonenchanted or noncharmed insects, rodents and other similar pests.

**VISUAL VIVIDITY.** Duration: 1 - 6 full turns plus level of caster. No. Affected: Caster only. This sense enhancing spell doubles the distance one can see with perfect detail and clarity.

**ANTHROPOMORPHIC ABILITIES.** Duration: Until dispelled. Area Affected: 1 inanimate object. When cast, this will create either an eye, ear, nose or mouth upon any inanimate object. The organ has the complete capacity of a normal human eye, ear, nose or mouth, and can be ordered to respond to its fullest capacity to any simple order. For example, "Nose: When you smell an Orc, sneeze." These features may be cast in combination. So, the group of features could be ordered to speak when they see a certain something, etc.

**CRYOGENICS.** Duration: 10 melee rounds. Area Affected: 10 gallons of liquid per melee round. The magician's hands become icy cold and when immersed in water can cause the water to freeze solid. This spell can also be used to frost glasses, chill drinks, etc.

**LINGUISTIC COMPREHENSION.** Duration: 1 - 6 full turns, plus level of caster. No. Affected: Caster only. When employed, the user of this spell may converse freely and with full comprehension any language which is physically possible for him to pronounce. Note: This does

not give him the ability to read or write other languages.

**ANTAGONISTIC AUDITORY AVERSION.** Duration: 1 - 6 full turns plus level of the caster. No. Affected: Caster only. For the time prescribed the enchanter is protected from the songs of sirens, harpies, bards and deafness resulting from intense sound.

**BALAR'S EXTENDED BREATH SPELL.** Duration: Triple the time a normal human can hold his breath (we suggest 20 seconds for a man under melee conditions). This spell is not only useful for underwater environments, but also in poisonous atmospheric conditions.

**GOOL'S ALTERATION OF ATTACK ORIGIN.** Duration: Level of caster in full turns. Under normal conditions, cold beams, lightning bolts, etc., are assumed to originate from the caster's outstretched hand. With this spell the user can change the origin of attack spells so that they issue from the caster's eyes, mouth, or any other part of his body.

**SMOKE SHIELD.** Duration: Until dispelled. Area Affected: A wall 20 feet long, 10 feet high, and 2 feet thick. Range: 120 feet. This conjured wall is simply dense, opaque smoke, which when passed through will cause eyes to water and noses to run. It smells horrible.

**PENTAGRAM OF PROTECTION.** Duration: Until dispelled or crossed over. Area Affected: 5 feet diameter plus 5 additional feet per level over level needed for use. The construction of this protective circle requires the careful drawing of a pentagram, taking one hour to complete. Once finished, the magician and those inside may confront demons and other

conjured types who are up to twice the caster's level, as these types cannot cross the circle. Anyone crossing from the inside of the pentagram to the outside immediately dispells the protective circle.

**FERAL FURY.** Duration: 1 - 20 melee rounds. No. Affected: 1 target. Target is filled with battle lust, giving him plus 3 to hit and plus 3 to damage. However, if all opponents are eliminated, there is a 25 percent chance that the target will continue to attack his allies for the rest of his berserk period.

**IMMOLATION.** Duration: 1 - 6 melee rounds plus level of user. The uttering of this spell causes the caster to burst into flames. These flames do not harm the magician but will do one-half (rounded down) his dice in damage to anyone touching him in any manner.

**SLIPPERY FIELD.** Duration: 10 full turns. This spell when cast upon a floor will cause the surface (20 feet by 10 feet), to become completely frictionless, causing those crossing it to slip and fall.

### THIRD LEVEL SPELLS

**COMPETENT CARTOGRAPHY.** Duration: 1 - 6 full turns plus level of caster. No. Affected: Caster only. When employing this spell, the user cannot make a mistake in his map making. He is not confused by oddly angled corridors, strangely shaped rooms, etc. The user, however, only maps what he sees; i.e., he cannot detect shifting walls, rooms, teleporters, etc.

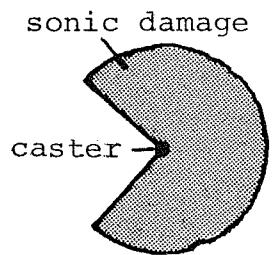
**BRAVERY.** Duration: 1 - 6 full turns plus level of caster. No. Affected: 1 target. This spell makes the recipient immune to the effects of all normal fear spells and will negate the effects of the first demonic fear, in which case the enchantment is dispelled.

**MNEMONIC STIMULATION.** No. Affected: Caster only. By using this spell, the mage is able to remember forgotten information. The success of this spell is dictated by the following table:

1 day	100%
1 week	75%
1 month	50%
longer than 1 month	25%

The first column is the time elapsed since the information was originally learned. The second column is the percent chance to remember. This spell is useful when one has forgotten the name of the demon pledged to help him, the right way out of a dungeon, etc.

**SONIC SCREAM.** Area Affected: A circle with a 20-foot radius, except for the 90° cone directly behind the caster (see diagram). The



caster opens his mouth and emits a high-intensity scream covering the previously described area. All in the affected area take the caster's dice in sonic damage, save to one-half damage.

**COLD BOLT.** *Area Affected:* 10 feet by 30 feet. The **caster** points his finger and a bolt of shimmering, frosty blue cold springs forth and travels 240 feet in a direct line away from the magic user, hitting all in its path. All affected take **caster's** dice in cold damage, save to one-half.

**INVOLUNTARY IMMOLATION.** *Duration:* 1 melee round. *No. Affected:* 1 target. *Range:* 240 feet. This spell causes the target designated by the **caster** to burst into flames, immolating in a manner similar to a demon. Unfortunately, this spell does not protect the target from its own blazing aura. The aura does the **caster's** dice in fire damage to the target, and a save resulting in one-half damage.

**ACID SPLASH.** *Range:* 240 feet. This spell gives the user the ability to conjure a rolling wave of acid 10 feet high and 30 feet long anywhere along a direct line away from the **caster**. The wave travels along this line for 60 feet, then dissipates. All hit by the wave take the **caster's** dice in damage, save to one-half damage.

**ALKALAI CONE.** *Area Affected:* A 50 foot long by 40 foot wide cone. The **caster** points his finger and blasts all within the area of the cone with alkalai. All affected take **caster's** dice in damage save to one-half damage.

**ELECTRIC TOUCH.** *No. Affected:* 1 target. The magic user touches the target (hit as A.C. 9), and transmits a high voltage electric charge to the victim. If the victim fails to save, he takes the **caster's** dice in electrical damage and is stunned for 1 - 6 melee rounds. If the victim makes his save, he takes half damage and suffers no stun effect.

**MASS LEVITATE.** *Duration:* 1 full turn plus 1 turn per level of **caster**. *Area Affected:* A 10 foot radius around the **caster**. When employed this spell will raise all beings within the area up into the air. However, it does not allow them to travel horizontally unless they can push themselves along somehow (a ceiling, etc.).

**ARACHNID AMBULATORY EXCURSION.** *Duration:* 1 full turn per level of **caster**. This spell allows the mage to walk on any solid non-magical surface. Thus, he could walk like a spider up walls, on ceilings, etc.

## FOURTH LEVEL SPELLS

**IMPROVED ANTHROPOMORPHIC ABILITIES.** *Duration:* Until dispelled. *No. Affected:* 1 plant or animal. This enchantment like its lower level counterpart, allows the magician to create a human eye, ear, nose or mouth. However, they can only be cast upon plants or animals. This spell is especially useful when cast in conjunction with COGNITIVE EXPANSION. For example, one could increase the intelligence of an oak or dog, cast a mouth upon it, and then converse with it.

**THE AGONY AND THE ECSTASY.** *Duration:* 1 - 10 melee rounds. *Range:* 120 feet. Depending upon the mage's choice, the target will either writhe in agony or ecstasy, **unable to attack** for the determined time. If a save is made, the target fights at a -3 for one-half the time in either pain or pleasure.

**ELECTRIC FIELD.** *Duration:* Until dispelled. *Area Affected:* 40 feet by 20 feet by 5 feet. *Range:* 240 feet. Creates a straight, shimmering curtain of electricity with the given dimensions. Passing through this wall gives the target one-third the caster's dice (rounded down) in electricity, plus a stunning effect for 1 to 6 melee rounds. A save vs. magic results in one-half electrical damage and no stun effect.

**NEURON NEGATION.** *Duration:* Until dispelled. *No. Affected:* 1 target. *Range:* 240 feet. All electrical impulses in the victim's nervous system (only those under voluntary control, i.e., not heart, lungs, etc.) are negated.

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A save results in only a partial effect, slowing the victim's movement by one-half and similarly halving his dexterity.

**COGNITIVE EXPANSION.** *Duration:* Until dispelled. *No. Affected:* 1 plant or animal. When cast upon a plant or animal this spell gives/raises the intelligence of said object to the level of a human idiot (intelligence 3 or 4). This does not, however, give them the ability to communicate, unless the creature is already able to do so. For example, an intelligent dog could bark and wag its tail intelligently, but not speak.

**THE BLACK HAND.** *Duration:* 1 - 6 melee rounds. *Area Affected:* Caster's hand only. The sorcerer's hand becomes black and for the time given, his touch drains one life level, a save resulting in no effect. When the spell ends, the mage's hand will return to normal.

**POLARIZATION.** *Duration:* 1 - 6 melee rounds. *Area Affected:* 1 metal object. The mage in question may attract or repel metallic objects. He may move up to 20 pounds per level that he has attained, but regardless of how light the object may be, it will never move at more than 5 mph.

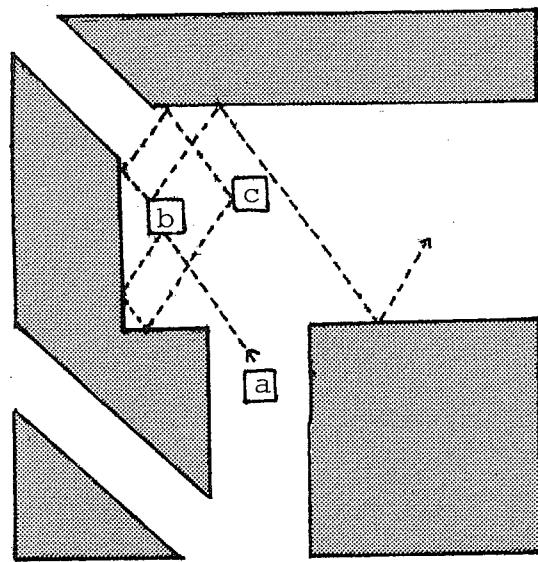
**PRESERVATION.** *Duration:* Until a raise dead is performed. *Area Affected:* 1 corpse. When cast upon a dead body, the corpse will not rot or deteriorate at all. So, when a raise dead is performed, it shall be as though no time has passed since the death occurred.

**BEDAZZLE.** *Area Affected:* Cone, 60 feet by 30 feet. A cone of brilliant light lances from the caster's hand, blinding and stunning all

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within its dimensions for 1 - 6 melee rounds. A save results in a stun effect of half the time rolled.

**DAEMON'S DISC SPELL.** *Area Affected:* Variable. *Range:* 120 feet. A whirling disc of enchanted metal flies from the caster doing 3 - 18 points damage to whatever it strikes. It will then rebound to fly its full length of 120 feet. To calculate the reflection angle (see diagram below), consider a man a square oriented on a north-south axis. The disc will rebound with the impact angle equal to that of deflection.



(a) represents the caster, (b) target #1, and (c) target #2. ----- represents the path of the disc. The gray areas represent the walls of a dungeon. Target #1 is struck twice and takes 6-36 points of damage. Target #2 is struck once and takes 3-18 points of damage.

## FIFTH LEVEL SPELLS

**OPPORTUNITY DISPELL.** *Duration:* Variable. *Area Affected:* Caster only. When employed, this enchantment will negate the next spell cast at the mage as per his ability.

**DISANIMATE DEAD.** *No. Affected:* Up to the user's dice in skeletons or zombies. When cast this spell will disenchant skeletons and zombies causing them to fall to the ground as mere dead bodies.

**THE POTENT PUSH.** *No. Affected:* 1 target. *Range:* 240 feet. This ensorcellment knocks the victim head over heels in a direct line away from the caster. The distance knocked is 10 feet per the mage's level.

**TRAP NEUTRALIZER.** *Duration:* 1 melee round. *Area Affected:* 1 trap. *Range:* 120 feet. This spell, as the name implies, when cast upon a trap, prevents it from springing for one melee round.

**MENTAL TRANSFERRANCE.** *Duration:* Until dispelled. *Area Affected:* Caster and target. *Range:* 240 feet. With the aid of this spell, the caster and the target exchange minds. For example, Phlendo the Mage exchanges minds with a dragon about to eat him. Now he controls the dragon's body while the dragon's mind controls his human form. He can, of course, change back whenever he wishes.

**THE WITHERING KISS.** *Duration:* 1 - 6 melee rounds. *No. Affected:* 1 target. *Range:* Touch. This spell when cast allows the mage at any time during the duration of the spell, to kiss one target withering him 10 years for every level of the caster. A save results in

no effect.

**DIMINUTION.** Duration: Until dispelled. No. Affected: 1 target. Range: 240 feet. If the target fails its save it is reduced to one-tenth its original size. Thus, a 30 foot dragon would be reduced to the size of a dog with its attack ability reduced proportionately.

**SEIZURE.** Duration: Until dispelled. No. Affected: Up to 6 opponents. Range: 120 feet. If the victims fail their save, this spell causes them to flop about on the ground in epileptic fits, unable to attack.

**SPELL OF VARIABLE EFFECT.** No. Affected: 1 target. Range: 240 feet. This spell, as the name implies, does 1 of 6 different things, determined randomly:

- 1) 1 point of damage
- 2) 1-6 points of damage
- 3) 1/2 the caster's dice in damage
- 4) The caster's dice in damage
- 5) Double the caster's dice in damage
- 6) Disintegration

A save results in no effect.

**DECEPTION DETECTION.** Duration: 1 - 6 full turns plus 1 full turn per level of caster. No. Affected: Caster only. When employed, this enchantment gives the mage the power to distinguish between a true or false answer to a question he, himself, has asked. It does not, of course, tell him the correct answer.

## SIXTH LEVEL SPELLS

**CATACLYSMIC CALCIUM CORRUPTION.** No. Affected: Up to 3 targets. Range: 240 feet. The caster can cause up to 3 targets' bones to decompose instantaneously. If cast upon a single target, it will reduce the victim's saving throw by three. All affected will die immediately unless a constitution roll is made. If this is the case, the victim(s) are merely piles of boneless living flesh. Save to no effect.

**GEOMETRIC DAMAGE.** Duration: As long as caster concentrates upon the spell. No. Affected: 1 target. Range: 240 feet. With this spell, the user can give the victim his dice in damage the first turn, and double the previous melee round's damage in the following melee rounds. This spell will last as long as the caster concentrates upon the spell. The victim gets to save to one-half initial damage, but saves for the following melee rounds are not permitted. For example, the mage casts this spell upon a dragon who then saves. The damage is 33 points to the dragon for the first melee round. For the following melee rounds the dragon takes 66, 132, 264 points and so on until the mage ceases to concentrate or his spell points are exhausted. When initially taking this spell, the caster must decide what kind of damage his spell will employ; i.e., fire, cold, electrical, sonic, acid or alkalai. The spell will retain this damage type forever.

**ROTATE BODY PARTS.** Duration: Until dispelled. No. Affected: 1 humanoid target. Range: 240 feet. This enchantment causes the target's body parts to change positions in a random fashion. For example, the victim's head is where his left leg should be, his right arm

is where his head should be, and so on. If the target makes his save, only two body parts exchange positions. This spell affects only the arms, legs and head of the victim and the victim will suffer no injury or discomfort except that which is incurred by the actual physical displacement of body parts; i.e., the victim will have trouble walking, sitting, etc.

**ELEMENTAL TRANSFORMATION.** Duration: Until dispelled. No. Affected: Caster only. By using this spell the magician is able to polymorph any or all of his body parts into iron, granite, or oak, and still retain all of his abilities; i.e., he is still able to talk, move, cast spells, etc. This spell is extremely useful when dealing with various slimes, oozes, etc.

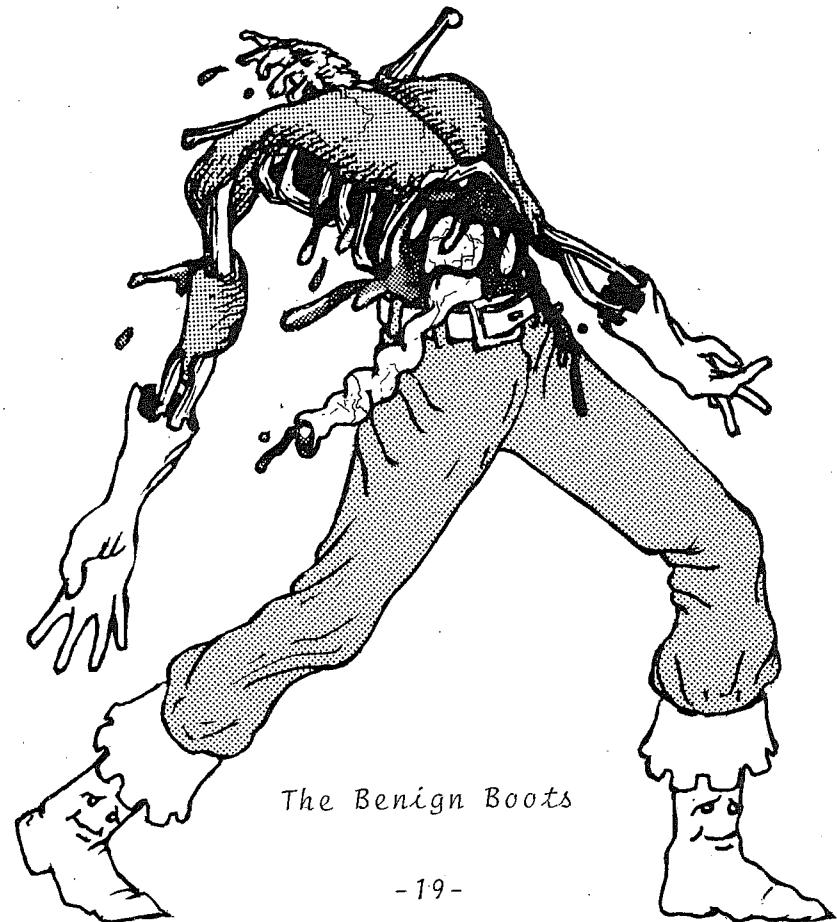
**DECIMAL DESTRUCTION.** Duration: 1 full turn. No. Affected: 1 target. Range: 240 feet. When cast upon its target, this spell blasts 10-100 percent (roll) of the victim's total hit points away. The number of spell points used by this spell is equal to the number of hit points blasted away. The maximum damage is equal to the caster's remaining spell points. Save to no effect.

**SPELL OF UNDYING NOURISHMENT.** Duration: 1 week per level of caster. This spell allows the magic user to go without food or water for the duration of the spell suffering no ill effects or discomfort.

**DISPLACING.** Duration: 1 turn per level of caster. No. Affected: Self only. When employing this spell the caster displaces slightly in both time and space. In effect, the mage becomes harder to hit, subtracting three from his opponent's attack.

**PROTECTION VS. SLIME.** Duration: 1 full turn. No. Affected: Caster only. This spell creates a shield around the user through which no oozes, slimes or jellies may pass.

**THOTH AMON'S ORGAN REQUEST.** No. Affected: 1 target. Range: 240 feet. The user of this spell allows the mage to call forth from the target one organ of his choice, which will burst forth from the victim's body and fly into the caster's outstretched hand. Save to no effect.



## SEVENTH LEVEL SPELLS

SENSE DRAIN. No. Affected: 1 target. Range: 240 feet. The mage casts this spell upon 1 target who then instantly loses 1-6 senses permanently, determined randomly on the table below. Save to 1-3 senses drained.

- 1) Sight
- 2) Hearing
- 3) Taste
- 4) Touch
- 5) Smell
- 6) Psychic ability

THE LEGIONS OF ACHERON. Duration: Until undead are destroyed or dispelled. No. Affected: 1 six-sided die plus 1 die per level over level needed for use. This spell turns the appropriate number of dead bodies into undead that have 3 hit dice and do 2-16 points of damage when attacking.

STASIS SPHERE. Duration: Until dispelled. No. Affected: 1 object up to man-size. Range: 250 feet. This spell encloses the target in a mirror-surfaced sphere. Within the sphere a state of stasis exists. Thus, the target can do nothing since for him time has been stopped. Nothing may pass through this sphere, be it techno, magic, or other. Save to no effect.

THE ETHEREAL EXCURSION SPELL. Duration: Up to level of the caster in turns. No. Affected: Caster only. By using this spell, the caster is able to travel in the ethereal plane with one restriction: only his body enters the ethereal plane; i.e., no clothing, weapons, or items of any kind can enter the ethereal plane with him.

SPELL OF FORLORN ENCYSTMENT. Duration: Until dispelled. No. Affected: 1 target. Range: 120 feet. When cast, this spell instantaneously transports the victim to the center of the earth. This spell affects only the target; i.e., his weapons, clothes, armor, magical items, etc., are left where he was when the spell was cast upon him. Once in the middle of the planet he remains alive, but is unable to do anything. Save to no effect.

THE TELEPORT GATE. Duration: 1 melee round per level of caster. In order to use this spell, the mage must cast two separate gates, one at the place of departure, and the other at the place of arrival. The gates appear to be black, 10 x 10 feet squares. Anything entering one of these gates will be instantly teleported to the other gate. The caster must conjure each of the two different gates at full spell point cost.

LEPROSY. No. Affected: 1 opponent. Range: 240 feet. This ensorcellment causes the victim to immediately fall completely apart, save to one limb.

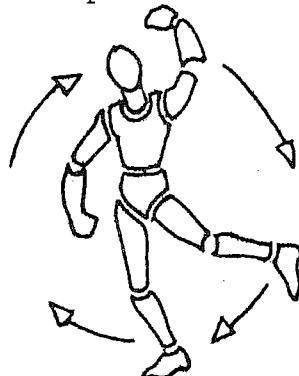
EXTRA DIMENSIONAL BAG SPELL. Duration: Until dispelled. When cast upon a regular bag, this enchantment will make the bag an access to another dimension where the user can store his items and possessions.

STAT DRAIN. No. Affected: 1 opponent. Range: 240 feet. The caster chooses one of the victim's stats and then drains 1-6 points from the selected stat permanently. Save to 1-3 points.

CEILING OF STONE. Duration: Until dispelled. Range: 120 feet up, 240 feet away. This spell

creates a ceiling of stone with the dimensions of 20 x 20 feet. If conjured in an unsupported position, it will, of course, fall to the ground hurting whatever is below it.

**PHANDAAL'S GYRATION.** Duration: Variable. No. Affected: 1 target. Range: 240 feet. This spell causes the target to spin about 5 feet above the ground.



stops suddenly, flying in a random direction.

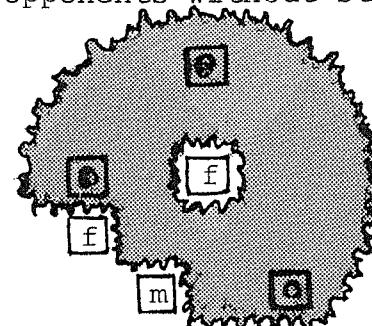
**GAS CLOUD.** Duration: Up to 10 melee rounds. No. Affected: Variable. A cloud of gas originates from the caster, expanding 10 feet in radius every melee turn. The effects of the cloud can be any one of the following, determined by the caster:

	Save
1) Level in dice	Half damage
2) Paralysis	No effect
3) Fear	No effect
4) Confusion	No effect
5) Sleep (any level)	No effect
6) Charm (anything)	No effect

The user pays only the initial spell point cost and may dispell it at any time up to 10 melee rounds. The spell automatically stops at the end of 10 melee rounds.

## EIGHTH LEVEL SPELLS

**VARIABLE SHAPE FIREBALL.** Area Affected: Variable. Range: 240 feet. Through the use of this spell a magician may designate the exact shape of his fireball. However, all parts of the fireball must be connected and the maximum distance away from the center any part of the fireball may reach is 60 feet. As shown below, Montain, The Mage, can hit all his opponents without striking any of his friends.



The o's represent Montain's opponents, the f's, his friends. The m represents Montain. The shaded area is, of course, the fireball.

**MONSTER ANALYZER.** No. Affected: 1 target. Range: 240 feet. One melee round after this spell is cast the user will find out the following things about his opponent: 1) hit points, 2) dexterity, 3) armor class, 4) attacks, 5) resistances or immunities.

**MNEMONIC DRAIN.** No. Affected: 1 target. Range: 60 feet. The target's entire memory is wiped out and is added to that of the caster. A save results in no effect. NOTE: Loss of memory impairs magical and fighting ability but gaining memory does not increase abilities.

**PLANE OF BISECTION.** Area Affected: 15' radius plus 5' per 2 levels over level needed for use. Range: 120 feet. This spell causes an explosion of the given radius; however, the explosion

occurs on a plane parallel to the ground. Those who fail their save vs. magic are cut in half. Otherwise they are unaffected. The height of the explosion may be varied from 1-10 feet (caster's choice).

**AERIAL SERPENTS.** *Duration:* Until destroyed. *No. Affected:* 1 plus 1 over level needed to use. Smokelike greenish snakes extend from the caster's fingertips to a length of 3 feet. Each snake can bite for 1-6 points damage plus save vs. death. These snakes have only one hit die, yet exist on the ethereal plane and can strike from it. Therefore, in order to affect them at all one must be able to attack the ethereal plane. Each snake may bite only 5 times, then it dissolves.

**ASTRAL ARGOSY.** *Duration:* Level in full turns. *No. Affected:* Caster only. The caster enters the astral plane through which he may travel freely. *NOTE:* As with Ethereal Excursions, only the caster's body goes astral.

**UNREQUESTED ETHEREAL EJECTION.** *Duration:* Until dispelled. *No. Affected:* 1 target. *Range:* 240 feet. The caster's victim must save vs. magic or he is sent into the ethereal plane. As with Astral Argosy and Ethereal Excursions, none of the victim's accouterments accompany him, so the target appears upon the ethereal plane quite naked.

**BENIGN BOOTS.** *Duration:* Until caster's body is safely home or until dispelled. *No. Affected:* Caster only. When cast, this spell will create enchanted boots around the mage's feet. These boots will act completely normal until the wearer dies. When this happens, the boots transport the corpse and themselves into the astral plane and then run at 3 times man's

speed per turn to a predesignated place of safety. During this journey the corpse should be treated as though a preservation spell had been cast upon it.

**SPELL OF THE EXCELLENT ENVIRONMENT.** *Duration:* 1 full turn per level. *Area Affected:* 5 feet diameter plus 5 feet per level of caster over level needed for use (moves with caster). Forms a bubble of given diameter that is totally transparent. Inside the sphere a perfect environment is maintained with the temperature, pressure, and atmospheric content of the caster's choice. The bubble prevents the entry of all noxious gasses, viruses and bacteria.

**TALERON'S TRIGGER.** *Duration:* Until employed. *No. Affected:* Caster only. When cast in combination with another spell, this spell will act as a delay. The caster must designate when he wants his spell to occur. For example, if one cast a trigger spell and then a stone to flesh spell and then designated that the next time the caster was turned to stone the trigger should "go off," the following melee round after his petrification, the stone to flesh spell would occur, returning him to flesh.

## NINTH LEVEL SPELLS

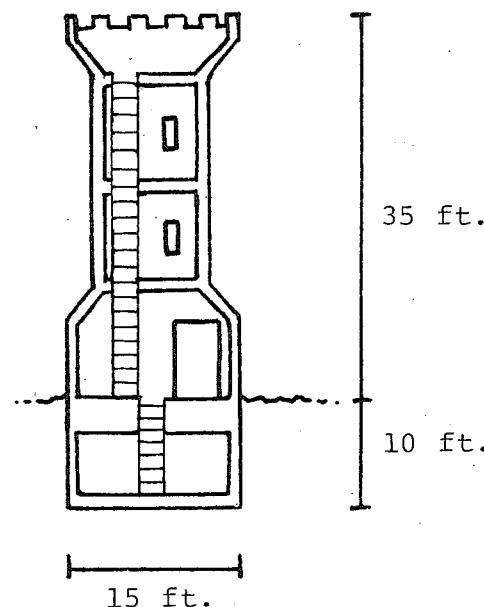
**UNDEAD CONTROL.** *Duration:* Until dispelled. *No. Affected:* Any number of undead so long as the total number of the undeads' hit dice are not more than double the caster's level. *Range:* 240 feet. This spell will give the mage control over the prescribed number of undead, so that he can order them to do what he wishes. A save results in no effect.

**GAZE OF CTHULU.** *Duration:* 1-6 melee rounds. *No. Affected:* Variable. This spell gives the mage the indescribably horrible visage of Cthulu. It causes anyone viewing the mage to save or pass out with fear. In addition, when the victims awake, they will have become completely insane, and will do nothing more than gurgle and gibber quietly to themselves. If the victims make their saving throw, they are stunned for 1-6 melee rounds.

**HOPE.** A "Hope" is similar to the wishes granted by genies, however, unlike these wishes, there is only a 50 percent chance that the "Hope" will come true. Instead of saying, "I wish for one million gold pieces," one would say, "I hope for one million gold pieces." Percentile dice would then be rolled to determine the success of the "Hope." Regardless of success, after the use of this spell, the mage cannot cast any more spells for one game day.

**DESOLATION.** *Duration:* Until plant life is replaced. *Area:* A circle with a one mile radius around the caster. When employed, this spell kills all non-magical plant life within the prescribed area. For example, this spell would not kill ents, but would destroy the forest they were living in.

**CITADEL OF SAFETY.** *Duration:* Eight game hours. *Range:* 240 feet. This conjuration brings forth a tower with the dimensions given in the diagram. It is made of stone and has a thick iron portal. It is very useful when one is travelling through the wilderness and needs a shelter for the night.

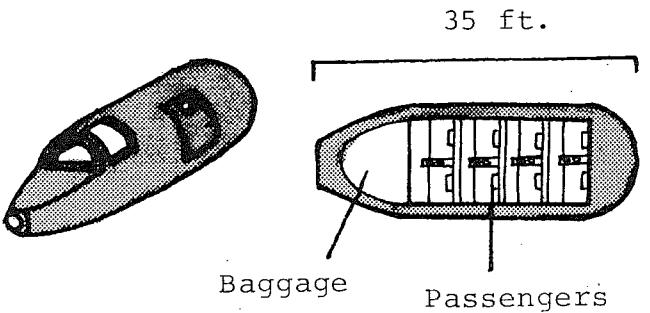


The top level is open and can be used for a lookout, etc. The central two levels have ten foot diameters and small windows. The ground level has a thick iron door and a ladder down to the dungeon level, and a ladder up to all three upper levels. The walls are one and one-half foot thick stone.

**THE PERILOUS PARASITE.** *Duration:* Permanent, save to 1-6 melee rounds. *No. Affected:* One target. *Range:* 240 feet. This conjuration calls forth a small, squishy, white, insect-like parasite which appears at the base of the victim's brain. This parasite will drain one point from constitution, strength, and dexterity per melee round. If the victim fails his save, the parasite remains until the

drained statistics reach zero. If the victim makes his save, the parasite remains only for 1-6 melee rounds. The parasite is completely undetectable by any means other than actually cutting the victim's head open and looking in.

**SPELL OF THE SUPERB SUBMERSIBLE.** *Duration:* Four game hours. *Range:* 60 feet. This spell is similar to The Bridge Spell and Citadel of Safety spell except a small eight man submarine is created. (See diagram.) This submarine travels at 18 underwater and 36 on the surface. It can descend to a maximum depth of 360 feet. It has no engines or controls and is powered and guided by the mage, who merely thinks where and how fast he wishes to travel. It is unarmed but has a powerful headlamp which gives visibility up to 240 feet.



**THE BRIDGE SPELL.** *Duration:* 12 game hours. *Range:* Up to 480 feet away from the caster. This spell creates a bridge ten feet long per caster's level, and is always 10 feet wide. If the bridge is 30 feet long or less, it needs no support from below and could span a bottomless pit. If, however, the gap is greater than 30 feet, support columns are required. These columns can support the bridge up to a depth equal to 10 feet per caster level. Thus, Sambo, the eighteenth level

mage can create a bridge which could span chasms, rivers, or lakes up to 180 feet in depth and width.

**DEMON SUMMONING.** *A. Duration:* 24 hours, or until the demon has completed his task. By using this enchantment, after employing the second level spell, Pentagram, the mage may summon one of the following demons. (The type of demon he summons is, however, determined randomly.) After summoning, he can order the demon to perform one task, which the demon will attempt to complete to the best of his ability. This task, however, cannot take longer than 24 hours, because after one day, or after the task is completed, the demon returns to hell or from wherever he came.

#### Types of Demons

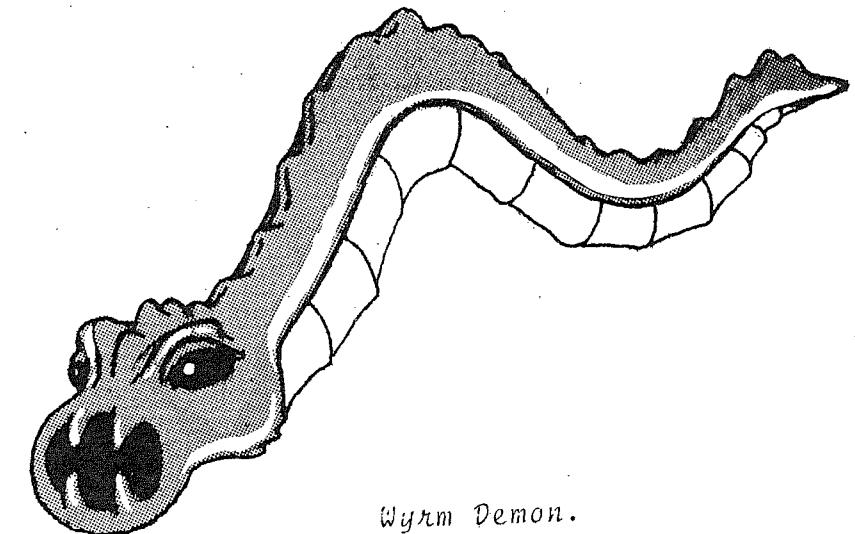
**The Wyrm Demon.** *Hit Dice:* 14 (10 sided). *Movement:* 6 above and below the ground. *Dexterity:* 14-18. *Armor Class:* 0. This demon is usually found boring around the cores of long dead planets looking for things man was not meant to know. Its intelligence is fairly low, so one could only give it a task like, "Kill him." It can teleport freely with no chance of error. It can also dimin-  
uate itself down to the size of a pinworm (one-fourth to one-half of an inch.). Its favorite mode of attack is, after having diminuated, to teleport into its victim's ear, eating its way into the victim's brain who dies in 1-6 melee rounds. The Wyrm uses a powerful anesthetic so the victim feels no-  
thing until he keels over. The Wyrm, while normal size, can also bite for 4-48 points, and the victim must save vs. poison or be paralyzed. It can also, if it wishes, swallow objects up to hobbit size with ease. While

in the Wyrm's gut, the swallowed object takes ten dice of acid damage a melee round. The Wyrm can, in addition to the bite, constrict an opponent with its sinewy body doing 6-36 points of damage. The Wyrm cannot be hit by weapons less than +4. It is also 75 percent magic resistant.

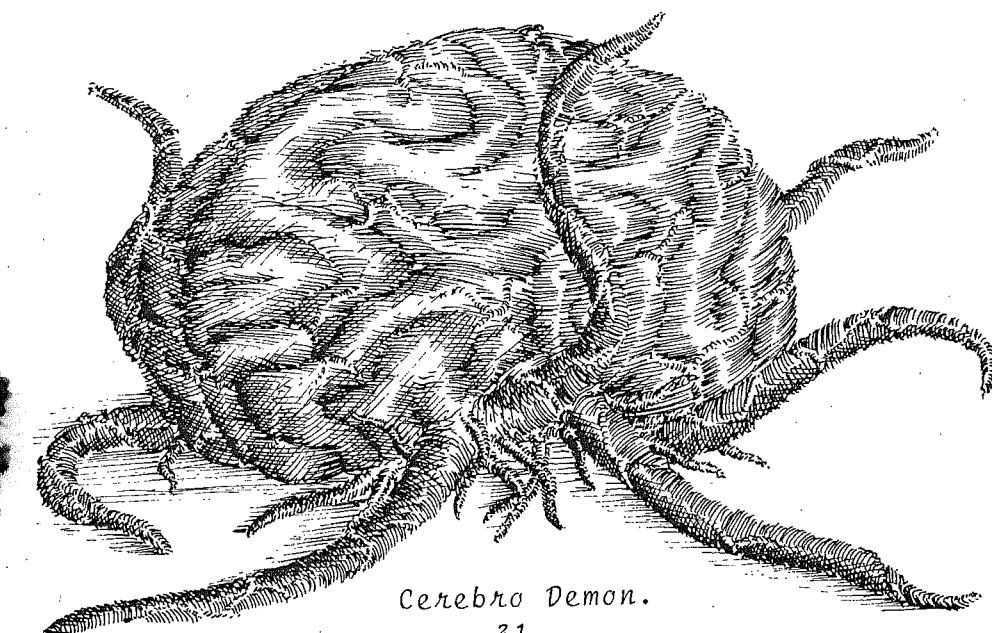
The Cerebro Demon. Hit Dice: 10 (10 sided).

Movement: Crawl at 3, or fly at 12.

Dexterity: 18-22. Armor Class: 4. This demon travels freely on the ethereal and astral planes and can attack from these planes with its psychic attacks. It is highly intelligent and can understand virtually any order, no matter how complex. It can attack physically with its eight large tentacles each doing 3-18 points of damage. Its small tentacles can manipulate the most delicate machinery and magical apparatus but are useless in battle. It knows everything that man was not meant to, Cthulu's face, the Old One's telephone number, etc., and one of its psychic attacks is projecting this knowledge into a human mind. If no save is made, the victim goes, permanently and gibberingly, insane. If the victim makes his save, his mind has resisted the attack and he is stunned for one melee round. The demon can also use its telepathic powers to control the will of any being. If the victim fails his save, he is completely under the control of the Cerebro Demon and will do anything it tells him to do. Finally, it can zap the brain of an opponent causing death if the opponent fails his saving throw. The Cerebro Demon communicates telepathically and is immune to all psychic attacks. It is 75 percent magic and techno resistant. It can also, of course, teleport with no chance of error.



Wyrm Demon.



Cerebro Demon.

The Classical Demon. Hit Dice: 12 (10 sided).

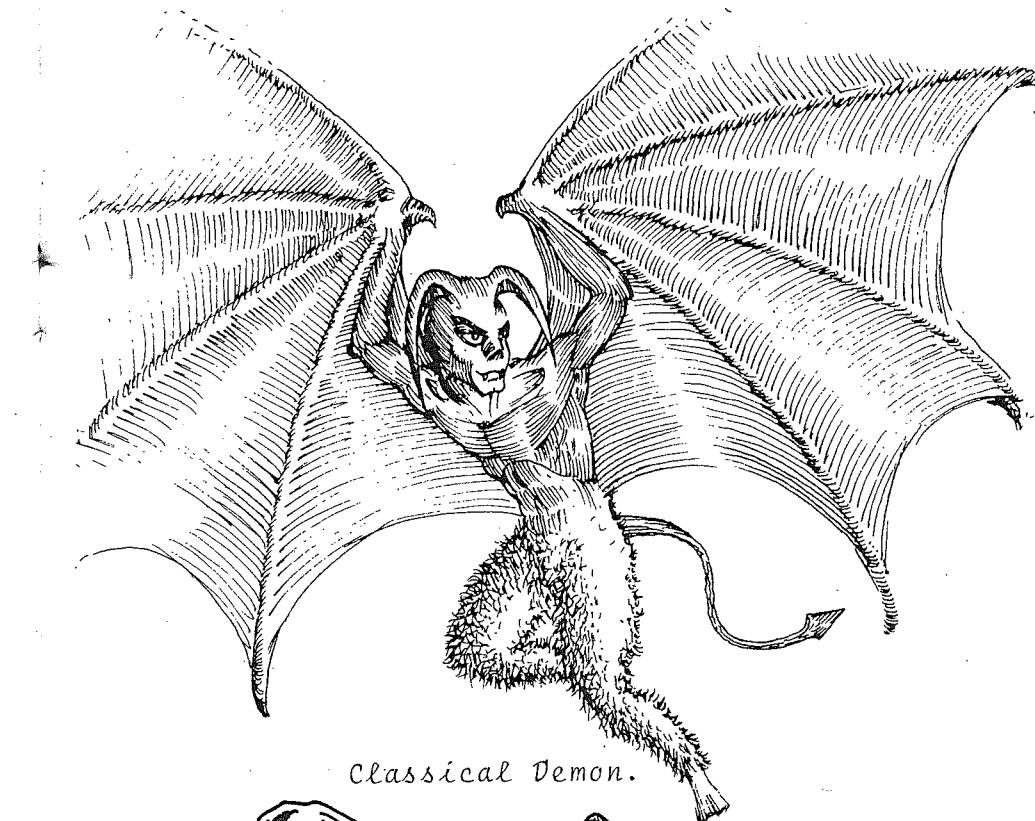
Movement: Walk at 12, or fly at 36.

Dexterity: 16-20. Armor Class: 2. This demon is fairly close to those found in religious mythology. It cavorts happily through the fiery pits of hell doing Lucifer's bidding. It has an average intelligence and can execute orders which do not require a college education to perform. It can attack with its horns doing 2-16, with its hooves, when in flight, doing 1-8 each, and it can bite doing 3-24, or breath fire doing 12 six sided dice of damage. It can also sting with its tail doing 2-12, and the sting injects a poison which causes the victim to age 100 years, killing virtually all normal humans. If the victim saves vs. the poison, he will age but 50 years. The demon can teleport with no chance of error, see all planes, and see invisible objects. The demon cannot be hit by magical or silver weaponry, since only normal iron weapons harm it.

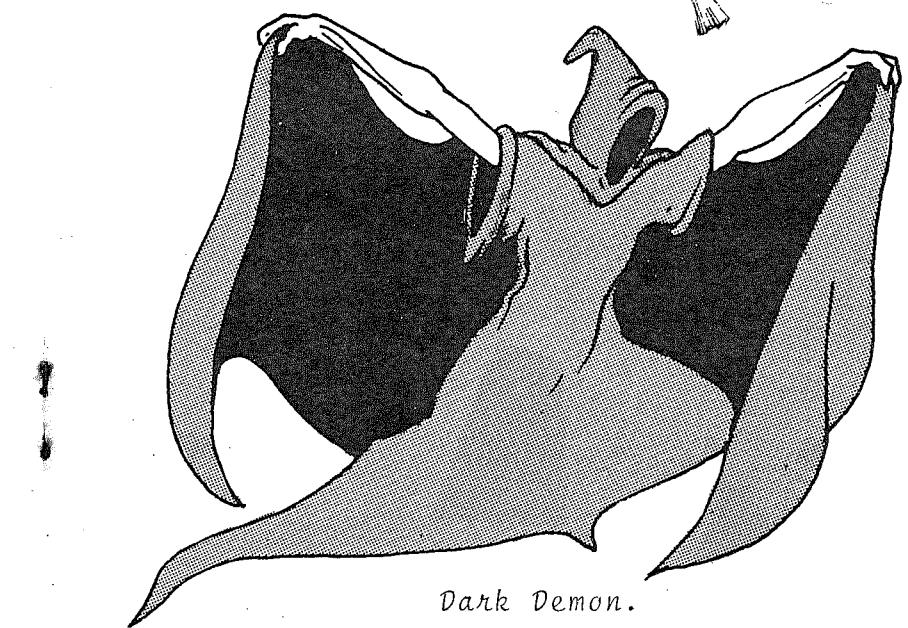
The Dark Demon. Hit Dice: 16 (10 sided).

Movement: 24, gliding soundlessly.

Dexterity: 20-24. Armor Class: -2. When conjuring this demon, one must sacrifice the heart and soul of a close friend. So, if using Demon summoning A, in which one does not know which demon will show up, it is wise to keep a close friend handy. This is the most blackly evil of all the demons listed here. It is very intelligent, although not as intelligent as the Cerebro Demon. It can attack by touching its opponent with its claw draining 1-4 life levels and senses, save to one-half the number drained. It can fire eye-beams which drain the victim's constitution 2-12 points, save to 1-6 points drained. It can also employ the spell, Thoth Amon's Organ Request, three times per day. It can cause a circle of darkness with a 30 foot radius.



Classical Demon.



Dark Demon.

around itself, in which only it can see. It can also see invisible, and see all planes. It can teleport with no chance of error and all those viewing the demon must save vs. fear or run away.

## TENTH LEVEL SPELLS

**DUPLICATION.** *Duration:* 1 melee round plus 1 melee round per level of caster over level needed for use. *No. Affected:* Caster only. When used this spell will create 1-4 exact duplicates of caster. They will have all the abilities of the original, but will not have the magical items, so if Heinrich, The Magician, duplicates himself 3 times, each duplicate will have Heinrich's hit points, dexterity, etc., and will be able to cast all his spells. However, the duplicates will not have the items or abilities gained by the caster by consuming potions, pills, etc. or by wishes and the like. In addition, duplicates are unable to duplicate themselves.

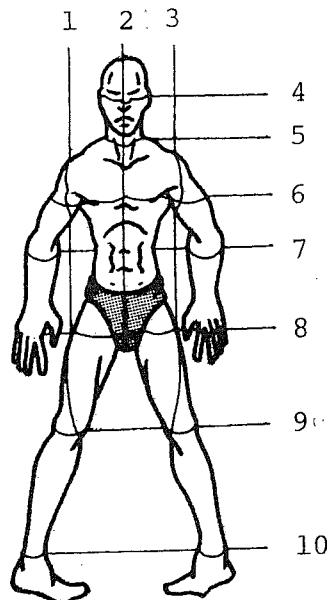
**CUBE OF SPACE.** *Duration.* 1-6 melee plus 1 melee per level of caster over level needed for use. *Area Affected:* A cube 10' x 10' x 10'. A cube is created around the caster. Each face is a direct portal into deepest outer space. Any projectile fired at the caster will pass through this portal. Similarly, any spell cast at the mage will also occur in space. If for some reason someone attacks the mage physically, he will pass through the threshold into space. An atmosphere is contained within the cube for the time the cube exists. This portal is one-way; i.e., once in space, the victim may not pass back through the portal.

**DAMNATION.** *Duration:* Until dispelled. *No. Affected:* 1 target. *Range:* 60 feet. This enchantment does not have any obvious effect at the time it is cast. However, the next time the victim dies his soul goes to hell, and the victim is thus un-raisable, wishes not

withstanding, except by making a deal with the devil himself. Save to no effect.

**CELL OF CONFINEMENT.** *Duration.* Until dispelled. *Area Affected:* 20' x 20' x 20'. *Range:* 120 feet. A solid orichalcum and diamond cube appears. All trapped within the cube are imprisoned. The structure is totally impervious to all attacks, and is impassable by any teleportation dimension door, extra-normal travel through planes, or anything else except gods or very powerful demons. A livable atmosphere is maintained within and all inside should be treated as if they had a spell of undying nourishment cast upon them.

**EXCELLENT PRISMATIC SPRAY.** *No. Affected:* 1 target. *Range:* 240 feet. Scintillating beams of colored light lance out from the outstretched fingers of the magician and chop the victim into 1-10 pieces. A save results in being chopped one-half the amount of this. To ascertain lopped off areas, use the following chart:



1. Right arm, right leg.
2. Split in half.
3. Left arm, left leg.
4. Brain.
5. Neck.
6. Arms and chest.
7. Abdomen and forearms.
8. Legs, fingers, genitals.
9. Lower legs.
10. Feet.

For other body types other than humanoid, simply draw charts similar to this one.

**SPELL OF THE MOST DEADLY DAMAGE.** *Range:* 240 feet. This spell will select the most effective of the six types of damage (acid, alkalai, fire, cold, sonic, electricity) versus any opponent. For example, Sigurd, The Warlock, casts a most deadly damage spell at a fire-breathing dragon. Instead of Sigurd deciding on which spell to use against the dragon, this spell does it for him. The dragon is hit by a cold damage spell, one die per Sigurd's level.

**MATURATION.** *No. Affected:* 1 target. *Range:* 60 feet. When employed on an egg or young creature, this spell will cause the creature to mature (not wither) 20 years. This spell is very useful in the raising of dragons who normally require centuries to mature.

**TEMPORAL DELINEATION.** *Duration:* 1 hour subjective. *No. Affected:* Caster only. When cast the magician will slip sideways in time and space. For one hour maximum he may remain there regenerating, recuperating, or whatever, while no time passes in the normal world. Upon return, he reenters normal time a split second after he left it.

**THE JAWS OF SET.** *Duration:* Until destroyed. This conjuration brings forth invisible servants. If a "see-invisible" is used, a giant snake skull will be seen. The skull can teleport as a demon (no error) and bite for 1-100 points damage. It has 100 hit points, moves twice man's speed, and is armor class 2 plus 2.

**DEMON SUMMONING B.** As Demon Summoning A, however, one may choose which demon one wishes to summon, instead of determining the demon type randomly. Also, the demon can be ordered to perform any number of tasks for any amount of time.

## ELEVENTH LEVEL SPELLS

**SEQUENTIAL SPELL.** Duration: Until dispelled. No. Affected: 1 opponent. Range: 240 feet. The user casts this spell and the target must save vs. the first effect on the below table. If the opponent makes his save, the next melee round he must make a save vs. the next effect and so on. If the victim fails his save, he is affected in the manner described, and the rest of the sequence is discontinued. If the victim successfully saves through the entire sequence, he suffers no effect.

- 1) Slow
- 2) Confusion
- 3) Paralysis
- 4) Charm
- 5) Turn to stone
- 6) Death
- 7) Teleport to center of earth
- 8) Combination damnation and disintegration

**GREEN BEAM.** No. Affected: 1 magic item. Range: When employed, a green beam of light flashes from the caster's fingertips and strikes the target. The item must save or lose all of its magical power. The only way to recover these powers is with three simultaneously cast wishes: that is, three wishes (not off items or scrolls) cast at the same time by 3 different mages.

**PROTECTION AMPLIFICATION.** With this spell, the magic user is able to cast any of his shields or protections upon other objects or people. Thus, a magician could cast an anti-magic spell on his castle or a friend.

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**THE BLESSED BOLT.** A bolt of bright white light 10 feet wide by 100 feet long bursts forth from the caster's hand. All caught within the beam suffer the appropriate effect on the tables below:

- |          |  |
|----------|--|
| Good:    | One-half caster's dice in damage; save to half damage. |
| Neutral: | Caster's dice in damage; save to half damage.          |
| Evil:    | Double caster's dice in damage; save to half damage.   |

For undead and demons, ignore the table above and use the table below:

- |         |  |
|---------|--|
| Undead: | Discorporate; save to undead turn.                           |
| Demons: | Return to hell; save to stun (Lesser) for 1-10 melee rounds. |
| Demons: | Stun for 1-10 melee rounds; save (Major) to no effect.       |

**MAGIC NULLIFICATION.** Duration: 1-6 melee rounds plus 1 melee round for every level the caster is over the level needed to cast the spell. No. Affected: 1 opponent. Range: 120 feet. This spell negates all of his opponent's magical items, armor, weapons, powers, and abilities for the duration of the spell. A save results in the effects for half the time.

**COMBINED CONJURATION.** Duration: Variable. Area Affected: Variable. Range: Variable. By employing this spell, the magic user is able to cast up to three previously designated spells at the same time. Or if he desires, the mage may cast the spells in a pre-designated sequence, a fraction of a second between each spell. Thus, Azimur, the mage, could cast a combination magic

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nullification, damnation, and disintigration in this order and, if his opponent failed his saves, Azimur would kill his opponent permanently.

**CALL OF THE COMET.** *Area Affected:* Variable. With this spell, the caster may summon a comet to arrive at a place of his designation. The caster must be within 240 feet of the impact point when the spell is initially cast, but it is suggested that the mage leave the area at the completion of the conjuration. In 1-6 days, determined randomly, one of the following will occur: (Roll percentile dice.)

<u>Percent</u>	<u>Comet Size</u>	<u>Damage</u>	<u>Area Affected</u>
1-5	Pea size.	1D6	It may hit someone.
6-25	Baseball size.	5D6	20 foot diameter crater.
26-50	Basketball size.	10D6	50 foot diameter crater.
51-75	5 foot diameter.	25D6	100 foot diameter crater.
76-95	20 foot diameter.	50D6	500 foot diameter crater.
96-100	100 foot diameter.	100D6	One mile diameter crater.

**SPELL OF DEXTEROUS DECIMATION.** *No. Affected:* Up to eight targets. From each of the caster's hands four beams are fired, one from each fingertip. Each beam may be directed towards a different target if the mage desires. Each beam does one-half the caster's level in damage. The damage type, i.e. cold, fire, sonic, electric, acid, alkalai, must be chosen when the magician initially selects the spell. A maximum of four beams may be fired upon any one target up to 120 feet away.

**MASS INSANITY.** *Duration:* Until dispelled. *No. Affected:* 10 times the caster's level. *Range:* One mile. When cast, this spell causes the victims to go insane. Determine the types of insanity on the table below:

<u>Percentile Roll</u>	<u>Affect</u>
1-20	Manic depressive.
21-40	Paranoid.
41-60	Schizophrenia.
61-80	Sexual perversion.
81-100	Homicidal tendencies.

This spell is useful for livening up dull little hamlets, throwing marching armies into disarray, etc. A save results in eight hours of insanity.

**DEMON CONJURATION.** Similar to Demon Summoning B in that the magic user may give the demon any number of tasks which may take any amount of time. Unlike Demon Summoning B, however, this spell allows the mage to create his own demon using the tables below. The mage is granted 10 characteristic points which he may expend on various powers and characteristics for the demon.

- Hit Dice:* From 8 to 24 (10 sided dice). Every 4 hit dice over 8 costs one characteristic point.
- Armor Class:* From 2 to 2+10. Every +2 over A.C. 2 costs one characteristic point.
- Dexterity:* From 16 to 24. Every two dexterity points over 16 costs one characteristic point.
- Intelligence:* Low, as a Wyrm Demon, no cost. Medium, as a Classical Demon, one point. High, as a Cerebro Demon, two points.

For no point cost, every demon starts out with one head, two arms, two legs, and one torso.

Additional Body Parts Table

<u>Body Part(s)</u>	<u>Point cost</u>
1 extra head.	1
2 extra arms.	1
2 extra legs.	1
Every 1 tail.	1
Wings.	1
Horns.	1
Mandibles rather than a bite.	1
Pincher claws rather than regular claws.	1

Once you have determined what limbs your demon possesses, you can increase the damage they do by using the table below.

<u>Body Part</u>	<u>Point Cost</u>			
	<u>Basic Damage</u>	<u>1</u>	<u>2</u>	<u>3</u>
Horn: 1-8	1-10	2-12	2-16	
Claws: 2-12	2-16	2-20	2-24	
Bite: 3-18	3-24	3-30	3-36	
Tail Sting: 1-10	2-12	2-16	2-20	
Mandible: 3-24	3-30	4-32	4-40	
Pincher Claws: 2-16	2-20	3-24	3-30	

You may also determine the kind of body parts your demon possesses at no cost. Example: Lizard head, bear arms, etc. This does not affect armor class, movement, or attacks; it merely gives the demons varied and interesting appearances.

Movement Table:

<u>Mode</u>	<u>Point Cost</u>			
	<u>No Cost</u>	<u>1</u>	<u>2</u>	<u>3</u>
Walking:	12	18	24	30
Flying:	24	36	48	60

One can add poison to any one the demon's attacks at a cost of one characteristic point. Choose one of the three following poisons:

1. Death, save to no effect.
2. Paralyzation, save to one-half movement and dexterity.
3. Ten six sided dice of damage, save to one-half damage.

One can give the demon a breath attack for one characteristic point. He may breathe one of the following types of damage 3 times per day doing 16 six sided dice of damage, save to one-half damage: Fire, cold, electricity, acid, poison gas, and two life level drain, save to one.

Of the following list of powers, you may choose three for your demon at no cost! Every extra power over three costs one characteristic point.

Powers

- Teleportation, no error.
- See all dimensions and planes.
- See invisible.
- True sight.
- Go invisible.
- Darkness, 30 foot diameter
- Go ethereal.
- Go Astral.

From the following list of resistances and immunities, you may choose 2 for your demon. Every extra resistance or immunity over 2 costs 1 characteristic point.

#### Resistances and Immunities

75 percent resistance to spells.  
75 percent resistance to techno energy weapons.  
Immune to all poisons and venoms.  
Immune to diseases.  
Immune to breath weapons.  
Immune to life drain.  
Immune to cold.  
Immune to fire.

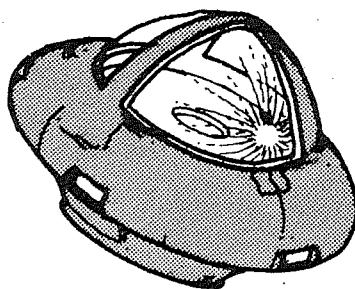
Example: Devoe the Mage has an irritating cousin living in a neighboring town. In order to do something about this problem, he employs Demon Conjunction. He decides to give his demon 16 hit dice, A.C. 4, and a low intelligence since he is going to give it a simple command, "Go kill my cousin who lives in the neighboring town." He decides to give it two extra arms, mandibles, and a poison tail attack (paralyzation). He will, however, leave all the damages at their basic values. He will also leave his demon's movement at 12. He will give his demon a breath weapon of acid. Since he has no characteristic points left, he will select only three powers for his demon: teleportation, invisibility, and true sight. Since his cousin is a techno (this is why Devoe is irritated with him), he will give his demon 75 percent resistance to techno energy weapons, and immunity to fire.



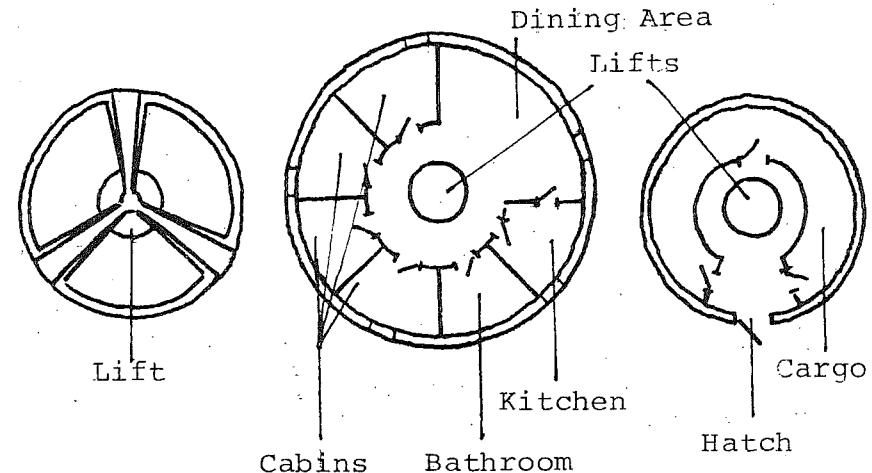
Devoe's Demon.

## TWELFTH LEVEL SPELLS

THE SORCERER'S SPACECRAFT. *Duration:* Until dispelled. (only the mage who created the spacecraft can dispell it.) This spell is similar to the ninth level spells, The Bridge Spell, Citadel of Safety, and The Spell of the Superb Submersible. It conjures a "flying saucer" of sorts (see diagram). Its speed, guidance system, atmosphere, cabin pressure, and temperature are all controlled magically, as there are no controls or energy sources. There are three decks, the top deck is used for observing galactic phenomenon, cocktail parties, etc. The middle deck contains individual cabins, dining room, kitchen, and bathroom. The lower deck contains a cargo hold and exit hatch. There is no need for an air lock since the environmental conditions of the craft are maintained magically. Thus, one could open the hatch and look out at the stars without danger. Of course, if he went outside the spacecraft, he would be in dire peril. The craft travels at 10,000,000 miles per hour. At this speed it would be a pleasant afternoon flight to Mars. Acceleration is instantaneous, but the passengers suffer no discomfort from the massive gee forces. In addition, the craft is unhindered by atmospheric friction.



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GENOCIDE. *Area Affected:* 10 times the level of the caster in humans. *Range:* One mile. Genocide kills the prescribed number of human beings in a concentrated area, such as a hamlet, or marching army. A save results in no effect.

FLOGISTON'S FLAME. *Area Affected:* A 10 by 5 foot cone up to a 240 by 120 foot cone. (Formula: the length is twice the width.) This spell brings forth a cone of black flame, which inflicts all of the following upon all those within it:

1. Drains 1-6 levels, save to 1-3.
2. Drains 2-12 points from constitution, save to 1-6.
3. Age 5 years per caster level, save to one-half the years.
4. Drain 1-6 senses, save to 1-3.
5. Does one dice of cold damage per user's level, save to half damage.

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THE BLACK FOREST. *Duration:* Permanent, or until the forest is destroyed. *Area Affected:* One square mile. *Range:* One mile. The use of this enchantment causes an evil forest to sprout up in one night covering an area of any shape as long as it does not exceed one square mile. For instance, one could conjure such a forest encircling his castle. The trees grow to a height of 100 feet and a permanent gloom spell, which reduces visibility to 30 feet for humans, is cast upon the whole forest. Populating the forest are the following creatures which are completely under the control of the caster:

1. 1-100 giant spiders.
2. 1-100 evil ents.
3. 1-100 orcs.

SOUL DRAIN DEFLECTION. *Duration:* Until one soul drain has been redirected. *No. Affected:* The caster and one other character. With this spell, the mage can designate some unfortunate person to be his proxy when something is attempting to drain his soul. Thus, if some greater demon was attempting to drain Blondee the Wizard's soul, and, previously, Blondee had, using Soul Drain Deflection, designated Sergio, the fighter, as his proxy in this type of situation, the greater demon would end up with Sergio's soul instead of Blondee's.

VOLCANIC ACTIVITY. *Duration:* 1-10 days of eruption. (cannot be dispelled.) *Range:* One mile. As the name implies, this enchantment brings forth a small volcano with a crater diameter of 1-100 feet. The volcano will rise up, in the designated duration, to a height equal to 10 feet per foot of crater diameter. If cast at sea, and if the crater was from 75 to 100 feet in diameter, a small island would form.

RANGE AMPLIFICATION. When this spell is used in conjunction simultaneously with another spell, the range of the spell is increased. To determine the new range of the spell, use this formula: Range of desired spell times the caster's level equals the new range for this casting of the spell. For example, the twenty-fifth level mage, Shlefno, uses this spell in conjunction with Sense Drain. The original range of Sense Drain was 240 feet. So, the adjusted range of Sense Drain for this one casting of the spell will be 240 times 25, which equals 6000 feet.

SACRIFICE. *No. Affected:* one object (dead body, magic item, etc.). *Range:* The object is offered up to a deity of the caster's choice. The God takes it to his abode to do with as he pleases. The object is gone from play permanently, wishes notwithstanding, unless a deal is made with the afore-mentioned deity.

SPELL OF THE GRANDIOSE AURA. *Duration:* One turn plus one turn per caster's level. This spell has many and various effects on the caster's friends and foes. These effects differ according to the mage's alignment:

Evils: If the mage is evil, the following will occur for the given duration: The sun eclipses, or, if in a dungeon, darkness occurs in a 240 foot radius. Dark clouds appear and 2-20 black lightning bolts strike at the mage's opponents, doing 10 six sided dice of damage each. If in a dungeon, the black lightning bolts originate from the mage's fingertips. The range of the bolts are one mile in the wilderness, and 240 feet in a dungeon. In either case, they hit but one target each. All of the mage's allies and armies within line of sight of him are +3+3 in

battle. All enemies within line of sight of the mage must save vs. magic, or pass out from fear. All good clerics, angels, and paladins within line of sight of the mage must save or die.

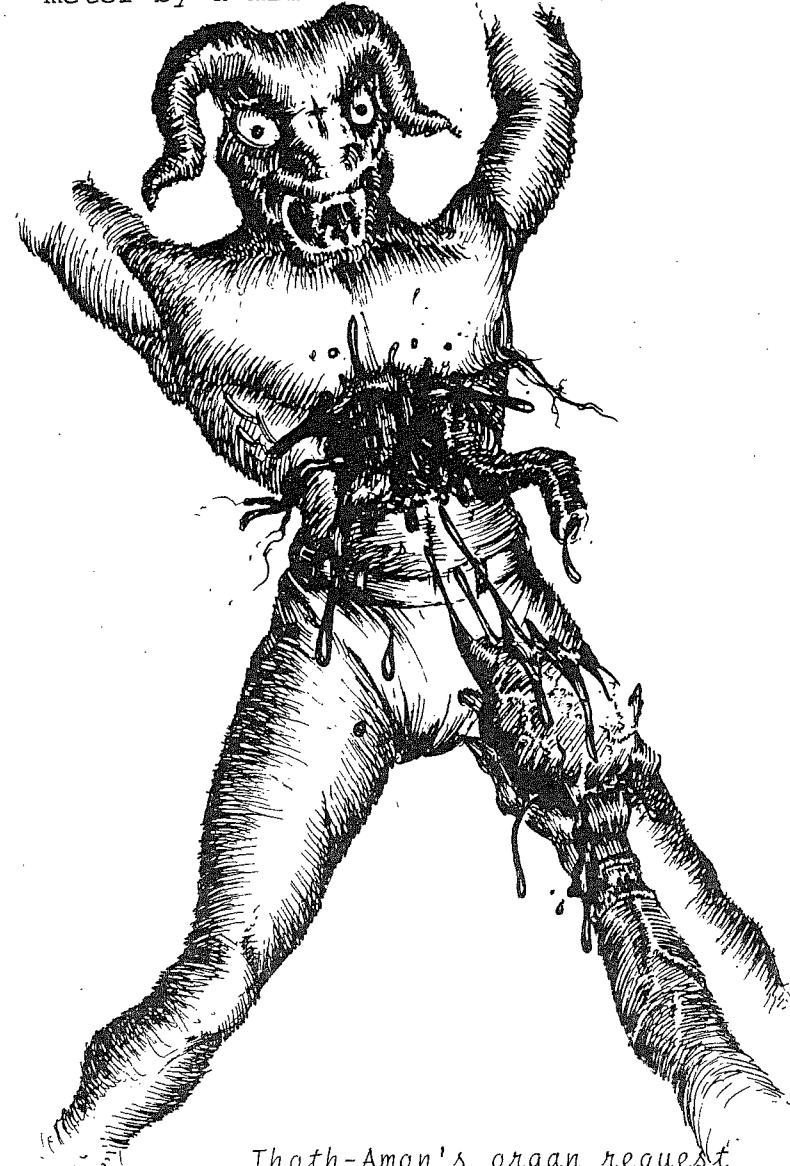
*Goods:* If the mage is good, the following will occur for the given duration. The sun will burst forth with extra brilliance, dis-maying orcs, goblins, etc. If in a dungeon, then the area within a 240 foot radius around the caster is illuminated with light. In addition, 2-20 beams of white light shoot from the sun doing 10 six sided dice of damage to the mage's opponents. In in a dungeon, the beams will originate from the mage's fingertips. In either case, they hit but one target each. All the mage's allies and armies within line of sight of him are +3+3 in battle. All enemies within line of sight of the mage must save vs. magic or pass out from fear. All undead and demons within line of sight of the mage must save or dis-corporate.

*Neutrals:* If the mage is neutral, this spell does absolutely nothing.

This spell is very useful in turning the tide of battles.

**SUMMONING OF THE BLACK HOLE.** *Duration:* A fraction of a melee round. *Area Affected:* A 10 foot sphere. plus 5 feet per level of caster over twenty-fourth level. *Range:* 360 feet. A black hole is teleported, for a fraction of a second, from deep space to a point where the caster desires. It sucks in all matter in the affected area. Individuals who fail their save are sucked into the black hole and return with it into deep space. To get the victims back, three simultaneously

cast wishes are needed. Those making their save are merely compressed, by gravitational force, into a piece of matter about a milli-meter by a millimeter in size.



Thoth-Amon's organ request

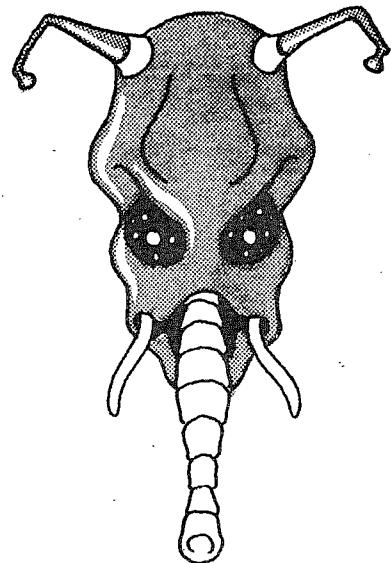
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*Cthulhu's good looking cousin.*