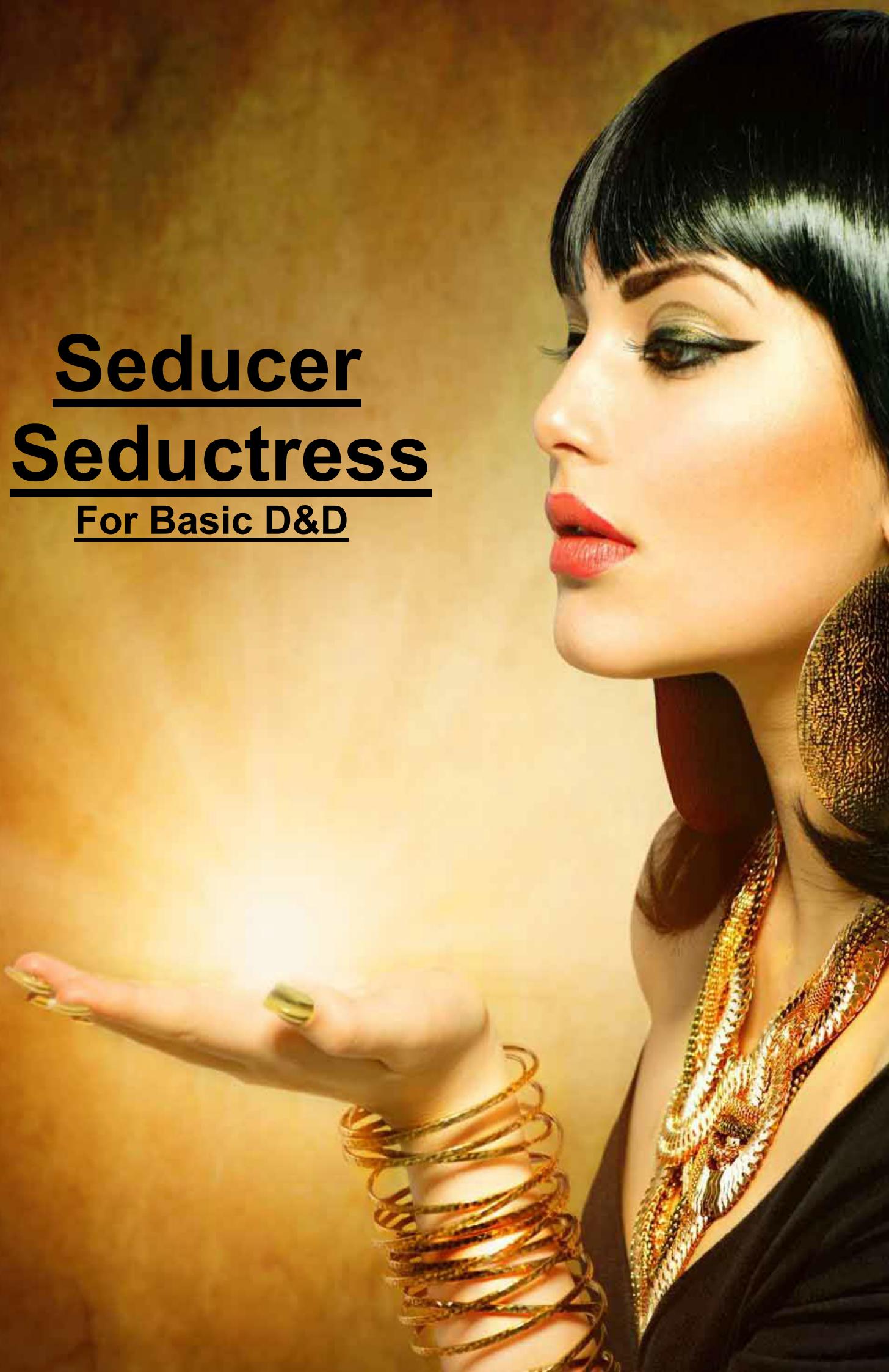


Seducer Seductress

For Basic D&D



Where the Seductress tends to be bubbly and perhaps a little indiscriminate, the Seducer (Seductress is female) is more subtle and discreet in his efforts. He will be dressed elegantly but not showy, have excellent taste in all that matters, and be very capable of following through on everything he promises... but whether he does, is another story. Seducers are the Valmont's and the Casanovas of the magic world. The Seducer is the man that all the women swoon over and the Seductress the woman men fight over. They are manipulators in cunning and subtle ways—yet they are not all evil, some merely wish to explore their sexuality in as many ways as they can, and some are merely looking for a mutual good time. The Seducer is assumed either to have come from a high-class background or to be aspiring to/pretending to have one. In some way the Seducer class is a mixture of Darokin Merchant (of which they use several spells), Mage and Thief, where the goods are the service of the Seducer. But the class is non offensive and most spells are more for a specific effect than combat.

Requirements:

The skills: Etiquette, Dancing, Artistic Ability, any one sexual. Languages, Singing, Gaming.

In addition to the normal requirements for a magic user, the Seducer must have a minimum 15 Charisma and 12 Wisdom (to be able to figure out all the tricky angles to use on which particular person).

Save modifiers:

+1 on saves vs. Charms and Enchantments.

Benefits:

The longer a Seducer practices, the more charming he/she becomes – so much so, in fact, that any humanoid of the opposite sex who comes in contact with them must save vs. spell at a penalty equal to the Seducer's level, and with no magical protective aid (no rings of protection, etc., but Wisdom bonus is allowed) or become mildly enamoured of him and disposed towards jealousy of any perceived rivals. This can work to the Seducer's advantage, but not when they are trying to seduce the Duchess and the enamoured chambermaids are putting mud in her stockings.

Additionally, should a natural 1 be rolled on the saving throw, the victim will become completely obsessed with the Seducer. The victim will do anything (even violate its alignment) to gain the Seducer's love, and will deal ruthlessly with all rivals, real or perceived. This condition will last until negated by a Cure Insanity cast by a cleric of higher level than the Seducer. Alternately, a Cure –All/Heal, a Wish, an Alter Reality is cast on the afflicted, or 2d12 sessions psychotherapy lasting one hour each will grant the same result.



Disadvantages:

The Seducer must maintain its wardrobe, and is constantly replacing articles which have been muddied or torn. They are such perfectionists in their craft that they will dispose of anything that will harm their seductive craft unless it can be perfectly mended. They will also pay 10%-100% more than the normal cost whenever making a purchase due to their exacting standards.

Weapon skills:

Only dagger, or some other small weapon easily hidden and carried is allowed.

Equipment:

The Seducer should spend a fair amount of money on good clothing, and should bear in mind if male that taking all those lovely ladies to dinner will cost a pretty penny. Additionally, the Seducer receives a kind of "professional courtesy" from fellow charmers. Such creatures as Mermaids, Succubi, Medusa, Vampires, Sirens, or others that use natural charm spells (DM's discretion) will not attack the Seducer and will be friendly toward him/hr as long as he/she is the same toward them. Same creatures will be neutral to the Seducer's companions so long as those companions are same toward them, but even should the companions attack the creatures, they will not attack the Seducer until he/she attacks them.

Wealth:

The Seducer begins with 5d4x10 gold pieces of starting money to simulate his higher standing. However, he must spend 50% of it on clothing.

The Spell list

The seducer has a restricted, somewhat limited spell list. Seducers are able to cast other spells, but only from scroll. Some say an Immortal supplied them these spells in one way or another by guile, study or training. They do not know or use other spells in such a way to cast them by memorization.

They are capable of using any magic item usable by mages or Thieves, with the above restrictions.

The Seducer can exist in any culture, including the Hollow World. Especially Nithia and Milenia are known to have these. Keep in mind some spells might be restricted and others unknown in the Hollow World. However, most spells functioning in the Hollow World belonging to the Seducer spell list will be the sole secret trade of the Seducer class, even if this spell is unknown.

Cantrip	Revulsion/Indifference	Level 3	Spells power level 5
Arousal	Seduction 1	Alahandra's Questing Call	Advanced Illusion
Cantrip	Skank	Charm Man 2	Carroissa's Appalling Dash
Catfeet	Sleep	Detect Lie	Charm Man 3
Contraception	Trust	Detect Scrying	Domination
Disinterest		Free Person	Fabricate
Mordenkainen's Lubrication		Haste	Greater Extension
Slap	Abendroth's Magical Accountant	Identify Species	Layla's Beautification/Uglification
Scorch	Blindness	Invisibility 10'	Reverse Gender orientation
Sexual Attraction/ Sexual Disgust	Change Self(Alter)	Inventory	Seduction 5
Snatch	Chastity	Isoldes Answer	Sexchange
Sterility	Color	Protection from Evil 10'	Stanza's Certain Kiss of Disease
Tweak/Goose	Confuse Alignment	Protection from Poison	
Unbutton/Untie	Dance of Charm	Seduction 3	Spells power level 6
Wet Dream	DeGras's Pilfering Fingers	Smuggling	Charm Man 3
	Detect Evil/Good	Suggestion	Conjure Incubus/Succubus
	Detect Invisible	Tongues	Disguise
	Detect Magic	Touch Dispel	Extended Extension
	ESP	Vampiric Touch	Seduction 6
	Find Familiar		Projected Image
	Finery and Freshness		Yemelat's Orgiastic Frenzy
Level 1		Level 4	
Analyze	Forget	Angel's Negation	Spells power level 7
Audible Glamer	Invisibility	Accounting	Appear
Balance	Jealousy	Become Phantasmal Lover	Charm Man 4
Blown Kiss	Layla's Good Morning Kiss	Charm Monster	Estrange
Bugnan's Mug	Kiss of Weakness	Cloth Form	Impregnate/Abort
Change Sexual Preference	Knock	Embezzle	Layla's Seductive Shapechange
Charm Man 1	Know Alignment	Ever-changing Self	Seduction 7
Charm Person	Nimodes Unseen Butler	Ever-present Record	Spells power level 8
Count Coins	One Question	Fumble	Dance
Cut	Plague	Layla's Morning After Kiss	Impersonate
Davenet's Seduction	Prowess	Layla's Sexy Kiss of Insanity	Kiss of the Nixy
Detho's Delirium	Quicken Pace	Layla's Seductive Impersonation	Mass Charm
Disgust	Sacremont's Emperor's New Clothes	Lovesickness	Power word; Indagroin!!
Divine Sexual Orientation	Savior Faire	Magic Mirror	Spells power level 9
Don Juan's Irresistible Kiss	Seduction 2	Minor Curse	Heal
Draw Forth the Truth	Sexify/Enhance Comeliness	Minor Extension	Heart Breaker
Evaluate	Silence Individual	Polymorph Other	Kiss of Death
Fascination	Silver Tongue	Polymorph Self	Seduction 8
Filth/Filth Bane	Sleep Theft	Power Word; Strip/Disrobe	Stanza's Kiss of Immortal Despair
Hide Sexual Orientation	Strength	Seduction 4	
Flash	Transmute Foul to Fresh	Shout	
Kiss of Awakening	Transfer Charm	Vacancy	
Kiss of Charm	Vampiric Kiss	Warding vs. Subtle Ench,	
Kiss of Sleeping	Web	Warning Trumpet	
Kiss of Wounding	Wind Whisper	Wizard Eye	
Lactation	Wizard Mark		

Cantrips

Cantrips are very weak variations of meddling with magical powers and energies. They have very weak effects and are unable to cause any damage or affect concentration. They are extremely fragile and can't be used as tools, nor are they able to duplicate or mimic any other spell. Magic users use them to impress, amuse or even brighten dreary Days. The good thing of power and component Cantrips is that the magical energies do not necessarily have to leave the body after casting. The caster must roll an intelligence check cumulatively penalized by -1 for each time the Cantrip is cast or another spell is cast. When the caster makes his intelligence check successfully than he is able to cast the Cantrip later again without lessening the Cantrip effects. Even when he does do other things, it is in fact as if the Cantrip was not cast at all. However, everytime the Cantrip is cast or another spell is cast another check must be made to see if the Cantrip finally left the mind of the Spellcaster. This does also happen when the caster's mind is affected; this is done when he falls asleep, or unconscious, is affected by any charm spell or spell effect, or any mindwipe magic like Feeblemind, or Forget. Then it must be rememorized again. No more than one of each Cantrip can be memorized, it is impossible to memorize two or more of the same Cantrip. Cantrips count as first level spells in the available spellsslots the caster has. A 12th level Mage can normally only memorize 4 level 1 spells an thus also only 4 Cantrips, more if he has learned the skill spell mixing. All Cantrips have a casting time of 1 and can't be cast from scroll. Any components aren't used up in the spell and remain usable if cleaned properly.

Arousal

Cantrip

Range: Touch
Duration: 1 turn + 1 round/level
Area of Effect: creature touched
Save: Negates
Components: a sprig of mistletoe.

This spell creates a state of extreme arousal in the affected creature, including both biological and physiological effects, although said behavior is not directed towards anyone or anything in particular. The skin will be very sensitive to touch and the merest touch, like a mosquito, butterfly, will be noticed. This Cantrip instantly negates the Cantrip Disinterest.

Cantrip

Cantrip
Range: 10'
Duration: (1 Hour + Intelligence bonus)/level
Effect: Creates Minute Service Magic
Saving Throw: None

The Cantrip Spell is a practice for the apprentice teaching how to tap into minute amounts of Magical Energy. These Energies are unable to cause any damage or affect concentration. They are extremely fragile and can't be used as tools, nor are they able to duplicate or mimic any other spell. Magic users use them to impress, amuse or even brighten dreary Days. Cantrips can be ethereal music, recoloring flowers or silver glowing Magic balls or puffs of wind to flicker candles, spicing up meals and flavors or even a little wind to sweep up dust under rugs. They are household tools to make life simpler and entertainable. The simple effects created by Cantrips have unlimited potential in the hands of a clever caster. Some examples:

- A wizard is resting in an inn when he is awakened by the sound of a burglar entering through the window. The wizard casts Cantrip to create wracking moans and cries emanating from inside a closet. Believing the room to be haunted, the terrified burglar may flee.
- A wizard is searching a dark castle when he discovers a dusty book lying on a desk. He remembers that similar books were trapped to explode in a ball of fire when touched; such books were marked with a skull on the front cover. The wizard casts Cantrip, creating a small breeze to blow the dust away from the book, revealing the skull on the cover.
- A wizard traveling through a jungle is accosted by a band of cannibals. The wizard casts Cantrip to create a puff of colored smoke. The intimidated cannibals, suspecting that the wizard wields powerful magic, decide to leave him alone.
- The companion of a wizard is about to engage a dangerous opponent in a duel. The wizard casts Cantrip to cause a slight itch on the opponent's face. The opponent is distracted, giving the wizard's companion a momentary advantage.
- A menacing warrior stands before the party. The wizard casts Cantrip to create a banana peel in front of the warrior. The warrior takes one step and falls on his face.

The spell will affect at least 100 feet of $\frac{1}{2}$ -inch-diameter climbing rope, or an even greater length of a smaller rope (such as might be used to pitch a tent). Using it to help set up camp is rather frivolous, but it may be handy for taking down a tent quickly if the party does not include a character with the Rope Use skill. The spell also has obvious utility in climbing situations. If a protrusion is only a few inches out of a character's reach, he can extend the end of the rope as far as possible and then call upon his magic-using companion to bind the rope to the protrusion.

Catfeet

Cantrip
Range: caster
Duration: (1 Hour + Intelligence bonus)/level
Effect: 1 pair of feet (Self)
Saving Throw: None

This personal Cantrip spell, enacted by making a stroking motion with the fingers of one hand, acts upon the caster (and can't be made to affect another person) for one round per level of the caster. Movement, regardless of the surface being walked upon, is rendered silent. This doesn't cloak any other sounds made by the caster, such as breathing, the swish of clothing, or sounds made with the hands grasping or moving. Anything dislodged or broken by the caster's feet will make what ever noise it normally would, and traps triggered by a footstep will also function normally. In addition the caster will land, balanced and unwinded, on his or her feet, from a fall of any height suffered while the Cantrip is in effect (and a modifier of -1 from each die of falling damage suffered applies). The dweomer also lends some surety of traction and movement; a -15% chance of slipping or falling in damp, greasy, or otherwise slightly slippery conditions underfoot. Note that this doesn't enable the caster to climb or walk upon walls or ceilings unless other Magic is employed (such as a spider climb spell), but will reinforce all such Magic to lend increased safety in hazardous conditions.

Contraception

Cantrip
Range: Touch
Duration: Instantaneous
Area of Effect: 1 person
Save: None
Component: a red cape or a red riding hood.

An alternative to the Sterility Cantrip for those that don't like desensitizing effect. This Cantrip significantly decreases the probability of fertilization following coitus. This Cantrip is cast prior to sexual activity. In some cases this may not be Lawful, and in some may not be considered Good, these are mostly religious. The Cantrip is also not entirely perfect, offering only 55+Level of the caster% certainty.

Disinterest

Cantrip
Range: Touch
Duration: 1 turn + 1 round/level
Area of Effect: creature touched
Save: Negates
Components: a sprig of mistletoe.

This spell completely snuffs out any lust the recipient might be feeling. This includes sexual appetites, hunger and thirst, or any other action the character could normally be interested in. The character will behave sullen and downtrodden for the duration of the spell and is more easily surprised (1-3 on 1d6). Deprivation of food/water effect set in normally.

Mordenkainen's Lubrication

Cantrip
Range: 1 feet
Duration: 10 minutes/level
Area of Effect: 10" X 3" (rumor has it that Mordenkainen needed this amount of coverage)
Save: None

This Cantrip covers any 10" x 3" surface with a slippery layer of a greasy nature. The spell will have no other effects than this. It is sometimes used on rolls or pulley's of wood also, providing a better roll. It has also found its use in private matters.

Slap

Cantrip
Range: 10 feet
Duration: Instantaneous
Area of Effect: 1 person
Save: Negates

The victim of this spell feels a forceful slap across the cheek. Creatures must save vs. spell at +5 bonus or be distracted for one segment, dazed by the blow (lose concentration of spells, etc.). The slap will never bring any damage, and at worst it will leave a reddish spot on the victim in the form of the hand of the caster for 1d4-*Constitution* bonus victim turns. Seducers use this Cantrip and Mother's sometimes know of it too. If a character is victimized by this cantrip while in a precarious position on a moderate or severe slope or a cliff face, he must make a Climbing Check to avoid falling. If a creature in a similar situation (presumably an opponent of the Spellcaster) is stung, it should also be required to make a check to keep from falling.

Scorch

Cantrip

Range: 10 feet

Duration: Instantaneous

Area of Effect: 1 object

Saving Throw: Negates effect

This Cantrip, despite its name, creates neither flame nor heat. Instead, by Magically exciting the molecules of any flammable nonliving object of up to 10 pounds in weight, it causes the object to char without noise, smell, or smoke. The caster must touch the object (An attack roll is required if another creature is attempting to protect the object or keep the caster from it.), and the object is allowed a saving throw vs. Magical fire. If the save fails, the object is consumed. This Cantrip will readily destroy Magical writings such as spellbooks and scrolls. The verbal part is a hissing noise: the somatic component is merely touching the object affected. If a character is victimized by this cantrip while in a precarious position on a moderate or severe slope or a cliff face, he must make a Climbing Check to avoid falling. If a creature in a similar situation (presumably an opponent of the Spellcaster) is stung, it should also be required to make a check to keep from falling.

Sexual Attraction

Sexual Disgust

Cantrip

Range: 10 feet

Duration: 30 minutes/level

Area of Effect: 1 person

Save: None

This Cantrip causes the recipient to gain a +1 modifier for every three levels of the Mage to Charisma with respect to sexual attraction. Thus, this spell won't effect any other aspects of Charisma. Most mages cast the Cantrip on his/her potential partner, so the partner is more desirable, especially when this partner lacks appearance, thus making it easier for the Mage to perform.

This Cantrip causes the recipient to gain a -1 modifier for every three levels of the Mage to Charisma with respect to sexual attraction. Thus, this spell won't effect any other aspects of Charisma. Why this reversed version was invented is still unsure, maybe it was a failed spell originally. The only good use of this spell would be keeping unwanted "visitors" of the caster at bay. As thus it is often cast upon oneself, or if the caster is jealously possessive, on his/her partner, to keep that person for him-herself.

Snatch

Cantrip

Range: 10 feet

Duration: Instantaneous

Area of Effect: 1 object

Saving Throw: Negates effect

This Cantrip affects people, it causes a brief, violent jerking force to act upon a body portion or limb of a subject creature. The force has little Strength, but may serve to cause a running being to stumble or turn about, or cause someone to fumble or drop small objects such as keys, components, and the like. A save (of the subject vs. Spell) determines whether such objects are actually dropped, or a fall or mishap actually occurs or whether the snatch merely delays the subject for an initiative penalty of 1d3 for the next round. In no case can successfully snatched objects be animated or conveyed Magically by the caster: the snatch is a brief tug, not an unseen servant. The caster hisses softly at the subject (within 20' of the caster—10' if he is a 0-level apprentice), and simultaneously makes a jerking motion with a hooked finger, visualizing the location and precise direction of the desired snatching, to enact this Cantrip. If a character is victimized by this cantrip while in a precarious position on a moderate or severe slope or a cliff face, he must make a Climbing Check to avoid falling. If a creature in a similar situation (presumably an opponent of the Spellcaster) is stung, it should also be required to make a check to keep from falling.

Sterility

Cantrip

Range: 10 feet

Duration: 30 minutes/level

Area of Effect: 1 person

Save: None

This Cantrip is the mages' form of birth control. It is 100% accurate and can be performed on anybody who consents to it prior to sexual activity. Clerics have high level spells to accomplish this, but only mages have such a simplistic form of birth control. This Cantrip is cast before sexual activity on the target (be it the caster or other single person). The spell seems to decrease sensitivity somewhat, and does not protect from diseases. In some cases this may not be Lawful, and in some may not be considered Good, these are mostly religiously based.

Tweak/Goose

Cantrip
Range: 10 feet
Duration: Instantaneous
Area of Effect: 1 person
Save: Special

This Cantrip causes the victim to feel the sensation of being "tweaked" or "goosed" as if by an unseen forefinger and thumb. The portion of the body being tweaked must be seen by the caster and be uncovered by armor. Victim's who are Spellcasters must either save vs. spell at -5 or make an Intelligence check at +5 (whichever will give the best chance of a good result) to avoid losing concentration. Other intelligent, small, and medium sized creatures must make same save/check or be distracted for one segment. The caster must make a tweaking motion with his hand in order to affect the spell. If a character is victimized by this cantrip while in a precarious position on a moderate or severe slope or a cliff face, he must make a Climbing Check to avoid falling. If a creature in a similar situation (presumably an opponent of the Spellcaster) is stung, it should also be required to make a check to keep from falling.

Unbutton/Untie

Cantrip
Range: 10 feet
Duration: Instant
Area of Effect: One object
Save: None

By means of this Cantrip, the caster can magically cause the object of the magic -1 thread, string, cord, rope, button - to untie or unbutton itself. A stronger spell in the works is Power Word: Disrobe.

Wet Dream

Cantrip
Range: Special
Duration: Special
Area of Effect: One person
Save: None
Casting Time: 1 round
Component : a feather tinged with blood.

This Cantrip consists of a whispered word to another individual over the directed feather, who will not hear or understand the word, and who will experience a very erotic dream the first time that person falls asleep. This Cantrip instantly negates the Cantrip Disinterest. The caster has no control over the dream.

Level 1 spells

Analyze as per Rules Cyclopedia

Audible Glamer

Illusion Spell
Range: 60 yards +10 yards/level
Duration: 3 rounds/level
Area of Effect: Hearing Range
Saving Throw: Indicates Illusion

An Audible Glamer is an illusion of sound. The caster can make a sound or short series of sounds rise in volume, seem to fade, move, or remain at a fixed place. The sound can be anything- talking, singing, marching, monster roaring, etc.. For each level of the caster, the sound's maximum volume increases by the amount of sound four people can generate. Anyone stating they think the sound is real can make saving throws. A successful save indicates that the character determines for certain the Glamer is an illusion. When failed, the character will think he misjudged the sound and thinks it is real. The DM may add a modifier to the roll depending on the sound produced. Apart from creating sounds to fool enemies, this spell can be used for entertainment (a great way to gain needed cash for a low-level Wizard). The caster can create the sound of singing voices, musical instruments, or both at higher levels. Four singing men can be created at 1st level; and four instruments of one special type at 2nd level, and so on. The quality depends on the skill of the caster. If the caster has a skill in singing, musical artistic ability, or an appropriate musical instrument, he can make a skill check to see if each use of this spell produces a harmonious work of music. A failed roll means that sour notes, disharmony, and other problems appear. Experience in working with animals, other languages, and so forth may be applied to other uses of the spell; a Wizard who has worked with horses can make an abandoned stable sound occupied, for instance, possibly allowing for saving penalties (DM) for anyone hearing the noise.

Balance

Enchantment spell

Range:	Touch
Duration:	2 Rounds per Level (Seductress 1 Hour per level)
Effect:	1 character
Saving Throw:	None
Components:	The hoof of a mountain goat (this component is reusable)
Reading time:	4
Casting Time;	2

When a Wizard casts a balance spell, the recipient is able to balance on one or both feet in a precarious position that would normally cause a fall. Thus, the Wizard or a companion may walk a tightrope, cross a narrow or unstable ledge, or fight near the edge of a cliff without fear of falling. Any unhindered balancing action requiring a Dexterity check will automatically pass. This spell doesn't modify the recipient's AC, AV, missile bonuses, or climbing bonuses, though no penalties to these factors are taken from balancing. If other factors are introduced, such as being pushed, injured, or exposed to high winds, the recipient must make a Dexterity check, success meaning that the recipient simply moves to recover from the force exerted. Seducers use this spell to be able to function normally on the most absurd high heels possible.

Blown Kiss

Enchantment spell

Range:	12 feet
Duration:	next kiss spell cast
Area of Effect:	1 victim
Save:	as per send spell

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

Bugman's Mug

Alteration spell.

Range:	Touch
Duration:	1 Turn per level of the caster (+1 minute per level of the caster)
Area of Effect:	1 mug of water
Saving Throw:	None
Components:	a pewter mug full of clear water. (+ a non-flowering Zzongha Root and Friendly Fungus Saliva)
Reading time:	5 (+2) Casting time: 4 (+1)

Bugman, a thoroughly loathsome looking Geonid with a heart of gold (literally), created this spell for a Dwarven friend who often visited. This spell alters normal water into a Magical potion that must be imbibed in the duration of this spell. The potion removes hangovers and other ill effects of inebriation and will negate any current state of drunkenness or intoxication. It is effective only against alcohol-based changes in the target's physiology, thus being ineffective against drugged stupor's and poisons. No other way to use this spell has yet been found. Maybe some other added components could remove any ingested poisons or drugs. It's rumored a not-flowering Zzongha root together with Saliva from a well-treated Friendly Fungus will suffice this, but this—by Alchemist of the GSM in 1011 AC—stated information could not be checked. (the then altered statistics are in parentheses).

Bugman created this spell in Rockhome in 945 AC

Change Sexual Preference

Enchantment spell

Range:	120 yards
Duration:	Special
Area of Effect:	1 person
Save:	Negates

This spell affects any single person it is cast upon. The term person includes any bipedal human, Demihuman, or humanoid of man-size or smaller, such as Dwarves, Elves, Gnolls, Halflings, Kobolds, and others. The person receives a save vs. spell to avoid the effect, with any adjustment due to Wisdom. If the person receives damage from the caster's group in the same round the spell is cast, an additional bonus of +1 per hit point of damage received is added to the victim's save. If the spell recipient fails his save, his sexual preference is changed to the opposite. Thus a man who liked women would now prefer other men. The duration of the spell is a function of the charmed person's Intelligence and is tied to the save. The spell may be broken if a successful save is rolled, and this save is checked on a periodic basis, according to the creature's Intelligence (see following table). The DM must make sure that the spell recipient adheres to the effects of the spell, but it isn't necessary to go into detail. This spell was initially created to prevent same sex relations and is still in use by several strict

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

law-abiding faiths (Al-Kalim for example). This spell is illegal in many countries (Glantri for example, but restricted use in others (Ylaruum for example). This spell has regular use in Thiatian festivities.

Charm Person

Basic Enchantment spell

Range: 120'

Duration: see below

Effect: One living person

Saving Throw: Negates the spell completely

This will only affect creatures which look similar to Humans in various ways-Humans, Demihumans, and certain giant class creatures, etc. It will not affect animals, Magical creatures (such as living Statues), Undead, monsters, or Human like creatures larger than Ogres. The victim is allowed a save versus spells. If it fails, the victim will believe that the caster is its "best friend," to be trusted and protected, and will try to defend the caster against any threat, whether real or imagined. The victim is charmed. A charmed creature is confused, finding it hard to think straight. Simple rational argument will not dispel or counter the charm. A side effect of this confusion is that magic of any kind can't be used by a charmed person. Werewolves and Wereboars can be charmed when in Human form, but this is nearly useless since the charm will be automatically broken when it assumes animal form. This also applies to other shape shifter, as soon as a non-Human form is assumed the charm is broken.

Int.	Save after
0	120 days
1	90 days
2	60 days
3	45 days
4-5	30 days
6-8	15 days
9-12	7 days
13-15	3 days
16-17	24 hours
18	8 hours
19	3 hours
20	1 hour
21	1 turn
22	1 round
23+	not charmed

The charm can be broken in different ways. First, it can be dispelled as per Dispel Magic rules. Second, if the creature which charmed the victim, is killed (KO or sleep don't count), it is no longer charmed. It is automatically broken if the caster attacks the victim, whether by spell or by weapon. The victim will fight normally if attacked by the caster's allies. A victim will refuse to obey if ordered to kill or place itself in a deadly situation. A victim may make another save every so often, based on Intelligence as per following table. Other saves are applied if the victim is placed in dangerous circumstances and the caster without any danger. Obviously charm effects are powerful, but they are not overpowering. Charmed victims are neither suicidal, nor stupid. If the charmer starts saying things like; He's a pain. We'll kill and eat him tonight after he's kept a watch tonight. "within earshot of the victim, he gets a new save.

If the caster can speak a language that the charmed victim understands, he may give orders to the victim—the spell does not allow the charmer to talk with the charmed if this would not otherwise be possible (no shared languages, etc.). These orders should sound like suggestions, as if "just between friends". The victim will usually obey, but he may resist orders that are contrary to its nature (alignments, belief and habits)-he doesn't need to roll anything to resist. A victim who is given orders and impressions by his old friends and his new "best friend" should react as any person would in real life: with confusion. He will not automatically assume that one party or the other is lying... even if the player wants him to. Thus, a charmed Black Pudding makes a wonderful friend—if you can talk to it. Otherwise, it's a positive nuisance, following you everywhere ("Oh look, it loves you!").

Charm Man 1

Enchantment spell

Range: 16 feet radius

Duration: 1d4+1 turns

Area of Effect 1d4+4 men of 3 HD/level or lower

Save: see below

Component: some Perfume

This spell is used by witches and Seductresses, but other clever mages should be able to adjust the spell for their needs. A witch must have a Charisma score of at least 11 to cast this spell. It affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus a roll of 1d8 is six points or more higher than the witch's Charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action of the same witch during the current encounter, nor does it affect women, or children in any way.

Count Coins

Divination spell

Range: Touch

Duration: 5 Rounds

Area of Effect: The Magic User only

Saving Throw: none

Reading time : doesn't exist on scroll

As Darokin Merchants

Touch

1 Turn

The Merchant Only

none

usable once a day

With this spell, a caster can tell the exact amount of money in a specific location (be it a bag, chest or pile) with these restrictions: the coins must all be of the same type (cp., sp., ep., gp., pp., or else) or known valuta known to the caster. This will be better by Intelligence bonus, each + will result in an extra sort or valuta revealed. The caster must either pick them up or runs his hands through them. The caster can count up to 2000 coins per level. This means a 12 level caster with an int. of 17 (=+2) can count up to 24.000 coins and up to 3 sorts or valuta maximum.

Cut

Alteration spell

Range: 10 Feet
Duration: Instantaneous
Area of Effect: 1 Object with 1 InchØ/level
Saving Throw: none

By means of this useful spell, thin objects such as cord, rope, delicate (only at 1/10 normal thickness)chain, wire, cloth, candles, sausages, and the like up to 1 inch thick/level of the caster, can be instantly severed. The caster must see the object to be cut, and must be within 10 feet. The verbal component is a soft "scnick" sound, and the somatic component is a scissoring motion made with two adjoining fingers. Magical (even temporally enspelled) objects are unaffected by this spell.

Davenet's Seduction

Enchantment spell

Range: Special
Duration: Permanent or until dispelled
Area of Effect: One person
Save: see below
Casting time: 1 hour

The Spellcaster may affect one individual of the opposite sexual orientation to become enamored with the Spellcaster and willingly subject to all of his/her commands. That the victim has been seduced (magically or otherwise) will be readily apparent to those who make a successful Wisdom check. In order to cast the spell, the Spellcaster must extract a personal item of the victim's, and then cast the spell onto the item in solitude. When the item is given back to the victim and recognized, the spell is complete. The victim is allowed a special save on a d20 based on Intelligence. The roll is modified by adding the victim's Wisdom and subtracting the Spellcaster's apparent Charisma and comeliness. The spell is effective until dispelled. While under the enchantment, the victim will take as gospel everything the Spellcaster says, and will strive to protect and defend the Spellcaster at all times, within its capabilities and morale (as normal, but to mage +1). If the spell is broken by another magic or by the will of the enchanter, however, the victim will remember everything and know that magic was involved.

Disgust

Enchantment spell

Range: 5 yards
Duration: 10 rounds/level
Area of Effect: One creature
Save: Negates.

This spell enables the spell caster to render one creature, himself or otherwise, disgusted and incapable of sexual intercourse. The incantation consists of an image of a specific personality (such as "Baba Yaga") who might be unappealing to the creature. The save is actually a check on the disgust the personality generates in the creature. If the creature finds the person repulsive, he fails the save. During the period of impotence, the creature will attack at -2 and make morale and saves at -2. Wisdom, Constitution, and Charisma scores will be lowered by 1-3 points each for the duration of the spell. Also, during this time the creature will feel downright miserable.

Detho's Delirium

Necromantic spell.

Range: Touch
Duration: 1 Round + 1 Round per level
Effect: one creature
Saving Throw: Negates
Components: a small silver or brass bell.

The caster of this spell touches a being who is drugged, drunken, sleeping, or unconscious, while speaking the mystic words and ringing a small silver or brass bell. The touches creature receives a save vs. Spell at-2; if the save fails, the creature begins to speak (a creature feigning drunkenness or unconsciousness can't be affected by this spell). The affected being speaks at random, in all languages known to it, and on random topics, rambling. It can't hear questions and can't be forced by mental or Magical control to give specific answers—any attempt to use such control is 96% likely to awake the creature. While the creature speaks, there is a 22% chance per round (not cumulative) that it will reveal names, treunames, passwords, words of activation, codes, directions, and other useful information. Note that the speaker can rarely identify such fragments of speech for what they truly are, and hearers must speculate themselves on meanings. Dreams, rumors, jokes, and fairy tales may be mumbled by a speaking creature, not merely factual information. The spell will be broken before its expiration if the creature is awakened in any way.

Divine Sexual Orientation

Divination spell

Range: 10 yards
Duration: Special
Area of Effect: One creature
Save: None

This spell reveals the sexual orientation of a given creature of a species with two genders. The creature being scried must be alive and visible to the caster. Portraits, illusions, or statues, however, will not suffice. The spell will fail if the creature is asexual, its attractions are completely unrelated to gender, or is magically protected, as by Hide Sexual Orientation, Protection from Scrying, Protection from Evil/Good, Protection from magic.

Don Juan's Irresistible Kiss

Enchantment spell

Range: Touch
Duration: Special
Area of Effect: One creature
Save: None

When a wizard casts this spell, he/she must kiss the intended victim and the victim must be able to receive a kiss (i.e. not in combat). The Mage is in control and can decide how long to kiss, and both are unable (actually unwilling) to do anything else. After the kiss, both the Mage and the victim are stunned for 1 initiative segment per round of kissing.

Draw Forth the Truth

Divination Enchantment spell

Range: 10'
Duration: Instantaneous
Effect: 1 Creature
Saving Throw: Negates effect

To cast Draw Forth the Truth, the caster points a finger at a target (usually an Demi-Human-oid) and asks a single question. If the target knows the answer to the question and fails a saving throw, the creature instantly gives the answer as briefly and quickly as possible. Obviously, for the spell to prove useful, the target must be able to understand the question and give an answer that the caster can understand. The target always speaks in his primary tongue when under influence of this spell. This could have an additional useful effect of knowing the primary language and mostly also its origin and often its alignment. The alignment can't be known very easily, and can always be the opposite. Lawful beings mostly obey the rules of the language spoken to the letter and so they will sound very clear (but rich or higher cast people will speak like this also) and most chaotic beings use a slang version of the language added with a lot of colorful words (curses) seldom directly saying what they actually mean (But lower caste lawful beings often use the same vocabulary).

Evaluate

Divination spell. As Darokin Merchants
Range: 10' 10'
Duration: 1 Turn 1 Turn
Effect: 1 Creature or 1 item 1 Creature or 1 item
Saving Throw: Negates Negates
Reading time: not on scroll

With this spell, a caster or merchant can inspect any goods within the range of the spell and tell the general quantity, quality, and approximate value of the items according the caster's most recent knowledge about these items. This spell is good for spotting shoddy workmanship, inferior materials, forgeries, imitations, and other frauds. This spell will not uncover Magically altered or disguised items. In fact any Magical dweomer placed on an item will protect it from using this spell. One handy effect will be that if nothing will be revealed by use of this spell, the caster also knows that the items cast upon are in one way or another Magically charged.

Fascination

Enchantment spell

Range: 12 feet
Duration: 20 turns
Area of Effect: One person
Save: Negates.

The affecting person will be unable to do anything at all except follow the Mage wherever she/he goes, unable to take his/her eyes off her/him. If attacked, the affected will try to beat off any opponents, including his own comrades, in a berserk fury (+1 to hit, -1 to AC) in order to continue moving towards the Mage.

Filth

Evocation spell

Range: Touch

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: none

When casting Filth it will completely stain one creature's body, clothing, and any equipment held. Spell targets smell awful and dirty afterward- as does their breath. Their clothing appears rough, old, and crinkled. However, the spell does create old, ground-in stains, but not rips and holes. Also does it not dulls or affects weapons or armor, nor creates rust on metallic items, or keeps the person dirty after casting this spell.

When casting Filth Bane it will completely clean one creature's body, clothing, and any equipment held. Spell targets smell fresh and clean afterward- as does their breath. Their clothing appears soft, fresh, and pressed. However, the spell doesn't remove old, ground-in stains, nor repairs rips and holes. Also does it not sharpen or keep up weapons or armor, it doesn't remove rust from metallic items, nor does it keep the person clean after casting this spell.

Flash

Enchantment spell

Range: 10 yards/level

Duration: 1 round/level

Area of Effect: 1 creature per level of the caster

Save: Halves duration

In casting this spell, the caster must expose a body part (knee, thigh, shoulder, or something more sensitive, as the caster desires) and call out something appropriate. It will only affect members of the gender attracted to the caster's gender. It will cause all creatures affected to be awed by the 'incredible attractiveness' of the body part they have just seen exposed (to the viewer).

Hide Sexual Orientation

Divination spell

Range: 10 yards

Duration: 24 hrs

Area of Effect: One creature

Save: None

This spell conceals sexual orientation from magical detection for 24 hours. The person appears to be frigid, and absolutely uninterested in any thing sexual, or relational.

Kiss Of Awakening

Enchantment

Range: Touch

Duration: Instantaneous

Area of Effect: One creature

Save: None

When a wizard casts this spell, he/she will awaken a person who is magically asleep. But the caster must kiss the victim actually. This kiss must be a true kiss, thus on the mouth of the to be awakened person. This spell is a known antidote to all sleep causing spells of any level. Like the Sleeping Beauty fairytale. It may be cast beforehand on an unknown person (the prince in the fairytale for example) and will be hidden (even from Detect magic) until the first true kiss, when the spell is released. It may be combined with other Kiss spells to be triggered by the same kiss.

Kiss of Charm

Enchantment

Range: Touch

Duration: Special

Area of Effect: One person

Save: Negates.

This subtle spell works like a charm person spell, except that the target must be male and that the caster must be female and kiss her target. The target saves at -2. Otherwise this spell acts just like a charm person spell. But the caster must kiss the victim actually. Save again after a period determined by targets intelligence. (see table above). It may be cast beforehand on an unknown person (the prince in the fairytale for example) and will be hidden (even from Detect magic) until the first kiss, when the spell is released. It may be combined with other Kiss spells to be triggered by the same kiss.

Int.	Save after
0	120 days
1	90 days
2	60 days
3	45 days
4-6	30 days
7-8	15 days
9-12	7 days
13-15	3 days
16-17	24 hours
18	8 hours
19	3 hours
20	1 hour
21	1 turn
22	1 round
23+	not charmed

Kiss Of Sleeping

Enchantment

Range: Touch
Duration: Instantaneous
Area of Effect: One creature
Save: None

When a wizard casts this spell, he/she must kiss the intended victim and the victim must be able to receive a kiss (i.e. not in combat). After the kiss, the victim goes into a deep comatose slumber for 24 hours. Slapping or wounding awakens the affected creature but normal noise doesn't. Awakening requires one entire round. But the caster must kiss the victim actually.

Kiss Of Wounding

Conjuration

Range: Touch
Duration: Instantaneous
Area of Effect: One creature
Save: Halves damage

When a wizard casts this spell, he/she must kiss the intended victim and the victim must be able to receive a kiss (i.e. not in combat). This kiss causes the victim to suffer $1d3$ hit points of damage, plus 3 points for each level of experience of the Spellcaster, to a maximum of $1d3+20$ points. Those successfully saving vs. spell receive half damage. But the caster must kiss the victim actually. This offensive use of a kiss spell, causes the kisser to be effectually be lowered in Charisma with 4 points to the intended victim.

Lactation

Evocation spell

Range: Touch
Duration: Special
Area of Effect: Female touched
Save: special

Lactation, unsurprisingly, causes the subject to begin producing breast milk. This milk is of the highest nutritive value. A save results in a single discharge of colostrum. This spell will only work on females, or males if for that specific species the male is the normal natural sex to produce milk (or substitute) for their offspring (Like Sea Horses, where the males even give birth to their off spring, or Dragons who produce a special oil from a special gland when they raise young Dragons, here the magic produces the best oil, which when rubbed in produces the best skincare for young Dragons, Dragon Mothers often Know this spell). The breasts will correspondingly change shape along genetic lines (mostly increase). This lasts until no more breast feeding is taken from the affected area, but at least 1 month, even if dispelled, but may stay that way if genetic line gives the same result. i.e.; if a mother has large breasts after giving birth, so will the daughter.

Phantasmal Pose

Illusion spell.

Range: 60 Yards + 10 Yards per level of the caster
Duration: 10 seconds(1 round) per level of the caster
Area of Effect: the caster
Saving Throw: None

This spell creates a simple illusion of the caster standing still, in either a battle ready or disinterested-looking pose, at the point where the spell was cast. If the caster stays within a 15' radius of his illusionary duplicate, he is invisible and inaudible to others during the duration of this spell. This provides an opportunity to cast one spell without being seen or heard. Once this action has been completed, or the duration is reached, the duplicate vanishes. It also vanishes if the caster moves farther away than 5' from the illusion. The illusion of the Caster is only visual and limited to one of the two poses. It makes the actions of the caster silent within a 15' radius of the spot where the duplicate stands. No others are affected by this silence. There is no save. See invisible and Treusight will pierce the illusion, other spells wont.

Read Languages as Rules Cyclopedia

Read Magic as Rules Cyclopedia

Revulsion **Indifference**

Enchantment spell

Range: Touch

Duration: 1 turn + 1 round/level

Area of Effect: creature touched

Save: Negates

Successful casting of the Revulsion spell leaves the recipient disgusted about 1d4 individuals or actions (as stated by the caster to the point of nausea at any prospect of engaging in activities of any kind, no matter how minor (the 1d4 individuals will in effect have their charisma lowered by 10!)

This spell can be cast in reverse, it then eliminates any negative thoughts or feelings the recipient may have about the 1d4 individuals or actions and replaces them with utter indifference. In effect the charisma of the individuals will be raised to 10 for the recipient, but not higher, as thus it has no effect on those the recipient already perceives as 10 or higher.

Seduction **1**

Enchantment spell

Range: 6 feet

Duration: 2 turns or until dispelled

Area of Effect: One person (4 HD/levels or less)

Save: see below

This spell is used by witches, and seducers (some warlocks have customized it for their use). This spell causes the affected person to cast aside all weapons, armor, and clothing, in an attempt to seduce the witch, leaving the victim virtually defenseless against attacks from the witch or any other character or creature. Immediately after the spell wears off or is dispelled, the victim can retrieve one of his dropped weapons on a roll of 11 or more on 1d20. If the roll is 16 or more, the victim may also retrieve a shield or helmet. Rolls may be repeated each round until successful, as long as the victim stays within grasping range of the weapon or other object to be recovered. Saves are versus spells, modified by Wisdom only (no magical protection device apply). Furthermore, the victim saves at -1 for every two points of Charisma of the caster above 12, rounded up (i.e. -1 at Charisma 13 or 14, -2 at 15 or 16, -3 at 17 or 18). This save gives characters or creatures with a decent Wisdom a better chance of save vs. spells, tones the power down a bit, and makes the calculation of saves much easier than the original method that appears below. The save for this spell is computed by adding the seduction spell level (1 through 8) to the Charisma score of the witch and subtracting the Wisdom score of the intended victim. The resulting number is used as a modifier (plus or minus) to a roll of 1d20. The adjusted die roll must be equal to or greater than a certain number, depending on the class of the intended victim, for the save to be successful. Fighters need a 13 to save, rogues need a 12, mages need a 9, and clerics need a 8.

Skank

Enchantment spell

Range: Touch

Duration: 5 rounds/level

Area of Effect: Creature touched

Save: Negates.

This spell turns an innocent, sweet person into a wild and crazy nymphomaniac. The affected person will be struck by the nymphomania insanity for the duration of the spell. This Alphatian spell is very popular with apprentices at school who like to cast it on classmates they find attractive. This spell is prohibited to have in a spellbook, scroll or similar in Thyatis, since its overuse in parties turning them into orgies. Penalty; destruction of aforementioned book or scroll wholly or partially (judge depends), 100 gp fine/affected person, and paying all damages caused directly or indirectly, determined by affected persons and judge, or 1 day imprisonment/10gp fine and damages. However, this does not affect the use of this spell in Thyatis. Other countries have rarely heard of the spell, but similar or more harsh punishments may be used to deter its use. (it might be registered in Assult, or Treason categories.)

Sleep as Rules Cyclopedia

Trust

Enchantment spell As Darokin Merchants

Range: Caster Caster

Duration: 1 Turn per level 1 Turn per level

Area of Effect: creates an aura of trustworthiness.

Saving Throw: None None

Reading time: 1 usable once a day

This spell endows the caster with an aura of trustworthiness. In order to maintain the spell, the caster can't do anything that violates the trust of those he or she is dealing with. This spell is useful in gaining the trust of those you do not intend to betray, but not in setting people up to be swindled.

Level 2

Abendroth's Magical Accountant

Conjuration spell

Range:	0
Duration:	1 hour + 1 Turn per level of the caster
Effect:	30 feet radius
Saving Throw:	None
Components:	a small simple abacus made of wood and string

Reading time; This is a pure component spell and can't be written down to be released.

The Magical Accountant is an invisible, shapeless force not unlike an Unseen Servant, however, the Magical Accountant is gifted with the single savant ability to add, subtract, multiply, and divide numbers. Not coincidentally, the Magical Accountant is used as an invaluable aid in summing large columns of figures, collating expense reports, and pursuing any other mathematical challenge put to it while the spell's duration continues. The Magical Accountant only performs one series of mathematical exercises at a time at the speed of approximately one calculation per second. So far, no Magical Accountant is known to have made a mathematical error; it is assumed that they are incapable of doing so. The Magical Accountant has just Strength enough to record its calculations with a pen (or any other writing implement) upon a suitable writing surface; other physical tasks are simply beyond it. It can't fight, nor can it be killed, but it can be dispelled by six points of damage from an area-effect spell, breath weapon, or similar attack. If the caster sends the Magical Accountant beyond the area of effect, it is similarly dispersed. The component is reusable.

Alter (Self)

do not confuse switch 1st level Change Self

Illusion spell

Range:	caster
Duration:	2d6 Rounds + 2 Rounds per level
Effect:	Caster only
Saving Throw:	None

This spell enables the caster to alter the appearance of his or her form—including clothing and equipment—to appear 1' shorter or taller; thin, fat, or in between; Human, Humanoid, or any other generally man-shaped bipedal creature. The duration of the spell is 2d6 Rounds plus 2 additional rounds per level of the caster. The spell can be disbeliefed by other if they have a reason for this action (strange movements, equipment never used, clothing not becoming torn or dirty, other sounds in movement, vocals, equipment, and so on). An Intelligence check is needed to see through the illusion. The illusion can still be seen but the reality hidden behind it can be seen through the illusion.

Blindness

Necromantic Alteration spell

Range:	30' + 10'/level
Duration:	Until dispelled
Effect:	One creature
Saving Throw:	Negates

This spell will blind a creature if it fails its saving throw vs. Spells in such a way that it will only see a mass of grayness. This spell will last until dispelled or cured by clerical Magic vs. Blindness. A blinded creature will fall victim to all normal blindness penalties (mostly -4 to saves, THAC0, Abilities).

Chastity

Abjuration spell

Range:	Touch
Duration:	1 turn/level
Area of Effect:	Creature touched
Save:	Negates.
Component :	a small silver key

This spell compels the affected creature to abstain completely from any and all forms of sexual activity, including looking appreciatively, going to whatever lengths necessary to avoid anything which might lead to lust. The spell was created to help monikers who continuously failed their abstinence, but found its use in many training/war facilities. Many knights are subject by this spell imbedded into a magic item with this effect.

Color

Alteration spell

Range: Touch

Duration: Permanent; until Bleached

Effect: Changes color of affected area

Saving Throw: None

Casting Time: Up to 12 Turns (two Hours)

Reading time : x 2

This spell allows the caster to lay Magical color on a surface. The surface may be as small as the nose of a tiny china miniature, or as large as a 20'x20' area of wall. The casting time may be as short as a round for one simple color (for instance, tinting a room sky-bleu) or may go on for a couple of hours. During that time the caster may vary the color of the whole area, or may color different parts of the area in different ways. The effect of this is that the Magic-User can "paint" for up to two hours at a time, colors that are permanent and nearly imperishable by age and weather (this includes the bleaching effects of the sunlight). A Dispel Magic will not remove color; only bleach or a wish can. Different Spellcasters use this for different purposes. Artists use it to make paintings that will not fade, or to decorate themselves and others with brilliant body-colors and face-painting. Builders use it to retint stone and wood to be more beautifully. If one casts color on top of an other color, the second spell has no effect... unless the second caster is of equal or higher level than the original caster, in which the second spell will cover the first. But the first spell is not gone; to get rid of it, one would have to cast a Bleach spell on both Color spells. Magic-Users may leave messages for one another this way; they choose an agreed upon message drop, and one Wizard uses one application of Color to write a message, and another to cover it up to look like it did before. The next Magic-User will use a Bleach spell to uncover the message, and then either cover it over again or use another Bleach spell to erase it completely. Just because a character can lay down color with this spell doesn't make him good at it. To be truly artistic with the use of this spell, a character must have some sort of Artisan skill. Someone without the Artisan will be able to lay down color just like anyone with no artistic ability.

Confuse Alignment

Divination spell

Range: 10'

Duration: 1 Turn

Effect: Disguises alignment of target

Saving Throw: None

This spell enables the caster to confuse the aura of the target—Human, Demihuman, or non-Human. This covers the alignment of a person, and their basic mood at the moment (be it: exited, angered, feared, cautious, tensed, open-minded, friendly, etc.), as if the target is the same alignment as the examiner, and has related basic moods (if able to read those). Up to 10 persons can be covered with this spell.

Dance of Charm

Enchantment spell

Range: 10 yards

Duration: 1 Turn per round danced beyond 10 rounds, else 1 Turn

Area of Effect: One person

Save: Negates.

Casting Time: Variable

Components: Any perfume worn

This spell charms one person of the opposite sex selected by the caster. It is subtle, and its casting can't be detected before it is completed. The caster dances a seductive dance and disrobes while doing so. For every round he/she dances beyond 10 rounds, a -1 penalty is imposed on the save.

DeGras's Pilfering Fingers

Alteration spell

Range: Caster

Duration: 1 Turn per level

Effect: Caster only

Saving Throw: None

When this spell is cast, the Caster will gain a 10 % bonus to all his thieving skills for as long as the spell lasts. This spell can't be cast on someone else, and while in effect the caster can't cast any other spell. Other actions are possible. When found and cast by a thief (i.e. from scroll), he gains a total of 10% to his original thieving scores for as long as the spell lasts. In fact, this spell makes it easier for "kleptomaniacal tendencies" (as with the Glantrian Mage DeGrass who invented this spell in 977 AC) or professional thieves to use the corresponding abilities. This spell doesn't improve, nor grants, other skills often used by thieves.

Detect Evil

Basic Divination spell

Range: 60'

Duration: 2 Turns

Effect: Everything within 60'

Saving Throw: None

When this spell is cast, the Magic-User will see all evilly enchanted objects within 60' glow. It will also affect creatures that want to harm the caster when within range. The actual thoughts of the creatures are not heard. Chaotic doesn't mean evil, although many chaotic creatures have evil intentions. Traps or poison are neither good or evil, only dangerous.

When this spell is cast, the Magic-User will see all good enchanted objects within 60' glow. It will also cause creatures that want to help the caster when they are within range. The actual thoughts of the creatures are not heard. Remember that Lawful doesn't mean good, although many lawful creatures have good intentions.

Detect Invisible

Basic Divination spell

Range: 10' per level of the caster

Duration: 6 Turns

Effect: The caster only

Saving Throw: None

When this spell is cast, the Magic-User can see all invisible creatures and objects within range. In addition it enables the wizard to detect hidden or concealed creatures (ex. Thieves hidden in Shadows). It doesn't reveal the method of concealment or invisibility. It doesn't reveal illusions or enable the caster to see through solid objects. This spell will not reveal ethereal or a Invisibility to Mortals effect, as cast or created by Fairies or alike, here the spell works only 1 round. Therefore effects like Second Sight are necessary.

Detect Magic

Divination spell As a Darokin Merchant Spell only

Range: 10'

Duration: 1 Turn

Effect: detects Magical effects

Saving Throw: None

Reading time: not on scroll usable one a day

When this spell is cast, the Merchant will see all Magical objects, creatures, and places within range glow. This effect will not last for very long and should be saved until the merchant wants to see if something found during an adventure is, in fact, Magical. Items covered can't be seen because the Magic cast doesn't reflect upon a Magical source. Example: after casting this spell, a merchant walks into a room containing a door locked by Magic, a Magical potion laying nearby, and a chest containing a Magic wand and a Bag of holding with inside a Magical scroll. All items will glow for the merchant (as long he is not blinded in any way), but only the door will be seen. The potion could be seen if the container which holds it was made of glass or was Magical itself. Otherwise the light wouldn't be seen, as with the items inside the chest, but if the chest was opened within the duration, then the wand and the bag would be seen, but still not the scroll inside the Magical bag. When a specific spot or person is filled with a lot of Magical items (example: a fighter with Magical weapons, armor, potions on his belt and several spells placed upon him) or the Magical sight of an artifact, Immortal or greater Magical effects (DM) then there would be the possibility to be temporary blinded. This blindness lasts as long as the casters Wisdom in rounds, or special when an Immortal Magical effect takes place (like artifacts, or the awe or power effects of an Immortal itself.)

ESP as Rules Cyclopedia

Find Familiar

Conjuration spell

Range:

Duration: Permanent until killed

Effect: one creature

Saving Throw: None

Known by many variations (almost any mage class knows this spell)

This spell will link the caster to one specific creature and visa versa. They can see through each other eyes, and using natural abilities applied to this (Infravision, Keen sight, Magnifying eyes, multiple eyes, all round vision, etc.) This will improve by one extra sense used by both caster and familiar simultaneously per 3 years the spell is in effect, in the order of Sound, Smell, Taste, Touch and lastly if any the 6th sense. The telepathic link created will make Communication possible between the two minds. If it is eliminated, however, the caster will lose 1d6+1 point permanently (and visa versa). This loss can only be recovered by use of a wish. There are different kinds of familiars for each sort of Mage, and he is not free in choosing the familiar. A 1d20 must be rolled to know the kind of familiar attracted (if any). This animal could come from as far as several miles and it could take several days or even weeks to locate the caster. The caster can only cast this spell under a full moon, and he or she will only know if the spell had any effect when the familiar approaches the caster for the first time. From that first moment the animal will feel attracted to the caster, and the first touch will result in the telepathic link. If the caster never touches the familiar no link will be created and the familiar will be no more than a companion (no hit points will be lost if the familiar dies before touched by the caster). Only in case of a Mandragora must the spell be recast if the Manakin failed to come into existence. When ever the caster mistreats the familiar it will become very sad, and will refuse any sustenance by any other than the caster after being treated nice first. In this way will the familiar easily die and so result in hit points lost by the caster him or herself. Only a natural Death (Age, Disease, or becoming prey to its natural predator, if any) will not result in any permanent hit point loss. These hit points will return 1 per each full moon until normal again, only then or after the permanent hit point loss can the spell be recast. When the familiar is raised from the dead the hit points will miraculously return also, except when a new familiar is created. The original familiar, will then be a free one again and will be no more than a normal, maybe loyal, companion. Under no circumstances can the caster have more than one familiar. The table gives the familiars possible by most kinds of Mages capable to cast this spell, Mages not mentioned may have a completely different table or none at all. Each level of the caster obtained while having the familiar will increase its natural life span by 1/3 of this life span. A frog for example will have a natural life span of about 6 years, when the caster obtained 2 levels the frog will be able to reach the age of 10 years. These years can never be taken from the familiar, even when the caster dies. The animals mentioned in the table are mostly regional animals and there for only the basic description is given. An Owl for example can be an OeHoe in woods, a Forest-Owl in forests, or a Church-Owl in inhabited regions, and so forth. Spells like Enhance Familiar could enhance the bond existing between the Mage and the Familiar to such a degree as almost friendship or even love. Any attempt to cast this spell in a desolate area (a scorching desert or arctic wastes) may, at the discretion of the Dungeon Master, automatically fail to attract any of the listed creatures. In any event, the possibilities for normal familiars should be restricted to creatures that could conceivably exist within the spell range; a black cat almost certainly will not be found in a desert or at the summit of a mountain range, and a toad probably will not be found in the middle of a grassy plain miles from any source of ground water. Die-roll results that indicate such a contradiction may either be re-rolled or treated as "no familiar"

Lvl	Common Mage	Earth Elementalist	Fire Elementalist	Air Elementalist	Water Elementalist	Frost Mage
1-4	Owl	Mole	Siamese Cat	Owl	Clamp Shell	Lemming
5-8	Crow	Rat	Fire Fly	Any Bird	Octopus	Snow Owl
9	Any Bird/Bat	Ferret	Fire Toad	Flying Squirrel	Flying Fish	Snow Hare
10	Mandragora*	Fundamental	Fundamental	Fundamental	Fundamental	Ermine
11	Any Rodent	Ant/Termite	Ash Crawler	Flying Viper	Otter	Polar Fox
12	Ape/ Sm. Humanoid	White Snake	Fire Snake	Winged Serpent	Water Snake	(Ice)Wolf
13-20	no reply	no reply	no reply	no reply	no reply	no reply
Lvl	Necromancer	Diviner	Evoker	Enchanter	Abjurer	Illusionist
1-4	Black Cat	Cricket	Mouse	Songbird	Turtle	Owl
5-8	Crow	Owl	Cat	Hypno Snake	Hedgehog	Bird/Bat
9	Imp	Dog	Lizard	Raccoon	Porcupine	Ferret
10	Mandragora*	Mandragora*	Mandragora*	Mandragora*	Beetle	Mandragora*
11	Ghoul	Spider	Bird	Squirrel	Spider	Spider
12	Bat	Crow	Bat	Frog	Skunk	Ape
13-20	no reply	no reply	no reply	no reply	no reply	no reply
Lvl	Conjuror	Transmuter	Witch	Cryptomancer	Rhabdomancer	Alchemist
1-4	Bird	Chameleon	Cat (mostly Black)	Owl	Mouse	Owl
5-8	Mammal	Moth	Crow/Raven	Talking Bird	Mole	Crow
9	Reptile	Fan-Lizard	Lizard/Snake	Mouse	Lizard/Snake	Cat
10	Insect	Mandragora*	Frog/Toad	Toad	Mandragora*	Toad
11	Amphib	Ant/Termite	Spider	Spider	Spider	Spider
12	Mandragora*	Toad	Ferret	Ferret	Bird/Bat	Ferret
13-20	no reply	no reply	no reply	no reply	no reply	no reply
Lvl	Deathmaster	Dracologist	Dream Master	Scribe	Seducer	Fiend Slayer
1-4	Black Dog	Lizard	Mole	Owl	Small Fluffy White Dog	Toad
5-8	Raven	Turtle	Rat	Fire Fly	Colorful or white (speaking) bird	Crow
9	Rat	Snake	Ferret	Crow/Raven	Longhaired (white) cat	Turtle
10	Mandragora*	Mandragora*	Fundamental	Cat	Longhaired (white) cat	Fundamental
11	Ghoul	Pocket Dragon	Ant/Termite	Book Wurm	Longhaired (white) cat	Ghoul
12	Bat	Dragon Tick	Ape	Termite	Longhaired (white) cat	Imp
13-20	no reply	no reply	no reply	no reply	no reply	no reply

available," depending on the judgment of the DM.

no reply = try again in one month. * =The caster feels a pull to the nearest Mandragora plant. If located and harvested the right way a Manakin may be created from it. Special Magic is necessary to do this. The Manakin will come to "life" and then becoming a normal familiar.

Finery and Freshness

Abjuration spell

Range: Touch
Duration: 1 day per level
Effect: 1 Creature
Saving Throw: None

When this spell is cast, the Magic-User or their targets can resist dirt, blood, sweat, and other undesirable substances that otherwise would soil their persons and clothing. Although this spell in no way protects characters from damage (due to acid, disease, etc.), it keeps them looking good. It preserves metal items from rust and tarnish and keeps clothing from tearing and wearing thin. Aristocratic Wizards developed finery and freshness to keep an appearance of nobility even when fighting or traveling. Hopeful adventurers at the Great School of Magic in Glantri City learn this spell to maintain standards of decorum.

Forget

Enchantment spell

Range: 30 yards
Duration: Permanent
Effect: 1 to four creatures in a 20 feet cube.
Saving Throw: negates.

By means of this spell, the caster causes creatures within the area of effect to forget the events of the previous round. This doesn't negate Charm, Suggestion, Geas, or similar spell, but it is possible that the being who placed that magic upon the recipient is forgotten. From one to four creatures can be

Lvl	Time Forgotten		
1-3	last 2 rounds		
4-6	last 4 rounds		
7-9	last 8 rounds		
10-12	last 16 rounds	= last minute and 2 rounds	
13-15	last 32 rounds	= last 2 minutes and 4 rounds	
16-18	last 64 rounds	= last 5 minutes and 2 rounds	
19-21	last 128 rounds	= last 10 minutes and 4 rounds	= last Turn and 4 rounds
22-24	last 256 rounds	= last 21 minutes and 2 rounds	= last 2 Turns, one minute and 2 rounds
24-27	last 512 rounds	= last 42 minutes and 4 rounds	= last 4 Turns, 2 minutes and 4 rounds
28-30	last 1024 rounds	= last 85 minutes and 2 rounds	= last Hour, 2 Turns, 5 minutes and 4 rounds
31-33	last 2048 rounds	= last 170 minutes and 4 rounds	= last 2 hours, 5 Turns and 4 rounds
34-36	last 4096 rounds	= last 341 minutes and 2 rounds	= last 5 hours, 4 turns, 1 minute and 2 rounds

affected, at the choice of the caster. If only one is to be affected, the recipient saves vs. spells with a -2 penalty; if two, they save at -1 penalties; if three or four they save normally. All saves are adjusted by any Wisdom bonuses or penalties. A Cleric's Cure All or Restore spell, only if specially cast for this purpose, will restore the lost memories, as will a Wish, but no other means will do so. The effects of multiple forget spells will not add up, but are calculated from that position. However, for removing the effects a way of curing is needed for each forget spell placed on the target.

Immortals double the effect per level they have (i.e.; 1st level = 4096 rounds = 11 Hours, 2 Turns, 2 minutes and 2 rounds. A 15th level Immortal would wipe roughly 46.2 years from a character's mind, returning most characters to their childhood. A 36th level Immortal using this spell could wipe roughly 96.5 million years of history from the characters mind, returning it mentally to a very primitive lifeform.) Immortals use this spell as personal prevention to the character, his race or culture, and may lower the effects at will, different for each creature. They can affect as many creatures as would fit in an area of 100 square yards per Immortal level. Saving throws will be -4 per Immortal level. The last time Immortals used this spell was on the population of The New Alphatian Floating Continent in the Hollow world, after its Outer World Island destruction. Immortals are also able to replace other information in place of the lost, and the character would think of it as real. Immortals use this often in Immortality Quests, especially Immortals of Matter, which attendees must live several lives.

Invisibility as Rules Cyclopedia

Jealousy

Alteration spell

Range: 6 feet
Duration: 2 turns + 1 turn/level
Area of Effect: 1-6 persons
Save: Negates

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

Layla's Good Morning Kiss

Enchantment spell

Range: Touch
Duration: Instantaneous
Area of Effect: One creature
Save: None

This spell wakes up a normally sleeping creature and causes it to be favorably disposed toward the caster for 1d6 turns. It also removes any natural (thus not alcoholic, but anger or bad sleep, etc.) hangovers. A kiss on the creature is needed though.). It may be cast beforehand on an unknown person (the prince in the fairytale for example) and will be hidden (even from Detect magic) until the first kiss, when the spell is released. It may be combined with other Kiss spells to be triggered by the same kiss.

Kiss Of Weakness

Conjuration spell

Range: Touch
Duration: Special
Area of Effect: One person
Save: None
Casting time: 1

When a wizard casts this spell, he/she must kiss the intended victim and the victim must be able to receive a kiss (i.e. not in combat). This kiss causes the victim to lose 2d4 points of Strength for 24 hours. After receiving such a kiss, the victim will be completely helpless for 1d10 turns.). It may be cast beforehand on an unknown person (the prince in the fairytale for example) and will be hidden (even from Detect magic) until the first kiss, when the spell is released. It may be combined with other Kiss spells to be triggered by the same kiss.

Knock as Rules Cyclopedia

Know Alignment as Rules Cyclopedia

Nimodes' Major Delousing

Necromancy spell.

Range: Touch
Duration: 2 Hours per level of the caster
Area of Effect: 60' radius
Saving Throw: None
Casting Time: 1 Turn

All normal insects within the area of effect are slain instantly, and no such creature may enter the area until after the spell's duration has ended or dies also. Note that the spell area can't be moved, and only normal insects are affected by the spell. Summoned creatures, even normal insects, can penetrate the barrier without being affected due to the Magical nature of their summons. Creatures bedded down for a night have been known to pay good money for multiple castings of this spell. Remind that spells Like Filth Bane do clean a person thoroughly, but do not remove any vermin (Head-Lice, and Fleas actually prefer clean bodies- This is not fiction but a fact even in the real world).

Nimodes Unseen Butler

Conjuration spell.

Range: 20 yards
Duration: special
Area of Effect: 60 square feet per level of the caster.
Saving Throw: None
Component: A piece of string and a drop of oil.
Casting time: 1 Turn

Nimodes has sold this spell in all Alphatian countries (999AC), so it can be found all over Norwold, Isle of Dawn, Bellisaria, and so on. This spell creates something akin a supercharged version of an Unseen Servant who races along like a whirlwind along the area of effect. The servitor buffs and polishes, cleans and waxes, straightens and sweeps. The spell lasts until the area is clean, (usually 3/4 rounds-extremely dirty/disturbed areas need up to 1 day at the most). This spell is used mostly to clean the Mage's own area or inns and taverns after a busy night. All trash and broken items are collected in a single heap at the far edge of the spell area.

One Question

Enchantment spell

Range: Touch
Duration: 1 question
Effect: 1 creature
Saving Throw: Negates
Components: A miniature set of iron tongs (will not be consumed)

When this spell is cast upon an intelligent, unwilling creature, a subtle combination of both the ESP and Charm spells combine to drag forth from the victim's mouth the answer to one single question if the creature fails a save vs. spells. Creatures immune to charm spells receive a +4 bonus to the save. Spells like Anti-Magic Shell, ESP-Barricade, or items like an amulet against ESP provide complete protection. The question must be asked by the caster and can't exceed 15 words. The creature must be able to understand the caster and answer in its native tongue or the dweomer fails. The creature blurts out the shortest accurate answer to which it mind flashes—it is not compelled to volunteer information not specifically commanded in the question. A creature successfully saving can't be forced (Magically) to answer that question unless a significant amount of time has passed; at least a year. The questioned creature can't give any information it doesn't have, and may give inaccurate information that it believes is the truth. Once answered by the creature, no compulsion remains to answer any further questions. (unless by another application of this spell). The creature is not constrained from attacking the caster unless bound or otherwise held, even while answering the question posed.

Plague

Illusion spell

Range: Touch
Duration: 100 Turns(16 Hours and 40 minutes) per level
Effect: Creature touched
Saving Throw: Negates
Casting time: 3

Components: A scrap of Human skin (from any source, size at least as a gold piece) and a pinch of soot of charcoal, black mold or fungus growth.

This spell allows a caster to cast a special type of spectral force requiring no concentration, on any one creature. The illusion involves smell, texture of skin, appearance, and the like, in a simulation of the symptoms of any severe contagious disease the caster has closely seen examples of before. If the caster has never observed such a disease, he or she can invent and visualize symptoms, but they are 30% likely to be seen as false and Magically created. Otherwise, such an illusion is only 6% likely to be detected. The victim suffers no damage (and indeed, may not be aware that the illusion exists, as the victim can't see the illusion, but only his or her true form), but may well be slain or driven away by others ere the spell expires. Cure Disease and similar Magic have no effect on the Plague illusion, but Dispel Magic has its normal chances for dispelling the Magic.

Prowess

Alteration

Range: Touch
Duration: 24 hours
Area of Effect: One creature
Save: None
Component: a leaf of mint

This spell impressively enhances the size, shape, technique, stamina, and eroticism of the affected creature with respect to organs and matters sexual. Affected creatures are treated as having a Charisma of 18 by anyone they cruise or flirt with, they become stunningly well-endowed, and they are capable of engaging in extremely hot sex without rest.

Quicken Pace

Evocation spell As a Darokin Merchant Spell

Range: Special
Duration: 6 Hours 12 Hours
Effect: Increases caravan movements rate
Saving Throw: None None
Reading time: 1 not on scroll usable once a day

By use of this spell a caravan can increase its rate of travel. For each level the caster has attained the caravan may add 1 mile to its progress that day(double this if the caster is a Merchant, this due its expertise in the use of caravans. Hence, an 8th level Mage could increase his caravan's rate of travel by 8 miles a day, while an 8th level Merchant could increase this rate by 16 miles a day. This spell doesn't work on an army, a group of adventurers, or otherwise group different than a caravan. If any affected individuals do not rest and refresh themselves beginning immediately after the spell duration expires, they will become exhausted after as little as 1 turn of activity other than eating, drinking, and resting. This stricture does not prohibit mental activity (such as studying a spell book or praying for spells). The lone exception to this is a character with skill in endurance, who can continue to engage in nonstrenuous physical activity immediately after the spell effect expires; however, for a period of time equal to the duration of the spell, such a character cannot make use of his proficiency, and he is subject to the effects of fatigue and exhaustion as a normal character would be. This spell will not affect a character with skill in long-distance running, just as it does not affect a barbarian who has the special running ability of that class.

Sacremon's Emperor's New Clothes

Illusion spell

Range: 5 yards/level
Duration: 2 Rounds/level
Area of Effect: One person
Save: Negates

Components: An invisible tread of at least 1 feet length per level of the caster

This spell, devised by some gnome illusionist primarily as a good prank spell, causes all of the target's clothing and bodily possessions to become invisible, but not the target itself. The target sees his or her clothes as they normally are. Swords in scabbards are considered bodily possessions, but not if in hand. Any clothes put on after the spell is cast do not become invisible. Invisible items remain so until for the duration of the spell or until dispelled, or held by the wearer in hand.

Savior Faire

Divination Evocation spell As a Darokin Merchant Spell

Range: caster caster
Duration: 1 Turn per level 1 Turn per level of the caster
Effect: "Fits caster in" "Fits caster in"
Saving Throw: None None

Reading time: 1 not on scroll usable once a day

This spell permits the user casting it to "fit in" with any crowd of individuals by giving him a temporary infusion of knowledge similar to their own. As an example, if it were used while the caster was attending a formal ball in the Palace of King Stephan of Karameikos, it would make the caster an elegant dancer (temporary gaining Dancing and Etiquette skills) and charming, sophisticated guest. On the other hand, if it were used while the character sat in a bar on the Docks of Akesoli it would endow him with a resistance to strong drinks (temporarily granting Drinking and Storytelling skills), and spell to curse like a sailor, and the words to a few good drinking songs. No more than 2 skills can be gained this way, and the caster is unknown which ones prior casting of the spell. No knowledge of these skills will remain afterwards.

Seduction 2

Enchantment spell

Range: 6 feet
Duration: 2 turns or until dispelled
Area of Effect: One person (6 HD/levels or less)
Save: see below

This spell is used by witches (some warlocks have customized it for their use). This spell causes the affected person to cast aside all weapons, armor, and clothing, in an attempt to seduce the witch, leaving the victim virtually defenseless against attacks from the witch or any other character or creature. Immediately after the spell wears off or is dispelled, the victim can retrieve one of his dropped weapons on a roll of 11 or more on 1d20. If the roll is 16 or more, the victim may also retrieve a shield or helmet. Rolls may be repeated each round until successful, as long as the victim stays within grasping range of the weapon or other object to be recovered. Saves are versus spells, modified by Wisdom only (no magical protection device apply). Furthermore, the victim saves at -1 for every two points of Charisma of the caster above 12, rounded up (i.e. -1 at Charisma 13 or 14, -2 at 15 or 16, -3 at 17 or 18). This save gives characters or creatures with a decent Wisdom a better chance of save vs. spells, tones the power down a bit, and makes the calculation of saves much easier than the original method that appears below. The save for this spell is computed by adding the seduction spell level (1 through 8) to the Charisma score of the Witch and subtracting the Wisdom score of the intended victim. The resulting number is used as a modifier (plus or minus) to a roll of 1d20. The adjusted die roll must be equal to or greater than a certain number, depending on the class of the intended victim, for the save to be successful. Fighters need a 13 to save, Rogues need a 12, Mages need a 9, and Clerics need a 8. There are 7 level variations of this spell (Seduction 2 at 2nd level, Seduction 3 at 3rd level). They are listed here instead of throughout the guide for convenience.

Sexify/Enhance Comeliness

Alteration spell

Range:

Touch

Duration:

Special

Area of Effect:

One person

Save:

None

Component : A cosmetic and perfume kit magically prepared.

The recipient of this spell undergoes a transformation in appearance to become more sexually attractive to members of the opposite gender no matter what the recipient's initial comeliness. Looks, smell, smoothness, and even taste of the outer skin are all affected. The recipient's comeliness is affected as follows:

Note that if two mages cast the spell on a person simultaneously, then their levels may be added together to effect a stronger magic. Further, this spell has the effect of negating any curse magic which degrades the recipient's natural beauty (thus not artificially created beauty). This spell was created by Maggy McGregor, Duchess of Norwold together with King Erical of Norwold. As a Patron of beauty it is rumoured that she even has become Immortal.

Silence Individual

Alteration spell

Range:

Touch

Duration:

12 Turns

Effect:

Individual makes no sound.

Saving Throw:

None

This spell is a specialized version of a Silence 15' radius spell that effects only one individual. While it may be used offensively, it also is often used to help a Fairy move unnoticed (usually in conjunction with invisibility). This spell can be cast together with an Invisibility spell (Fairy based-so only a Second Sight ability or Magic will be able to see the recipient, and everything the recipient touches and is not part of a large object will become invisible for as long as the victim touches it.) and then locked on the target with a Permanence spell. This is a very nasty "curse", the victim can't be seen, except by those with Second Sight (mostly only Fairies), not even by himself without Second Sight, and can't be heard (or hear himself). This means the character has a major handicap, everything he intends to do, must be done with a Dexterity, and Intelligence check in order to succeed in it. This check will be penalized for the first month by 4 points, declining by one point per week, until becoming normal. Since nothing can be done by the victim (not even writing; since he can't follow his own hands) he falls into an extremely isolation. Fairies use this punishment only on those evil creatures who succeeded to locate a Fairy kingdom and created a massacre. The victim will become less than the average ghost for the common people. He will always be banished by the Fairies thousand miles from the Kingdom in a foreign country. When the creature dies in this state of Horror, he will become a Banshee, locked one the spot where it died. This use of these spells is an extremely powerful force with clear necromantic effects, and the use is only lawful under the above circumstances. Any other attempt to use this spell in this way will instantly cause the caster to turn alignment to Chaotic Evil, unable to cast Fairy Magic ever again. When the caster dies he will become a free Banshee, enemy of all what lives.

Silver Tongue

Enchantment spell

As a Darokin Merchant Spell

Range:

Caster Caster

Duration:

1 Turn 1 Turn

Effect:

Mislead others Mislead others

Saving Throw:

None None usable once a day

This spell gives the caster the ability to mislead others without fear of being caught. While it is in effect those who speak to the caster will believe almost anything they are told. The DM will have to consider each statement made by the Silver Tongued caster and decide whether a saving throw is allowed. A statement like "this dagger is the finest blade of its kind in all off Darokin" would not entitle the subject to a save while "this dagger was used by Karinda the Mighty to slay the Dragon of Thundersea" certainly would. A Detect Lie Spell will be fooled but a Truth speaking spell won't.

Sleep Theft

Necromantic

Range:

Touch

Duration:

Special

Area of Effect:

Special

Save:

None

Casting Time:

Special

Component; a feather of down (not down itself)

This spell allows the caster to steal sleeping time from their target. The target can't fall asleep for one hour per caster level, to a maximum of 12 hours. The caster is refreshed just as if she had slept for that length of time.

Strength

Alteration spell

Range: touch

Duration: 1 turn per level of the caster

Effect: person touched

Saving Throw: None

Component: A few hairs, or a pinch of dung, from a particular strong animal—ape, bear, ox, etc..

Casting/Reading time: 1 turn

Application of this spell increases the Strength of the character by a number of points. Benefits of the Strength spell last for the duration of the magi. The amount added Strength depends upon the recipient's character class or profession. The Strength can't be added if there is already some other magic that adds Strength. (For game simplicity; beings without mentioned Strength scores receive a +1 to attack and damage rolls). To know the Strength added use following table;

People with absolute non-Strength profession, including Wizards, sages, scribes, poets, town-criers, etc.	+1d3 Strength
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People with low Strength profession, including thieves, bards, rogues, rakes, spies, librarians, etc.	+1d4 Strength
---	---------------

People with normal Strength professions, including town and market folk, farmers, and other common professions	+1d6 Strength
--	---------------

People with high Strength professions, including Fighters, knights, smiths, woodsmen, masons, etc.	+1d8 Strength
--	---------------

Transfer Charm

Enchantment Alteration spell

Range: 10 feet

Duration: as for the spell transferred

Area of Effect: One person

Save: None

This spell allows a caster of higher level to subvert previous magical charms to his own purposes. For example: Erin, a 12th level Mage casts Charm Person on Bryce, who becomes charmed. Anna, a 13th level Mage casts Transfer Charm onto Bryce, whereupon Bryce becomes Charmed to Anna. However, Deneira, another 13th level Mage, can't Transfer the charm to herself, as she is not higher level than Anna.

Transmute Foul to Fresh

Conjuration spell

Range: 120'

Duration: Permanent until stained anew

Effect: Cleans one person or object thoroughly

Saving Throw: None

Reading time: 6

Components: A Handful of crushed Lilacs, an ounce of Talcum, a vial of Green Slime.

This spell will clean one person or one item completely of any dirt, bacteria, viruses, diseases, flees, ticks and other foul vermin covering whole or partially the person or object. In fact, the person or object becomes fully sterilized, until stained again. This spell will improve the saving throws vs. Diseases (including; Vampirism, Lycantropy, the Brown or Black Plague, etc.) by 4. This saving throw bonus will become 1 lower after (1/3 of the level of the caster, rounded up) rounds, until zero bonus. At this point the object or person will be may be clean but no more sterile. The components must be mixed prior the casting of the spell, and be thrown in the general direction of the target of the spell. The spell will carry these components to the target and do their Magical cleaning work. That the spell can be cast at a distance is a very good point, since any chance of contamination will be less at greater distances. This spell is used by surgeons, Clerical Healers (yes, this is also a Clerical spell), field doctors, and so on. This spell was invented by the Famous Elven Healer Mage Hippocratia in the dark years of the Wrath of the Immortals (1006-1011AC) when the Plague covered most of the lands of the Known World. This was also the start to allow Clerics (especially Healers) in Glantri. The cooperation of the Healers and Hippocratia resulted in stronger Healer spells and even some healing processes Magic-Users could use, included this spell.

Vampiric Kiss

Necromantic spell

Range: Touch

Duration: Special

Area of Effect: One person

Save: None

Casting time: 1

When a wizard casts this spell, he/she must kiss the intended victim and the victim must be able to receive a kiss (i.e. not in combat). This kiss causes the victim to lose 1 level for 24 hours. After receiving such a kiss, the victim will be completely helpless for 1d10 turns.). It may be cast beforehand on an unknown person (the prince in the fairytale for example) and will be hidden (even from Detect magic) until the first kiss, when the spell is released. It may be combined with other Kiss spells to be triggered by the same kiss.

Wind Whisper

Conjuration spell

Range:	1 Mile per level of the caster
Duration:	Up to 1 Turn per level of the caster
Effect:	1 whispered message
Saving Throw:	None

This spell enables the caster to send a message of up to 25 words to, or cause some desired sound effect at a known location. The whispering wind can travel as many miles above ground as the Spellcaster has levels of experience, to a specific location within range that is familiar to the caster. The caster's spoken message is carried on the wind, gentle and unnoticed as a faint breeze. When the wind reaches the stated destination, it softly whispers the message whether or not there is someone there to hear it, and then dissipates. The wizard can prepare the spell to bear a message of up to 25 words, cause the spell to deliver other sounds for one round, or merely have the whispering wind seem to be a faint stirring in the air that has a susurrant sound. He can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as a mile per Turn. When the spell reaches its objective, it swirls and remains until the message is delivered. As with Magic Mouth, no spells can be cast via Wind Whisper spells. The whisper can be heard within a yard of the exact location the caster had in mind. The message can't be overheard on the wind before reaching its destination, nor can it be located and dispelled after it has been cast. But it can become inaudible, or even unnoticed in storms, or other loud or distracting surroundings. Remember that a magic user could know how a specific ship or other movable target would look like, but he can only be sure where it is, if it did not move before the whisper reaches its destination.

Wizard Mark

Divination spell

Range:	Touch
Duration:	Permanent
Effect:	Up to 1 square foot
Saving Throw:	None
Components:	A diamond of at least 100 gp in value.

This spell will inscribe a visible or invisible mark and up to 6 smaller characters on stone, ice or any metal except lead and gold. Any invisible writings will be revealed by a glow (bleuish-coldly) if Detect Magic is cast. The words can only be read by the caster or a Read Magic spell. Until removed by the caster or an Erase spell, this can't be dispelled in any way, except a wish.

Level 3

Charm Man 2

Enchantment spell

Range:	16 feet radius
Duration:	1d6+4 turns
Area of Effect	1d6+6 men of 4 HD/level or lower
Save:	see below

This spell is used by witches and Seductresses, but other clever mages should be able to adjust the spell for their needs. A Mage must have a current Charisma score of at least 11 to cast this spell. It affects victims the same as a Charm Person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus 1d8 is six points or more higher than the Mage's Charisma. If not dispelled by a leader, each man within the area of effect must attempt a save vs. spells to negate the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action of the caster during the current encounter.

Int	Save after
0	120 days
1	90 days
2	60 days
3	45 days
4-5	30 days
6-8	15 days
9-12	7 days
13-15	3 days
16-17	24 hr
18	8 hr
19	3 hr
20	1 hr
21+	1T

Detect Lie

Divination spell

Range:	10'	As a Darokin Merchant Spell
Duration:	1 turn per level of the caster	10'
Effect:	Detects if someone is lying	1 turn per level of the caster
Saving Throw:	None	Detects if someone is lying

With this spell, a caster can tell when someone within the spell's range is lying, either to the caster or to someone else. This spell will also detect omissions of important information or evasive answers as such, but it will not detect honest mistakes.

Free person as Rules Cyclopedia reverse Hold Person

Haste as Rules Cyclopedia

Invisibility 10' as Rules Cyclopedia

Detect Scrying

Divination spell

Range: Self only

Duration: 1d6 + 1 turn per level of the caster

Effect: 120' radius reveals use of any scrying device or spell

Saving Throw: Prevents the revelation of the identity of the scryer and its location.

Reading time : 6

This spell will reveal the use of any scrying device used on the caster of this spell (example; someone looks at the target by use of a Crystal Ball, or a Clairaudience or Clairvoyance spell, or alike effect). If this is the case while this spell is in effect, the caster will instantly know that he is being scryed upon. The caster can then concentrate for one round to retrace the Magic to its origin. The scryer then must make a saving throw vs. spells to break this link immediately and so prevent that the caster of Detect Scrying spell comes to know who was the scryer and where he was located. This spell doesn't work on Immortal scrying methods.

Identify Species

Divination spell

Range: 10 feet per level of the caster

Duration: 1 Round per level of the caster

Effect: 1 creature/race and species

Saving Throw: Negates

Casting Time: 3 Rounds

By using this spell, a Wizard can determine the race and species of a target creature or creatures. One creature can be examined per round while the spell remains in effect. A save is allowed only to creatures that realize a spell is being cast at them and that actively resists. The target's location must be known to the caster. If the spell works, the local or else best known (official) name of the target's species immediately comes to the caster's mind. This spell is useful when the caster deals with creatures in disguise, beings deformed by the effects of the Red curse (Savage Coast only) or unidentified monsters. The spell sees through magical or normal disguises and deformations, including spells as Polymorph Other.

Inventory

Divination spell

As a Darokin Merchant Spell

Range: 2' per level of the caster

10'

Duration: 3 turns

3 turns

Effect: A wagon, cart, warehouse section, or pile of merchandise

Saving Throw: None

None

Casting/Reading time: 1 Turn

not on scroll usable once a day

By using this spell, a caster can tell after one turn's study, the exact contents of a wagon, cart, section of a warehouse, or any other pile of merchandise within the spell's range. Items in sealed crates, barrels, and other containers, of course, can't be determined unless they are opened at the time the spell is cast.

Isoldes Answer

Divination spell.

Range: Touch

Duration: 2 rounds per level of the caster.

Area of Effect: 1 mile per level of the caster.

Saving Throw: None

Casting time: 3 rounds/2 rounds

Components: a scrying device

This spell temporarily enhances a Magical Mirror, Crystal Ball, or other Scrying Device. The spell caster then asks the Scrying device a question, and the Scrying device answers that question by showing an appropriate scene if it is within the area of effect. Typical questions include; "Where did I put that book on Magic?", "Who is the most beautiful in the land?", and "where are the fish biting today?". Note that a Scrying device must be in operation at the time this spell is cast in order to make it work.

Protection from Evil 10' as Rules Cyclopedia

Protection from Poison as Rules Cyclopedia

Seduction 3

Enchantment spell

Range: 6 feet

Duration: 2 turns or until dispelled

Casting time: 1

Area of Effect: One person (8 HD/levels or less)

Save: see below

This spell is used by witches (some warlocks have customized it for their use). This spell causes the affected person to cast aside all weapons, armor, and clothing, in an attempt to seduce the witch, leaving the victim virtually defenseless against attacks from the witch or any other character or creature. Immediately after the spell wears off or is dispelled, the victim can retrieve one of his dropped weapons on a roll of 11 or more on 1d20. If the roll is 16 or more, the victim may also retrieve a shield or helmet. Rolls may be repeated each round until successful, as long as the victim stays within grasping range of the weapon or other object to be recovered. Saves are versus spells, modified by Wisdom only (no magical protection device apply). Furthermore, the victim saves at -1 for every two points of Charisma of the caster above 12, rounded up (i.e. -1 at Charisma 13 or 14, -2 at 15 or 16, -3 at 17 or 18). This save gives characters or creatures with a decent Wisdom a better chance of save vs. spells, tones the power down a bit, and makes the calculation of saves much easier than the original method that appears below. The save for this spell is computed by adding the seduction spell level (1 through 8) to the Charisma score of the witch and subtracting the Wisdom score of the intended victim. The resulting number is used as a modifier (plus or minus) to a roll of 1d20. The adjusted die roll must be equal to or greater than a certain number, depending on the class of the intended victim, for the save to be successful. Fighters need a 13 to save, rogues need a 12, mages need a 9, and clerics need a 8.

Smuggling

Enchantment spell

As a Darokin Merchant Spell

Range: 10'

30'

Duration: 1 Turn per level of the caster 1 turn per level of the merchant

Effect: Hidden items or apartments within range

Saving Throw: None None

Reading time : 6 not on scroll usable once a day

Use of this spell insures that hidden items remain hidden. Example, a concealed compartment will be overlooked and a false bottom not found by custom inspectors. When cast it affects all such places within range of the caster. The use of this spell is illegal in most countries. In Thyatis, and Alphatia knowledge of this spell is enough to be incarcerated for many weeks.

Suggestion

Enchantment spell

Range: 30'

Duration: 1 Hour +1 Hour per level of the caster

Effect: 1 creature

Saving Throw: Negates

Reading time : 6

This spell causes the recipient to act according a suggestion made by the caster to change his course of action. The spell will be instantly negated if the suggestion causes something harmful to the victim. The DM applies penalties or bonuses to saves of +3 to -3 vs. the reasonability of suggestions. The caster must speak the suggestion in a language the target can understand.

Tongues

Divination spell

Range: Self

Duration: 1 round per level of the caster

Effect: 1 additional language per 3 levels of the caster

Saving Throw: None

Reading time : 6

This spell enables the caster to understand one additional language heard per three levels of the caster to understand and speak fluently. The spoken words will, however, still show an accent of the prime tongue spoken by the caster.

Touch Dispel

Conjuration spell

Range:	touch
Duration:	Permanent
Effect:	destroys active magic touched
Saving Throw:	None
Reading time :	6

This spell can only be cast by a Magic-User (Mage, Elf, Wicca or Wokani, etc.) at 15th level of experience or higher. The spell is released after concentrating when touching any Magical item. This effect can't be suppressed. The effect can be dispelled before releasing or is automatically dispelled when another spell is cast. Then both spells are negated. Touch Dispel may destroy any Magical item with the same chances of failure or success as a normal Dispel Magic, but is doubled by any container. Example; a potion (normally counted as level 6 Magic for these purposes only) in a vial in a backpack. If the potion is touched by sticking a finger in it, it will be dispelled as if it were cast by a 6th level caster, when the vial was touched instead, it will be dispelled as if it were cast by a 12th level caster, and if the backpack was touched instead it will be dispelled as if it were cast by a 24th level caster. Under these circumstances can only one Magical object be dispelled, and this object would always be the easiest to affect, or if equally to be affected (2 items in the same bag) it will always affect the lowest in power. If equally in power and in accessibility it will be chosen randomly(DM). Use the next table to how it affects the items.

Item	As if cast by:	Result
Potion	Level 6	Flavored, colored liquid with possibly no other effect than giving stomach cramps for 1d4 turns.
Scroll	As spell (or level 9)	A Blank parchment (as if the spell was cast).
Wand/Rod/Staff	Level 12	Drained a total charges equal to the level of the caster.
Miscellaneous Items	Level 24(or as creator)	Drained a total charges equal to the level of the caster, or deactivates it.
Permanent Item	Level 18 (or as creator) +1Level/power	Deactivates for 1d10 rounds.

Vampiric Touch

Necromancy spell

Range:	0
Duration:	one instantaneous touch
Effect:	caster only
Saving Throw:	None
Casting Time;	3

By means of this spell the caster can touch an opponent in melee with a successful attack roll, the opponent loses 1d6 points for every 2 levels of the caster (6d6 maximum). The magic is expended when a successful touch is made or one turn passes after casting the spell. The stolen hit points are added to the caster's total, with any hit points over the caster's normal total are treated as temporary additional hit points. Any damage to the caster is subtracted from these additional hit points first. After one hour, any extra hit points above the caster's normal maximum are lost. The lost hit points by the victim can be regained normal or magical healing. Undead are unaffected by this spell. This spell can't be made permanent or be extended.

Level 4

Accounting

Divination spell		As a Darokin Merchant Spell
Range:	Caster	Caster
Duration;	1 Turn	1 Turn
Effect:	Financial records	Financial records
Saving Throw:	None	None
Reading time ;	6	not on scroll usable once a day

With this special spell a caster can go over financial records very quickly and check for evidence of accidental errors or deliberate theft. Similarly, the spell permits a character to quickly determine his or her financial status and establish amounts of money owed to or by the caster.

Angel's Negation

Enchantment Abjuration Spell

Range:	Touch
Duration:	Permanent
Area of Effect:	One person
Save:	None
Casting Time:	1
Components;	a feather

This spell instantly negates the obsessive-compulsive behavior caused by a Seducer, and renders the recipient immune to the non-magical charms of that Seducer. Magical Charm spells are affected in any way, Only Charm effects/abilities as those of the Werefox, Seducer, Devil Swine, Vampire, and so on are affected.

Become Phantasmal Lover

Illusion spell

Range: 5 yards /level

Duration: until the next morning (or awakening)

Area of Effect: 1 creature

Save: Special

Casting Time: As long as it takes (see below)

Component: large quantities of alcohol, which must be passed through the gullet of the recipient.

When this spell is cast, the wizard causes his features, gestures, smell and sound to shift in the mind of his victim to conform to those of an individual that the victim considers to be the ultimate lover. Once the spell is successfully cast (and the save varies according to the amount of preparation in casting the spell), the recipient will be putty in the hands of the caster, not out of enchantment but only out of the recipient's own sense of wish-fulfilment. This spell takes as much time to cast as it takes to get the recipient drunk.

The more thoroughly tanked the recipient gets, the worse will be the save:

Had a serving of alcohol	less than 5 AP	-1
Slightly intoxicated	between 5 AP and 19 AP	-2
Moderately intoxicated	between 20 AP and AL	-4
Greatly intoxicated	over AL	-8

Charm Monster

Enchantment spell

Range: 120'

Duration: Special

Effect: One or more living creatures

Saving Throw: Negates

Reading time : 8

This spell effect is identical to the normal Charm person spell, but any creature except Undead is affected. If the victims have 3 HD or less, 3d6 may be charmed. Otherwise only one monster will be affected. Each victim may make a saving throw vs. spells to avoid the effects.

Clothform

Basic Conjunction spell

Range: Touch

Duration: Permanent

Effect: Creates up to 30'x30' cloth.

Saving Throw: None

Casting Time: 1 Round

This spell creates quantities of cloth up to 30'x30'(900ft², 1250cn, AC8, 2 Hull Points) . The cloth created by a single spell must appear in one piece. Unlike many other creation spells, this one creates cloth that is non-Magical and non-dispellable. If the caster has an appropriate craftsman skill, he may shape the cloth as he creates it. He may thus create a tent, a sail, a single garment, a drape, 60' of common rope, etc. The cloth so created is much like undyed linen—tough and serviceable. A caster can create his cloth with an unfinished end, and later he or another caster can use another Clothform to create cloth joined to the first on that edge—and there will be no seam or weakness at the joining. This spell makes it a good spell for creating rugged, dependable sails. When created, the cloth extrudes from the caster's hands and out along the ground. If there are obstacles, it piles up against them but doesn't shove them back(except extremely light or unstable objects.). The spell can't be cast to create a huge sheet which falls over a unit of enemies, for instance. The cloth, when created, may not be attached to anything (other than as described above), so you can't create a cloth barrier over a door. The cloth can't be cast in a space occupied by another object. In adventures, this spell is often used to make quick shelters, to cover hastily-dug fox-holes to ambush enemies, and to create rope. The cloth can be attached to other object with nails, screws, thread or other objects to walls, doors, etc. as normally after the creation of it. This because the cloth will then be as normal cloth. A clothier can make clothing out of the cloth as normally, when he has the specified skill for it.

Embezzle

Alteration spell

As a Darokin Merchant Spell

Range: Caster

Caster

Duration: N/A

N/A

Effect: Falsify records

Falsify records

Saving Throw: None

None

Reading time : 8 not on scroll usable once a day

With this spell a caster can falsify financial records to conceal his or her business transactions. It can be used to fool tax investigators, trick custom agents, or hide theft. The maximum amount of money (value) which the character can cause to "vanish" is 100gp per level of the caster. Merchants do not earn MXP's through theft using this spell.

Ever-changing Self

Illusion spell

Range:	touch
Duration:	1 hour per level of the caster
Effect:	one creature
Saving Throw:	None
Casting Time:	1

This spell gives the Spellcaster or a creature touched a physical appearance that slowly changes over the full duration of the illusion. The alterations in appearance can include shifts in facial features, hair color, weight, clothing, and equipment. The creature's race can even be changed, though the original and altered forms must be Human, Demihuman, or Humanoid. At the time of the casting, the Spellcaster must decide what changes in form will occur—for instance, a fair skinned, thin rogue could end up as a portly, bearded merchant. There can be more than one major shift during the duration of the spell, so a Dwarf could shift into a Gnome and then an Elf during the span. If the spell has been cast upon a creature, the caster doesn't need to be present after Ever-changing Self has been cast. An unwilling creature may save vs. spells to prevent the illusion from being cast upon them. If the save fails, a recipient might not be aware of his Ever-changing Self without looking into a mirror or consciously looking over his appearance. Those seeing an Ever-changing Self do not get a chance to disbelieve the illusion unless two conditions are met; They are inconstant sight of the individual for at least one hour, or they are able to see invisible creatures. In either case, a saving throw vs. spells reveals the true form of the individual underneath a semi-transparent vision of the Ever-changing Self. Like Change Self (Alter), however, this spell can't be used to mimic a specific individual, and it doesn't convey any abilities of the altered form.

Ever-present Record

Conjunction spell

Range:	15 feet
Duration:	1 Day per level of the caster
Effect:	1 creature
Saving Throw:	None
Reading time:	8
Casting Time:	5

Ever-present record resembles the 1st level Wizard spell Sorcerous transcription, except that a character can cast it on another; a Magical quill appears beside the caster and begins to writing all the target says. Once the spell is cast, the target can travel any distance away from the quill, and it will continue to transcribe. Only a successful Dispel Magic or wish spell will halt the writing. Vain Wizard use this spell on themselves to record all their words for posterity. A more useful application, however, is to cast it covertly on an enemy to learn secret information. This spell can become costly over time. The Wizard must provide 100 sheets of parchment and a bottle of ink for each day the spell will last. The enchantment makes ordinary ink on the record permanent and the parchment extremely resistant to damage (+2 to all saving throws).

Fumble

Enchantment spell

Range:	10' per level of the caster
Duration:	1 round per level of the caster
Effect:	30' cube or 1 creature.
Saving Throw:	Negates into a slow effect for 1 round

This spell makes all within an area or one creature clumsy. The victim must make a successful saving throw vs. Death Ray each round the spell lasts or drop all held items, stumble over their own feet, topple nearby standing objects, disturb spellcasting, etc. The victim must save each round even when their prior save was successful. If this spell is cast upon a character or creature in a precarious position and the target fails its saving throw, it will stumble and fall from that position unless it makes a successful Climbing Check at a -20% modifier to its Climbing Rating, or a successful Dexterity Check with a +4 modifier to the die roll (whichever applies). The effect of the spell can be averted if the target remains motionless until the spell duration expires. In most cases, a target that fails its saving throw will not know that it has been affected by the spell, so the decision to remain motionless must be made independent of any knowledge of the peril that such movement would cause. For example, if a character is perched on a cliff ledge and intends to remain in that spot for several minutes until a companion ascends or descends to the same location, a fumble spell will not cause him to lose his grip and fall. But if he attempts to find a new handhold or foothold, grab for a rope, or perform any other deliberate motion, he must make a successful Climbing Check (with the modifier given above) or slip and fall.

Layla's Morning After Kiss

Alteration spell

Range:	Touch
Duration:	Permanent

Area of Effect:	One person
Save:	Negates
Casting Time:	1
Components:	Spittle

This spell causes a sleeping being to forget up to one turn of action, per level of the caster (the caster may make the window of forgetfulness shorter, if he wishes), that occurred just before he fell asleep. The caster may remove the forgetfulness at will. There is no possibility for the target to resist this spell, except by a continuous Anti Magic protection or similar. There is also no possibility that the character will ever remember what did happen, except by a Wish, Immortal influence, or becoming Immortal. In other words according the character there did happen nothing just before sleeping.

Layla's Sexy Kiss of Insanity

Enchantment spell

Range:	Touch
Area of Effect:	One person
Save:	None
Duration:	Permanent
Casting Time:	1
Components:	Spittle +tongue blood

This spell inflicts one random insanity. This is up to the caster but can reach from Nymphomania, Urolagnia, Coprolagnia, Necrophilia and so on. It could also be that the victim of the spell becomes addicted to a behavior or substance, smells, or other stimuli. To know which kind of insanity look in the book "Pages of virtue" where all these insanity's are listed. It can also remove one insanity, at a 50%-2% per level of the caster+ 1% per intelligence and wisdom adjustment of the target.

Layla's Seductive Impersonation

Alteration spell

Range:	Touch
Duration:	1 day/level
Area of Effect:	One person
Save:	None
Casting Time:	5
Components:	piecece of well treated hair of chosen creature

This spell allows the caster to change his form to that of another seductive being for an extended period of time. He retains all of his own abilities, and gains all of the natural abilities though none of the magical abilities of the creature chosen. There is no danger of identity loss as with a Polymorph. The types of beings that may be impersonated are as follows: Dryad, Succubus, Nixy, Sirine, Medusa, Mermaid, Sylph, Unicorn, Vampire, Werefox. Other similar beings can be allowed, as the spell works by allowing similar types of creatures to become similar types of creatures, rather than the specific forms being locked into the spell.

Lovesickness

Enchantment spell

Range:	6 feet
Duration:	Special
Area of Effect:	One person
Save:	Negates.
Casting time:	4
Components:	A stone heart painted red with Ruby dust and blood

This spell makes its recipient become so much in love with the Mage that as soon as she/he loses sight of the Mage, the victim begins to waste away. The victim stops eating food, turns to drinking, and becomes a general wreck, fighting at a -5. As a result, she/he will die of malnutrition in a number of days equal to her/his Constitution score plus 10, and there is a 10% chance of her/him committing suicide. What's more, if the Mage tells her/him to go away, she/he is compelled to do so. This unpleasant condition may wear off as a charm person, but otherwise must be treated by cure disease.

Magic Mirror

Divination spell

Range:	Touch
Duration:	1 round per level of the caster
Effect:	A mirror.
Saving Throw:	None
Components:	A silver mirror with a size equal to the casters level in square inches or larger.
Casting Time:	1 Hour

Upon casting this spell on the component mirror, it becomes active as a Crystal Ball. Only a 1000gp or more valuable silver mirror will make it possible to also cast the following spells through the mirror; Comprehend Languages, Detect Invisible, Detect Magic, Detect Undead, Infravision, Detect Evil, Detect Good, Read Magic, Read Languages, Detect Gems, Detect Metal, Detect Mineral, Detect Lie. Only when the caster has an Intelligence of 16 or higher (and succeeds an Intelligence check) and a 5000gp Gem is used, then a Teleport Any Object can be cast through the Mirror (no living creatures can be teleported this way). When a 10.000gp Gem is used can the caster send an Invisible Stalker through the mirror. The components will be used up in the casting of the spell, and only the Mirror itself can ever be made permanent, not it side effects. The caster can always use a Gem to make the casting of spells through the mirror possible, even when the mirror is created by someone else, as long as the mirror exists.

Minor Curse

Basic Abjuration spell

Range:	Touch
Duration:	One month per level of the caster.
Effect:	Special
Saving Throw:	Negates
Reading time:	4

By touching a victim, the caster bestows a minor curse upon him. The caster can choose whatever effect or parameters he wishes from the following list. The victim is allowed a Saving Throw vs. Spells; if successful the curse will be negated in 20-Wisdom victim rounds. To remove this curse successfully one needs a remove curse spell cast by at least a caster of equal level as the caster of the curse or suffer a 5% penalty per level difference. Minor curse spells are never life-threatening, nor are they able to physically incapacitate a character. It is also possible to create it so that it changes its baneful effects at random intervals so that one moment(or Days)the victim suffers curse X and the other moment curse Y.

Adherence:	The cursed one is very "sticky." This means that everything that he touches adheres to him. Alcohol topically applied negates this effect for several minutes. Adhering to large objects can result in the accursed becoming stuck fast. This curse can be designated to affect either the whole body or just part of it.
Animal Features:	This curse causes the recipient's features (ears, nose, etc.) to become animal-like. Which animal's features are gained is entirely up to the Spellcaster, and have no further effect, than changing the appearance.
Appendages Growth:	One of the accursed's appendages grows to a disproportionate size.
Appendage Shrinkage:	One of the accursed's appendages shrinks to a disproportionate size.
Arthritis:	The victim suffers from painful arthritis.(-1 on Dex. or Str. when a check roll is needed).
Babbling:	The cursed individual constantly talks and chatters, unable to remain silent for more than a moment. This causes a 25% chance of spell failure.
Baldness:	Rather obvious in its intent, it can also be cast to cause those around the cursed one for any length of time to suffer baldness.
Barkskin:	This causes the accursed's skin to take on the texture and appearance of tree bark. This actually increases the recipient's Armor Value by 3. It also relays a particular weakness to fire, increasing damage by all fire-based attacks by +2/die and saves vs. Fire at -2. It also makes the target vulnerable for plant affecting spells (like Charm Plant) while normal vulnerabilities will remain in existence.
Belching:	As this is uncontrollable, it causes a 25% chance of spell failure. This makes it hard to move silently or remain quiet. In certain circumstances it will lower Cha -4 points (as at a Royal Court, in Temples, etc.).
Body Odor:	The recipient is the unfortunate victim of a repugnant body odor. While not affecting him physically, it lowers Cha. by -4. He can be tracked more easily, a tracker receives a +2 on his skill rolls.
Brooding:	The recipient is continually downcast and suffers from melancholia. This also lowers Cha. by -4 points.
Casting Requirements:	This sets a series of events (dancing a jig, knocking on wood, etc.) that person must perform before or during an action (like spellcasting, fighting, etc.) for it to be active or unhindered (if not done, than the recipients Dex. will seem to be 3, and so be very clumsy, affecting AC, Missile Fire, Fighting, etc. There are unlimited options available for humor and challenge here.
Change Skin Color:	This changes the color of the recipient' skin to any tone of the caster's choice. The color could be a single color or even a pattern or mixture of colors. A red/black checkered colored person would be strange and/or funny indeed. There is even the possibility of a continues changing of colors according circumstances, handlings, surroundings etc. but no benefits come from it.
Chills:	The cursed one suffers chills, as with a fever. This lowers his reaction time and drops overall Dex .by -2 points.
Continual Smiling:	While not seeming much of a curse, this can result in many a skirmish. Many will be offended by the constant grin.
Disrobing:	The cursed individual will unknowingly take off his clothing during the most inopportune of moments. If this happens while spell casting, there is a 25% chance of spell failure, and when attacking/defending while disrobing the individual receives a penalty on THAC0 of -2. The victim will not remember to disrobe, but will find himself naked after 1d3 turns, when it is told to him or shown.
Double Vision:	This causes THAC0 of -2 and lowers effective Dex. -2 points.
Drooling:	Uncontrolled drooling lowers a victim's Cha by -4 points.
Elasticity:	This allows the cursed individual to stretch his body beyond its normal parameters. Unfortunately, the body doesn't return to its original shape immediately; it takes 1d4 hours to do so after being stretched, during which Dex. = -4.
Filthiness:	Poor hygiene in the extreme. Regardless of how many times the accused one bathes, he remains dirty. Furthermore, the filthiness extends to the cursed person's clothing, or even to its surroundings (his living apartments, bed, etc.). A variation of this curse causes the accursed simply no longer to care about personal hygiene (or hygiene at all).
Flatulence:	The afflicted person is beset with extreme stinking and loud flatulence. This is not the normal variety, though. The flatulence is equal in its effects to a Stinking Cloud spell.
Floral Hair:	This causes one's hair to become like weeds, grass, twigs, and flowers. While possibly raising Cha. toward woodland creatures (like Fairies, Treants, etc.), it lowers the accursed's Cha. by -4 points in the view of most others.
Forgetfulness:	Lapses of memory triggered by certain events or contact with particular objects or creatures incur a 25% chance of spell failure. This can also be bad for non-Spellcasters.
Generosity:	The cursed individual feels a need to give away everything (mostly of value) that he owns.
Greed:	This persuades the accursed individual to covet anything of value that anyone else owns. Often this leads him to theft.
Hair Growth:	The cursed person is beset by rapid, uncontrollable hair growth. Regardless of how often the person tries, he can't control the growth or keep it properly groomed. It should be noted that this hair growth is all over the body, not just the head.
Halitosis:	The afflicted person is beset with bad breath. This variety is equal in its effects to a stinking cloud spell.
Hit Roll Penalty:	THAC0 of -4.
Insatiable Appetite:	The accursed can never satisfy that feeling of overwhelming hunger.
Insatiable Thirst:	The accursed can never satisfy that feeling of overwhelming Thirst.
Insomnia:	Other than making the accursed tired and edgy all the time, insomnia takes away the mental edge. This leads to a 25% chance of spell failure. Other skill penalties will also apply (DM!).
Invisibility:	There is no need to describe this curse's effect. However, consider what it would be like to remain invisible permanently. This causes no physical impairments other than a -2 Dex. when attempting actions requiring a measure of hand-to-eye coordination, and it places a horrible mental strain upon the individual. The caster can't see himself or the objects he is touching, except the large unmovable or heavy objects, like walls, doors, heavy furniture and the like. This spell can be made truly horrific by making the accursed one also absolutely silent. This will cause the accursed to become nearly non-existent. Most normal beings will see the caster as a ghost. Only a "Second Sight" will make the accursed visible, but this will not work on the accursed himself, except when naturally available.
Itching:	Two forms of this curse are possible. The first involves constant, non-stop itching. The second involves itching only when a set series of events occurs or when the accursed is under duress. Both instances reduce Dex. and THAC0 of -2 points and cause a

Kleptomania:	25% chance of spell failure. Long term itching will reduce the overall Cha. By -1 /week of scratching (to a maximum of -4), due to multiple scratch wounds, reddening of the skin, and the continuous scratching itself.
Lethargy:	The victim suffers an irresistible urge to pilfer from others. If he is not a thief, he will not be very good at it, and this could cause problems with the law and the victims of the theft.
Metal Allergy:	The victim suffers from extreme drowsiness either all the time or under circumstances of extreme duress. Once again, there is a 25% chance of spell failure and a -2 penalty to Dex. and THAC0.
Myopia:	Every time the accursed touches metal his hand breaks out in hives and blisters. In fact, this is the same reaction as Lycanthropes have from silver. The accursed one will be extra vulnerable to metal weapons, resulting in a +1 damage/die.
Narcissism:	(extreme near-sightedness.) This reduces THAC0 of -4 and can wreak havoc when determining the placement of area-effect spells. Be wary of myopic Wizards lobbing fireball spells.
Nausea:	The victim's extreme vanity causes problems. He is quick to point out his own looks to everyone else while pointing out their flaws. When persons spend any length of time around the accursed one, they perceive him as having a Cha. -1d4 (for that individual who looks at the accursed one) lower than normal.
Pathological Lying:	The nausea only arises when specific requirements set by the caster of the curse are met (e.g., entering a small room, meeting a dwarf, etc.) reduces the THAC0 of -4 points and creates a 25% chance of spell failure.
PR Penalty:	No explanation is necessary to portray what an inability to tell the truth can cause.
Profuse Sweating:	The caster his Prime Requisites are reduced by 50% (str. for a fighter, int. for a Mage, etc.), round up.
Save Penalty:	Doesn't cause any detrimental physical effects, it might have deleterious effects on Charisma.
Serpent Hair:	The accursed get a penalty of -2 on all saves.
Serpent Hand:	A person afflicted with this curse is often mistaken for a medusa by others, who may become prone to attack first and examine the corpse later. The accursed hair changes into locks of living serpents. These snakes are indeed poisonous to all but the afflicted, making them hazardous to all who are close to him. The snake will have a length of at least 1' and bite with poison E.
Slurred Speech:	This curse causes one or both of the victim's appendages to become the maw of a living, poisonous snake. The type of snake is decided by the caster. The snakes can't harm the accursed, but aren't under his control, attacking any who venture too close. This curse causes a THAC0 by -4, and cause a 25% spell failure with a somatic portion (which include most spells).
Smoldering:	This curse doesn't affect a character physically, but causes a 25% chance of spell failure during casting.
Sneezing:	The curse recipient constantly emits smoke from his skin and hair. This can cause some visual impairment, THAC0 -2 and causing errors in distance judgment for spell casting. Furthermore, anyone suffering from this curse has no chance of going undetected unless he is standing downwind in a gale.
Spike Growth:	Sneezing fits, set to trigger when a particular event occurs or the victim is in a stressful situation, causing a 25% chance of spell failure during casting.
Stumbling:	Once cursed, the victim sprouts numerous spikes from all over his body. While the spikes are no danger to the accursed, they can serious damage others (1d4 dm/spike.). The curse can also be cast in such a way that the spikes will be shot when persons of the same race, alignment or sex are within 30' (this is up to the caster of the curse). Then each person near will be hit by 1d4 spikes for normal damage within 30'. A Save vs. Wands can negate a spike, but a next spike save will be penalized by -1, etc..
Truth:	This affects manual Dex. regarding movement. Any walking or running requires a successful Dex. check made at -2 to avoid tripping over one's feet. This is in addition to a penalty of -2 to normal Dex.
Uncontrollable Laughter:	This is the opposite of pathological lying.
Unintentional Insulting:	Many people find being laughed at insulting. What appears to be a minor curse can have some serious repercussions when the curse causes problems with the wrong persons in the wrong places.
Vulgarity:	The curse recipient constantly emits smoke from his skin and hair. This can cause some visual impairment, THAC0 -2 and causing errors in distance judgment for spell casting. Furthermore, anyone suffering from this curse has no chance of going undetected unless he is standing downwind in a gale.
Wart Growth;	The cursed individual has no control over his tongue when around others. It usually only takes a few curse-inspired insults to cause the accursed some major problems.
Weariness:	Insults can be forthcoming with this curse, but unlike the unintentional insults, profanity is uttered in with every breath.
Weight Gain:	The cursed person becomes covered from head to toes with warts. This reduces Cha. -4.
Weight Loss:	The accursed individual is always tired. This causes a THAC0 -2 and Con. -2 (possible reducing the hit points also). This makes wearing armor or equally heavy objects for long periods of time nearly impossible.
Whistling:	The cursed individual immediately begins to gain weight at a rate of 5 Lbs./day. The curse causes weight gain until the afflicted one is 200 Lbs. over his original weight. Of course, clothing and armor no longer fit. This will cause Dex. -2.
	The cursed individual immediately begins to lose weight at a rate of 5 Lbs./day. The curse causes weight lost until the afflicted one is 35% of his original weight. Of course, clothing and armor no longer fit. This will cause Con. -2.
	This curse appears at random times. When it does, it has a 25% chance of interrupting the accursed's spell casting and of those in the accursed's direct vicinity. This is not likely to build friends among Wizards. It also makes it difficult to hide.

Minor Extension

Evocation Alteration spell

Range:	caster only
Duration:	1 round per level of the caster or until used
Effect:	improves duration of next spell
Saving Throw:	as per original spell
Reading time:	3+ 2x original spell
Casting Time;	2+ 2x original spell

This spell will prolong the duration of any spell cast within the duration of Minor Extension. The spell from which the duration is to be improved can be no higher than power or component level 3. The duration of the spell will be increased by 50%, and spells with an Instantaneous or permanent duration can't be extended.

Polymorph other as Rules Cyclopedia

Polymorph self as Rules Cyclopedia

Power Word, Strip (Disrobe)

Enchantment spell

Range: 10 yards/2 levels
Duration: Instantaneous
Area of Effect: One person
Save: None
Casting Time: 1

This spell causes one person to take off all of his armor, clothing, weapons, jewelry, etc. as quickly as possible. The victim will feel as if the clothes are some entity living from his flesh and will not dare to touch them otherwise then getting rid of them as soon as possible.

Seduction 4

Enchantment

Range: 6 feet
Duration: 2 turns or until dispelled
Area of Effect: One person (10 HD/levels or less)
Save: see below

This spell is used by witches (some warlocks have customized it for their use). This spell causes the affected person to cast aside all weapons, armor, and clothing, in an attempt to seduce the witch, leaving the victim virtually defenseless against attacks from the witch or any other character or creature. Immediately after the spell wears off or is dispelled, the victim can retrieve one of his dropped weapons on a roll of 11 or more on 1d20. If the roll is 16 or more, the victim may also retrieve a shield or helmet. Rolls may be repeated each round until successful, as long as the victim stays within grasping range of the weapon or other object to be recovered. Saves are versus spells, modified by Wisdom only (no magical protection device apply). Furthermore, the victim saves at -1 for every two points of Charisma of the caster above 12, rounded up (i.e. -1 at Charisma 13 or 14, -2 at 15 or 16, -3 at 17 or 18). This save gives characters or creatures with a decent Wisdom a better chance of save vs. spells, tones the power down a bit, and makes the calculation of saves much easier than the original method that appears below. The save for this spell is computed by adding the seduction spell level (1 through 8) to the Charisma score of the witch and subtracting the Wisdom score of the intended victim. The resulting number is used as a modifier (plus or minus) to a roll of 1d20. The adjusted die roll must be equal to or greater than a certain number, depending on the class of the intended victim, for the save to be successful. Fighters need a 13 to save, rogues need a 12, mages need a 9, and clerics need a 8.

Shout

Evocation spell

Range: caster
Duration: Instantaneous
Effect: 10'x30' cone.
Saving Throw: Special

This spell will cause the voice of the caster to increase a thousandfold. All creatures within the cone are instantly deaf for 2d6 rounds and sustain 2d6 points of damage (this results in bleeding ears and noses, and a bouncing headache for 2 days. A saving throw vs. spells is allowed only when the victims actually see the caster preparing to shout and protect their ears in time, then the deafness will be negated and the damage will be halved(round up), the creature who saved will still hear an irritant buzzing in his head for 20 minus his Constitution in turns. This buzzing can disturb any concentration and each attempt at such activity needs an extra Intelligence check. Any brittle or fragile objects of glass or crystal are shattered if they fail a saving throw vs. falling. Any creatures deafened are more easily surprised, miscast any spells at 20%. This spell doesn't penetrate any Silence spell effects. The creatures can easily prevent deafening by stuffing there ears with cloth, wax or cotton (just holding your hands on your ears wont help). The caster can only shout every 24 hours or he suffers the same risk at becoming deaf as its targets. The shout can be heard the Constitution of the caster in miles far away. A specially trained "Shouter"(like with the ancient Traldar) will have a extraordinary grown chest and his shouts will reach a distance of 10 times normal. These "Shouters" ("Vocals" called by the Traldar) are only able to cast this spell—less powerful—but they are able to shout each round, and they have no risk of becoming deaf, because their body is adapted through the ages by the multiple uses of this spell.

Vacancy

Illusion spell

Range: 10 yards per level of the caster
Duration: Permanent until dispelled
Effect: 10' radius sphere per level of the caster.
Saving Throw: None

This spell causes the target area to appear vacant, neglected, and damaged as if a hundred or more years have passed. There is dust on the floor, cobwebs in the corners, cracks in the floor walls and ceiling, rotten wooden beams and furniture, rusted and corroded metals, dirt and all other conditions for a very long abandoned place. All other objects in the room become cloaked under the inclusion as if invisible, until a physical contact is made. When a Dispel Magic is cast in the area only one cloaked object will appear, and the spell will not destroy the illusion. Treusight, however, will reveal all as it is really, but without destroying the illusion. No living objects can be cloaked, but clothing and items carried will be subject to the illusion as normal. When ever there is a reason to disbelieve the spell the creatures trying to disbelieve must succeed a single Intelligence check (this can't be repeated on a later moment if failed), and only if successful he breaks the illusion.

Warding (Against Subtle Enchantment)

Abjuration Enchantment spell

Range: Touch

Duration: Special

Effect: 1 Creature

Saving Throw: Negates effect

Casting Time: 1 Turn

Warding against Subtle Enchantment is a contingency Wizards can place upon themselves, their allies, or their servants. When Charm, Domination, One Question, or similar mind-control Magic is cast upon the target, this spell automatically becomes activated. It overrides the mind-control Magic by ordering the target to carry out a specific predetermined action, such as; "Attack the caster of the controlling spell upon you," or "Flee with all speed". The caster may choose to have warding against subtle enchantment take effect only if the target receives a certain (Magical) command while under influence of mind-control Magic. For example, a Wizard could cast a warding upon a personal bodyguard. If this bodyguard ever is Magically compelled to reveal the location of the master's secret lair, the warding ensures that the character instead offers directions to, say, a Dragon's lair or deadly trap. In all other respects, the ensorcelled character obeys the enemy Spellcaster, thereby making the lie more believable. Detect Lie will reveal it thus as the Truth, even when it's a clear lie.

Warning Trumpet

Evocation spell

Range: Touch (1 Creature or an area up to 10 square feet or cubic feet in extent).

Duration: Permanent until dispelled, activated, or the Death of the Caster occurs.

Level: 1-7 8-14 15-21 22-28 29-36

Tones: 1 2 3 4 5

Effect: Warning Trumpet sounds if activated.

Saving Throw: Negates

Reading time : 8

This spell creates a Magical alarm or warning system; if the object on which it is cast moves or is moved more than its own length in location, or changes its state (e.g. a closed door opening, a drawn weapon being sheathed, a knot being untied, any object being broken, a Magical item being activated), or upon a certain intelligent being (who must be named in the spellcasting) approaching the object within 10'; the Warning Trumpet will sound. This trumpet is a single warning note, rising and then falling and dying away, that is audible to all beings within 30' of the protected object or area when it is activated. Beyond 30', it is audible only to the Spellcaster (and not creatures reading, or linked, to the caster's thoughts). It can only be cast on non-living material (if cast on a corpse that is subsequently revived, the Magic will be dispelled without the Trumpet sounding, and can be dispelled. Any object so protected will be revealed as such by a Detect Magic spell. A Warning Trumpet can be cast on clothing worn by a creature to reveal the creature's movement. The caster need not concentrate to maintain the Trumpet, and will hear it regardless of distance if on the same Plane as the guarded object when the Trumpet is activated. The Death of the caster will negate any outstanding Trumpets, even if he or she is subsequently raised. A caster may have multiple Warning Trumpets in effect but not yet triggered—but as a Magic-User gains another Trumpet "tone" every 7 experience levels (see table)—the caster will probably not know which one of the various objects is affected, unless a high enough level to set the Various Trumpets at different tones. This spell is most often used by powerful Wizards to protect their spellbooks, so they can Teleport back to the books from afar to prevent theft.

Wizard Eye as Rules Cyclopedia

Lvl5

Advanced Illusion

Illusion spell

Range: 60 yards + 10 Yards per level of the caster

Duration: 1 round per level of the caster

Effect: 40 cubic feet + 10 cubic feet per level of the caster

Saving Throw: Disbelieve

This spell creates a such strong illusion that there is no reason to disbelieve it. This illusion creates all sense affecting effects except taste, smell and touch. The illusion includes movements, and thus can be a bush waving and rustling in the wind, or even a creature moving at the viewer, making sounds (like a Barking Dog). As long the viewer doesn't see himself or anything or anybody pass through the illusion, tries to taste it or has a keen sense of smell, he has no reason to disbelieve. When he tries to disbelieve he must succeed a spell save, otherwise thinking the illusion as real and the passing through a figment of his or her imagination.

Carroissa's Appalling Dash

Conjunction spell

Range: 60 yards
Duration: special
Effect: 1 being
Saving Throw: Negates

Component: A drop of sweat from a running Humanoid

This spell was initially researched to aid those who wished to physically travel long distances in as short a time as possible. Although the spell went awry in development, the finished spell was found to be useful in war and in defensive applications. Dash causes a creature of Ogre-size or less that fails a saves vs. spells to run out in a random direction. Although the creature travels at the full movement rate of its fastest mode of travel, the spell doesn't magically sustain the creature. An individual affected by the spell continues to dash until exhaustion has been reached and surpassed, and is magically constrained to run itself to Death. While running, the victim can take no other action than shouting or gesticulating helplessly. Unless some other agency or contingency intervenes, Death by exhaustion occurs within $1d4 + 4$ Turns. A Remove Curse or Dispel Magic cast by a 10th level caster will remove the spell. Physically restraining the frenzied movement of the victim puts the Appalling Dash in abeyance. When the restraints are removed the individual once again begins to dash until dead or the spell is negated. When captured in a small space he will try to climb or run out of it, with the same effects as the normal spell. The use of this spell is a chaotic act, but it is not evil if used as defence.

Charm Man 3

Enchantment spell

Range: 16 feet radius
Duration: $1d8+4$ turns
Area of Effect: $1d8+8$ men of 5 HD/level or lower
Save: see below
Casting time: 1

This spell is used by witches and Seductresses, but other clever mages should be able to adjust the spell for their needs. A witch must have a Charisma score of at least 11 to cast this spell. It affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus a roll of 1d8 is six points or more higher than the witch's Charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action of the same witch during the current encounter.

Domination

Enchantment spell

Range: 10 yards per level of the caster
Duration: Special
Effect: 1 person
Saving Throw: Negates

This spell can only affect one person at a time. The victim may make a save vs. spells at -2 and also adjusted by the Wisdom adjustments to negate the spell completely. When the saving throw was unsuccessful, however, the victim must obey any orders given if the caster and the victim share the same language used. If the order brings the victim in conflict with his personal nature (he will never kill himself or do something contrary to his alignment, beliefs or culture) he may save vs. spells again with a +1 to +4(DM) to negate the Domination spell. A Protection (from Evil/Good, etc.) spell will prevent the control but not the spell.

Layla's Beautification/Uglification

Alteration spell

Range: Touch
Duration: 1 day/caster's level
Area of Effect: One person
Save: see below
Components: Beautification: a summer flower Uglification: a thistle

This spell grants the recipient a Charisma/Beauty(Comeliness) of $25+1d6$ (maximum of 30), with no save. The other version of the same spell make a person much uglier, wherefore a thistle is consumed in the casting instead a summer flower., Layla's Uglification, subtracts $2d12$ from the victim's Charisma/Beauty for the same duration. Layla's Uglification has a save vs. spells to negate. The components have to be fresh or perfectly dried or the spell will fail.

Fabricate

Conjunction spell

Range:	10'
Duration:	Permanent
Effect:	Creates goods, food and the like.
Saving Throw:	None.
Casting Time:	Up to 1 Turn
Reading time :	Casting time x3

This is a catch-all spell which creates materials useful to adventurers and others. Food, drink, and clothing, and other soft goods may be so created. The spell may create food and drink, or cloth and leather, or softwoods and porcelain; hardwoods, stones, metals, etc. can't be created. As a rule of thumb, each casting of this spell will create one person's worth of the material in question. When it is used to make food and drink, it creates one day's rations. Therefore, one application of the spell could create one of the following:

One days rations, including water and food (Iron Rations), but not the containers for them;

A good meal for up to three people (this equals 3 meals normally used daily by one person), including main course, side dishes, wines, etc.:

Table settings for up to three people;

A complete outfit, including belt and boots (with leather ties or wooden buckles), waterskins and sheathes, for one person:

A saddle and bridle for one horse:

One softwood staff (other types of wood can't be created), which always breaks on a 1 on 1d6;

And so on.

Like the Clothform spell, this spell produces materials that can't be dispelled. It helps if this spell is used with some sort of general skill. If the caster doesn't know how to cook, for instance, he can still fabricate food—but it is going to be plain, or at worst stale and tasteless. If he can't sew or tailor, the clothes he creates will be shapeless and baggy. If he knows nothing of the cobbler's arts, the shoes he creates will probably be uncomfortable, easily damaged or leak. Since the caster can stretch out the casting time to one full turn (he can make it as little as one round), if he has an expert or craftsman on (or is himself), he can get that person's advice and do a good job with his fabrication. This spell is not so powerful as the clerical Create Water or Create Food, but it is more versatile. Under water: Any food created is polluted by salt water. Characters eating it suffer from stomach cramps for 1d6 Turns unless they save vs. Poison. Characters affected by stomach cramps attack at -4 to hit, move at quarter movement, and make all Saving Throws against area of effect spells or attacks at -5.

Greater Extension

Evocation Alteration spell

Range:	caster only
Duration:	1 round per level of the caster or until used
Effect:	improves duration of next spell
Saving Throw:	as per original spell
Reading time :	3+ 3x original spell
Casting Time;	2+ 3x original spell

This spell will prolong the duration of any spell cast within the duration of Greater Extension. The spell from which the duration is to be improved can be no higher than power or component level 4. The duration of the spell will be increased by 50%, and spells with an Instantaneous or permanent duration can't be extended, nor can an already extended spell.

Reverse Gender Orientation

Alteration spell

Range:	10 yards
Duration:	Special; Permanent, with save once/day
Area of Effect:	One creature
Save:	Special; see below

Under the influence of this spell, the subject experiences transsexuality, the unshakable conviction that he/she is, despite all biological evidence, of the opposite gender than the true one. The subject can't disbelieve or be persuaded otherwise, and will immediately adapt hair, clothing, manners, speech, behaviors, etc., accordingly. Males will behave in a feminine manner, and similarly for females; the subject has no desire to parody. If the species has only one gender, the subject is unaffected. This spell has no save at first. Upon first consciously realizing that one's self-identification as male or female has changed, if the subject strenuously objects. A successful Charisma check at -4 leaves the subject confused but no longer transsexual. A new Charisma check may be made each day, but at a cumulative penalty of -1 per day, until success to remove the confusion. A check of 1 always succeeds instantly. Notice that gender orientation and sexual orientation are different concepts, and that this spell alone will not change orientation. However, the subject will claim a different orientation based on the differently perceived gender. Thus a straight female will consider herself a male who is attracted to men, and therefore a gay man; likewise a lesbian will consider herself a man attracted to women, and hence a straight man.

Seduction 5

Enchantment spell

Range: 6 feet
Duration: 2 turns or until dispelled
Casting time: 1
Area of Effect: One person (12 HD/levels or less)
Save: see below

This spell is used by witches (some warlocks have customized it for their use). This spell causes the affected person to cast aside all weapons, armor, and clothing, in an attempt to seduce the witch, leaving the victim virtually defenseless against attacks from the witch or any other character or creature. Immediately after the spell wears off or is dispelled, the victim can retrieve one of his dropped weapons on a roll of 11 or more on 1d20. If the roll is 16 or more, the victim may also retrieve a shield or helmet. Rolls may be repeated each round until successful, as long as the victim stays within grasping range of the weapon or other object to be recovered. Saves are versus spells, modified by Wisdom only (no magical protection device apply). Furthermore, the victim saves at -1 for every two points of Charisma of the caster above 12, rounded up (i.e. -1 at Charisma 13 or 14, -2 at 15 or 16, -3 at 17 or 18). This save gives characters or creatures with a decent Wisdom a better chance of save vs. spells, tones the power down a bit, and makes the calculation of saves much easier than the original method that appears below. The save for this spell is computed by adding the seduction spell level (1 through 8) to the Charisma score of the witch and subtracting the Wisdom score of the intended victim. The resulting number is used as a modifier (plus or minus) to a roll of 1d20. The adjusted die roll must be equal to or greater than a certain number, depending on the class of the intended victim, for the save to be successful. Fighters need a 13 to save, rogues need a 12, mages need a 9, and clerics need a 8.

Sexchange

Alteration spell

Range: 5 yards per level of the caster
Duration: Permanent
Effect: one creature becomes the opposite sex
Saving Throw: Negates
Casting Time: 5 rounds
Component: A golden ring of at least 5000 gp value.

This spell enable the caster to change the sex of an opponent in range of the spell. When the spell is completed the victim may make a saving throw vs. spells to negate the effects. The change will take 1 full turn, and only in this time will a Dispel Magic work to negate the spell. After this period must the victim make a saving throw on his Intelligence(that is 1d20 equal to or higher than the Intelligence of the victim) daily until failed or no longer wish to return to the original sex. The victim will now think and act accordingly to its new sex, including habits and traits as if they already existed. Abilities do not change, nor does experience, skills, class or anything else. The character will have to check out what its new size, weight, and other body statistics will be (DM will help). The body will be changed undetectable. Only Magic of a caster at least 2 levels higher than the Sexchange caster at the moment of casting can return the body to the original sex and body. This is one of the rare spell that can be cast by multiple caster at one single target. To know the level needed to return to the original sex total all levels of all the casters. This spell is mostly used in Glantri (and formerly Alphatia), where it is used on sexual criminals (or even some times offenders) as a form of punishment.

Stanza's Certain Enchanted Kiss of Disease

Necromancy

Range: Touch
Duration: Permanent
Area of Effect: One person
Save: None
Casting Time: 1

This kiss inflicts one magical sexual disease of the caster's choice. or cures one if one is already available and intended to be cured. The diseases person has to be kissed on the spot most heavily infected, and thus possibly transmitting the disease to the caster . To infect , a victim , mouth, genitals or any area within 5 inch from these spots must be kissed.

Level 6

Charm Man 4

Enchantment/Charm

Range:	16 feet radius
Duration:	1d10+4 turns
Area of Effect	1d10+10 men of 6 HD/level or lower
Save:	see below
Casting time:	1

This spell is used by witches and Seductresses, but other clever mages should be able to adjust the spell for their needs. A witch must have a Charisma score of at least 11 to cast this spell. It affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus a roll of 1d8 is six points or more higher than the witch's Charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action of the same witch during the current encounter.

Disguise

Alteration spell

Range:	Self only
Duration:	144 Turns (1 Full Day)
Effect:	Changes caster's form.
Saving Throw:	None
Casting /Reading time:	12

This spell allows the caster to take on a disguise. He can change his height, weight, smell, gender, appearance, and species (to known Demihuman or non-giant Humanoid species, and only to heights and weights appropriate for those species). His Hit Dice and hit points do not change; special abilities and special immunities of the new form are not gained. It doesn't allow the caster to take on the face of another specific person. In fact, he can't even accidentally take on the face of some specific person;; if he conceives of a face that matches some other person's, the spell will approximate what he is visualizing but not be able to duplicate it. Spells may be cast as normally while the caster is disguised. This spell is dispellable. The caster may drop his disguise at any time; otherwise, it lasts one full day, even when the caster is asleep or unconscious. If he dies, though, he reverts back to his original form.

Extended Extension

Evocation Alteration spell

Range:	caster only
Duration:	1 round per level of the caster or until used
Effect:	improves duration of next spell
Saving Throw:	as per original spell
Casting/Reading time:	3+ 3x original spell

This spell will prolong the duration of any spell cast within the duration of Greater Extension. The spell from which the duration is to be improved can be no higher than power or component level 5. The duration of the spells level 1 to 3 will be increased by 100% and those of 4th and 5th by 50%. Instantaneous or permanent spells can't be extended, nor can an already extended spell.

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Seduction 6

Enchantment

Range:	6 feet
Duration:	2 turns or until dispelled
Area of Effect:	One person (14 HD/levels or less)
Save:	see below

This spell is used by witches (some warlocks have customized it for their use). This spell causes the affected person to cast aside all weapons, armor, and clothing, in an attempt to seduce the witch, leaving the victim virtually defenseless against attacks from the witch or any other character or creature. Immediately after the spell wears off or is dispelled, the victim can retrieve one of his dropped weapons on a roll of 11 or more on 1d20. If the roll is 16 or more, the victim may also retrieve a shield or helmet. Rolls may be repeated each round until successful, as long as the victim stays within grasping range of the weapon or other object to be recovered. Save vs. spells, modified by Wisdom only (no magical protection device apply). Furthermore, the victim saves at -1 for every two points of Charisma of the caster above 12, rounded up (i.e. -1 at Charisma 13/14, -2 at 15/16, -3 at 17/18). This save gives characters or creatures with a decent Wisdom a better chance of save vs. spells, tones the power down a bit, and makes the calculation of saves much easier than the original method that appears below. The save for this spell is computed by adding the seduction spell level (1 through 8) to the Charisma score of the witch and subtracting the Wisdom score of the intended victim. The resulting number is used as a modifier (plus or minus) to a roll of 1d20. The adjusted die roll must be equal to or greater than a certain number, depending on the class of the intended victim, for the save to be successful. Fighters need a 13 to save, rogues need a 12, mages need a 9, and clerics need a 8.

Conjure Succubus/Incubus

Conjunction spell

Range: 0
Duration: Special
Area of Effect: Special
Save: None

Casting /Reading Time: 6 turns

Component: a plum for the Succubus or banana for the Incubus

This spell enables the caster to summon a female or male sexual Demon which is subject to perform the caster's sexual bidding (not combat). The Demon remains until dismissed. Casting this spell causes 1d8 damage to the caster, and each orgasm with the Demon requires a save vs. death magic. Failing this save permanently reduces the caster's Constitution by one point. If the Demon causes someone besides the caster to orgasm, both the caster and the other person must make the save. This spell serves few purposes except as a sexual perversion of the Mage.

Yemelat's Orgiastic Frenzy

Enchantment

Range: 20-ft radius circle centered within 60 ft. of the caster
Duration: Special
Area of Effect: See range
Save: Special
Casting Time: 6 turn
Component: a peeled grape.

Yemelat, is most famous for his Orgiastic Frenzy spell, first put to shockingly great effect at a Special High Council of the priests. This spell compels those within its range to engage in sexual activities with wild abandon with anyone else within the zone. Those within may individually save vs. turn to stone at -5 to stave off the effects, but must save again if they touch anyone or anything in the zone, including their own bodies, until they escape the zone or until everyone falls unconscious within the zone.

Level 7

Appear

Basic Alteration spell

Range: 240'
Duration: Permanent until broken
Effect: Creatures or Objects in 20'x20'x20' volume area
Saving Throw: None
Casting Time: 7

This spell will cause all invisible creatures and objects in a 20'x20'x20' volume to become visible. Creatures on the Astral or Ethereal Plane are not within the area of effect; the spell can't reach across planar boundaries. All other forms of Invisibility are affected, both magical and natural (even the Invisibility to Mortals ability of the Fairies), and all victims of this spell can't become invisible

Charm Man 5

Enchantment

Range: 16 feet radius
Duration: 1d12+4 turns
Area of Effect: 1d12+12 men of 8 HD/level or lower
Save: see below
Casting time: 1

This spell is used by witches and Seductresses, but other clever mages should be able to adjust the spell for their needs. A witch must have a Charisma score of at least 11 to cast this spell. It affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus a roll of 1d8 is six points or more higher than the witch's Charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action of the same witch during the current encounter.

Estrange

Enchantment spell

Range: 5 yards per level of the caster
Duration: 1+1d6 Turns(DM!!)
Area of Effect: 20 feet radius.
Saving Throw: Special

The estrange spell prevents affected creatures from cooperating with their friends and allies, or having much liking for them. Those individuals whose levels or Hit Dice are equal or greater than the caster's level are immune to this spell. Potentially affected individuals must make a saving throw vs. spells at a penalty of -2, adjusted by Wisdom. Those who fail suddenly regard nearby friends or allies in the opposite fashion; friends become hated acquaintances and allies become enemies for the duration of the spell. The spell doesn't allow the caster to control the estranged individuals, affected individuals do not suddenly regard the caster as a friend, nor will the affected will ignore a deadly threat from the caster or his allies. Suggestions, orders, verbal remarks, and actions from former friends will be seen in their worst possible light. In combat situations, an affected individual will tend to argue with orders or advice, taking no action or a contrary action instead of cooperating. The escape of a common enemy is insignificant compared with showing former allies or not being shown up by them. Affected individuals will be surly, contrary, argumentative, and will have a tendency to sulk or go their own way. The more intelligent ones (13+) will recognize any attempt by former friends to manipulate their actions by reverse psychology and resent it bitterly. Once per hour, those of low Intelligence (3-8) and violent tendencies are 40% likely to find some excuse to attack their former allies within 1d4 rounds, unless actually involved in melee combat. The duration is 1+1d6 turns(DM!!). Those resistant to Charm spells have no special resistance to this spell.

Layla's Seductive Shapechange

Alteration/Divination

Range: 10 yards/level
Duration: Permanent until lapsed
Area of Effect: Special
Save: Special
Casting /reading Time: Special

This spell discerns the nature of what the victim would consider most sexually and physically attractive. The spell will make a number of attempts to uncover this information equal to the level of the caster, or until the information is procured. Each attempt takes one segment, and the victim receives a save against each attempt. Regardless of whether or not he makes his save, he will under no circumstances notice this aspect of the spell. This information will be relayed to the caster, who may then opt to activate the second half of the spell, which is to shapechange into the form the information would dictate. If the caster doesn't, he may apply the unused attempts against someone else, or give up the spell. If the caster does, the new form is assumed until the caster wishes to end it. Example: Layla wishes to infiltrate a party using this spell. She casts against the Dirdan the fighter first, and he fails his save on her second attempt. She finds he prefers dirty half-Orc women—a really distasteful idea. Since she is seventeenth level, she has fifteen more attempts to direct against the rest of the party. On attempt seven, she finds that Alex the Mage would really like a six-foot tall snow Elf who was wearing black leather. Layla finds this more acceptable, forgoes her remaining eight attempts, and shapechanges into a snow Elf. The spell makes her clothing into black leather (without destroying or altering any of its previous properties) and makes her staff into a bull whip. After three weeks, she gets bored of Alex, and ends the spell, changing back to her normal self.

Seduction 7

Enchantment

Range: 6 feet
Duration: 2 turns or until dispelled
Casting time: 1
Area of Effect: One person (16 HD/levels or less)
Save: see below

This spell is used by witches (some warlocks have customized it for their use). This spell causes the affected person to cast aside all weapons, armor, and clothing, in an attempt to seduce the witch, leaving the victim virtually defenseless against attacks from the witch or any other character or creature. Immediately after the spell wears off or is dispelled, the victim can retrieve one of his dropped weapons on a roll of 11 or more on 1d20. If the roll is 16 or more, the victim may also retrieve a shield, helmet or other protective device. Rolls may be repeated each round until successful, as long as the victim stays within grasping range of the weapon or other object to be recovered. Saves are versus spells, modified by Wisdom only (no magical protection device apply). Furthermore, the victim saves at -1 at Charisma 13 or 14, -2 at 15 or 16, -3 at 17 or 18. This save gives characters or creatures with a decent Wisdom a better chance of save vs. spells, tones the power down a bit, and makes the calculation of saves much easier than the original method that appears below. The save for this spell is computed by adding the seduction spell level (1 through 8) to the Charisma score of the witch and subtracting the Wisdom score of the intended victim. The resulting number is used as a modifier (plus or minus) to a roll of 1d20. The adjusted die roll must be equal to or greater than a certain number, depending on the class of the intended victim, for the save to be successful. Fighters (any kind) need a 13 to save, Thieves, Bards, and Rogues need a 12, Mages, Scribes, Sages, Elementalists, Seducers need a 9, and Clerics, Healers, Exorcists, Shaman(i) need a 8. Only Demi-Humanoids can become affected by this spell.

Impregnate / Abort

Necromancy

Range: Touch

Duration: Special

Area of Effect: One female (or Special)

Save: Negates

Component: an arrowhead dipped in rabbit's blood. (female for Impregnate, male for Abort)

This spell creates life and, according to some myth, a new soul, in a creature capable of bearing young. **Its reverse, Abort, destroys unborn life.** The casting of these spells upon a male (or incapable of bearing young) would fail of course. Casting this spell on an Undead is rumored to result in the gruesome death of both Undead parent and baby, at the moment of birth (ex. The baby eats its way out or explodes from the undead), but has a 5% chance to give birth to a viable undead child (a child soul torn from Limbo was placed within). Nosferati (not vampires) have a 15% chance with this spell to give birth to an viable Undead baby Nosferati that will grow to adulthood normally (but much slower than as if living), but will not age from reaching adulthood. Nosferati who know of this spell will use it if they have build up a family-like bond. It is their only chance of reproduction not at the cost of a living soul. Both of these spells, **especially Abort**, are highly controversial both for Good and for Lawful creatures. Impregnate is thus penalized by a loss of 20 piety, and Abort even by 40, unless requested by the target. Some cultures or religions abhor this spell and deem it illegal up to murder, sacrilege or blasphemy. But this is up to the DM and following the Immortal doctrine!!

Level 8

Dance as Rules Cyclopedia

Impersonate

Alteration spell

Range: Self Only

Duration: One day (144 Turns)

Effect: Changes identity to that of another real person.

Saving Throw: None

Reading time : 16

This spell is similar to Disguise, with to important differences. First, the Impersonate spell will allow the caster to take on the form, voice, and smell of a specific real person. The caster must have studied the person closely to make it believable; if the caster has not made a study of the victim for at least 40 Hours of length, the spell will not work. And the spell doesn't give the caster the ability to take on the victim's manner; that requires an acting skill and a lot more study (this could lead even up to several months).

Second, the Impersonate spell is not affected by Dispel Magic. However, a Wish will bring it down, and an ESP spell will reveal that a person's thoughts do not match his face. To pierce the caster's impersonation, another must first have some reason to doubt that the caster is who he says he is. It is for the Dungeon Master to decide if the person has any such reason (Example: the person know that the impersonated person is very far away and doesn't have access to transportation spells, or was just seen there by Crystal Ball, or the like). If he does, he may roll 1d20 against his Intelligence, as per general skill rules. The Dungeon Master assigns him a modifier based on the familiarity with the real person in question according the following table. If he makes his Intelligence roll, he perceives that the person is not acting quite right...but must draw his own conclusions from that. If the impersonator has the acting skill, he may use it to make his impersonation more believable. When someone is rolling against his Intelligence to pierce his impersonation, he rolls against his acting skill (this could be penalized by the DM according the study of the target). If he makes his roll, the amount by which he makes it is also assigned as a penalty to the perceivers Intelligence roll. But if he fails it, the amount by which he fails it is assigned as a bonus to the perceivers Intelligence roll. It's a good idea to be an accomplished actor when using this spell.

Perceiver	Impersonated	Relation	Adjust
Female	Male	Spo use	+6
Female	Male	Recent Spouse	+4
Female	Male	Father	+4
Female	Male	Brother	+3
Female	Female	Daughter	+3
Female	Female	Friends	+3
Female	Female	Sister	+2
Female	Female	Mother	+2
Female	Male	Friends	+1
Female	Female	Son	+1
Male	Female	Recent Spouse	+5
Male	Male	Son	+4
Male	Female	Daughter	+4
Male	Male	Brother	+3
Male	Female	Mother	+3
Male	Female	Spo use	+2
Male	Female	Friends	+2
Male	Male	Friends	+2
Male	Female	Acquainted	+1
Male	Male	Met Often	+1
Female	Male	Related	0
Female	Female	Related	-1
Female	Female	Met Often	-1
Female	Female	Acquainted	-2
Female	Male	Acquainted	-2
Female	Male	Met Often	-3
Female	Male	Met Seldom	-6
Female	Male	Met Casually	-7
Female	Female	Met Seldom	-8
Female	Female	Met Casually	-10
Male	Male	Related	+1
Male	Male	Acquainted	0
Male	Female	Sister	-2
Male	Female	Met Often	-3
Male	Male	Father	-3
Male	Female	Related	-4
Male	Female	Met Casually	-7
Male	Male	Met Casually	-8
Male	Female	Met Seldom	-8
Male	Male	Met Seldom	-10

Kiss of the Nixy (Nixies also know this spell)

Conjuration/Summoning

Range: Touch

Duration: Instantaneous

Area of Effect: 1 creature

Save: See below

Casting Time: 1

When the kiss is bestowed, the victim must roll a successful save vs. breath weapon, with a -2 penalty, or drown instantly. If he/she doesn't drown, he/she finds total ecstasy.

Mass charm as Rules Cyclopedia

Power Word: Indagroin!!

Necromantic spell

Range: 5 yards/two levels of the caster

Duration: Permanent

Area of Effect: 1-foot-radius sphere per level of the caster

Save: None

When this spell is cast, one or more creatures of any type within the spell range and area of effect are magically hit in the groin. The option to attack a single creature, or multiple creatures, must be stated along with the spell range and area of effect centre. Each female victim suffers pain and rolls 4d20 for the exact result. Each male victim suffers severe pain, and rolls 1d100 for the exact result

01-70 Man drops weapon, clutches privates, and loses next 1d6 rounds of initiative.

71-80 Man is blinded by tears and can't defend or attack for the next 1d6 rounds.

81-90 Man is stunned for one round and then goes into a Berserk rage for 1d6 rounds. Rules for berserk rage apply.

91-95 Man's voice is 1 week long altered to 1d4 octaves higher, dropping his Charisma by 1d3. Also stunned for 1d4 rounds.

96-98 Man is permanently rendered impotent. Stunned for 1d6 rounds.

99 Man loses consciousness for 1d10 rounds. (Constitution check: if successful, man is only unconscious for 1d4 rounds.)

00 Man goes into shock, no save, and dies. All men within a viewing distance must make a Constitution save at -5 or they clutch themselves and remain stunned for 1 round.

Level 9

CureAll /Heal As Rules Cyclopedia

Heartbreaker

Conjuration/Summoning spell

Range: 6 feet

Duration: Permanent

Area of Effect: 1 creature

Save: Negates

Casting Time: 1

This spell induces a sudden heart attack in its recipient. A save vs. death is allowed. If the save is failed, the creature makes a Constitution check. If the check fails, the creature dies. If the creature survives, he/she will be totally incapacitated for 1d6+6 game weeks. He/she will also permanently lose one point of Strength and one point of Constitution, and will have a 5% chance of a future heart attack every time he/she ever is required to make a Constitution check. Note that this spell does require its victim to have a heart, so not all creatures can be affected (i.e. Golems, Undead, slime, etc.).

Kiss Of Death

Conjuration/Summoning spell

Range: Touch

Duration: Permanent

Casting Time: Halves

Area of Effect: 1 creature

Save: None

When the kiss is bestowed, the creature is slain (maximum of 150 hit points can be taken away). After 1d10 rounds the corpse turns to dust. The creature can't be resurrected. This spell, created by the Legendary Layla, was first cast by her on the rapist Cleric (which had a Raise Dead Contingency on him) when she found him and set a trap with this spell. After casting she shouted loudly: See Ya! Wouldn't want to be Ya! Wouldn't have Ya! Wouldn't love Ya! Would see Ya no more

Seduction 8

Enchantment

Range: 6 feet

Duration: 2 turns or until dispelled

Casting time: 1

Area of Effect: One person (18 HD/levels or less)

Save: see below

This spell is used by witches (some warlocks have customized it for their use). This spell causes the affected person to cast aside all weapons, armor, and clothing, in an attempt to seduce the witch, leaving the victim virtually defenseless against attacks from the witch or any other character or creature. Immediately after the spell wears off or is dispelled, the victim can retrieve one of his dropped weapons on a roll of 11 or more on 1d20. If the roll is 16 or more, the victim may also retrieve a shield or helmet. Rolls may be repeated each round until successful, as long as the victim stays within grasping range of the weapon or other object to be recovered. Saves are versus spells, modified by Wisdom only (no magical protection device apply). Furthermore, the victim saves at -1 for every two points of Charisma of the caster above 12, rounded up (i.e. -1 at Charisma 13 or 14, -2 at 15 or 16, -3 at 17 or 18). This save gives characters or creatures with a decent Wisdom a better chance of save vs. spells, tones the power down a bit, and makes the calculation of saves much easier than the original method that appears below. The save for this spell is computed by adding the seduction spell level (1 through 8) to the Charisma score of the witch and subtracting the Wisdom score of the intended victim. The resulting number is used as a modifier (plus or minus) to a roll of 1d20. The adjusted die roll must be equal to or greater than a certain number, depending on the class of the intended victim, for the save to be successful. Fighters need a 13 to save, rogues need a 12, mages need a 9, and clerics need a 8.

Stanza's Kiss of Immortal Despair

Necromancy

Range: Touch

Duration: Permanent until cured

Area of Effect: One creature

Save: None

Casting Time: 1

This spell inflicts the victim with the sexual disease or sexual insanity of the caster's choice, permanently, until it is cured by a Cure Disease performed by a cleric of a good-aligned god and of higher level than the Mage who inflicted the disease. While the victim suffers from the disease, the spell prevents him from being killed by it, or in fact by anything, be it a sword, a fire, another disease, or a blow to the head. Should the victim drop below 0 hit points, he will become immobile but remain conscious. He will be incapable of performing any actions until he is healed above 0 hit points. Dropping below -10 hit points will not kill him. He gains no hit points back from resting if he is below 0, his body is too battered to heal itself and only magical or herbal healing will help him.