

ZAHKURA'S TOME OF SPELLS



----- ZAHKURA'S TOME OF SPELLS - B/X OSR -----

FIRST LEVEL

CATCH OF THE DAY

Range: 20 Feet - Duration: Until Fish Is Caught

THIS SPELL PLACES A CHARM SPELL ON THE FISHING HOOK THAT ATTRACTS A FISH OF NO MORE THAN 10 POUNDS. THE FISHING HOOK BECOMES USELESS ONCE THE FISH IS REMOVED FROM THE HOOK.

CLEAN

Range: Touch - Duration: Instantaneous

CLEANS AND REMOVES ALL FOUL ODOR FROM THE RECIPIENT'S BODY, CLOTHES, AND POSSESSIONS.

CRATE

Range: 5 Feet - Duration: Until Dispelled

THIS SPELL REQUIRES A PIECE OF WOOD NO SMALLER THAN 1 SQUARE FOOT. THE PIECE OF WOOD TRANSFORMS INTO A 2'X 2'X 2' CRATE WITHIN 5 FEET OF THE CASTER. THE CRATE LASTS UNTIL DISPELLED OR TAKES 5HP'S OF DAMAGE

ICE DART

Range: 20 Feet - Duration: Special

THIS SPELL WILL BRING FORTH 1 ICE DART PER LEVEL OF CASTER CAUSING 1-2 HIT POINTS OF DAMAGE PER DART PRODUCED. THE TARGET MUST ALSO MAKE A SAVE VERSES SPELLS OR LOSE

THEIR ATTACK THE NEXT ROUND OF COMBAT.

MAPPER

Range: 0 - Duration: 1 Day

THE CASTER MUST PREPARE A GOOD QUALITY PARCHMENT WITH THIS SPELL PRIOR TO USING IT. TO ACTIVATE IT THE CASTER MUST SAY ALOUD THE ACTIVATION WORD HE OR SHE ASSIGNED TO IT. ONCE ACTIVATED IT WILL RECORD A BASIC MAP OF WHEREVER THE MAGIC-USER GOES FOR 24 HOURS OR UNTIL DISPELLED BY THE CASTER. THE SPELL WILL DISPELL ITSELF AFTER 24 HOURS IF NOT USED AND THE PARCHMENT TURNS TO DUST.

SEASONING

Range: Touch - Duration: Permanant

THIS SPELL ALLOWS THE CASTER TO TAKE BLAND FOOD AND MAKE IT TASTE LIKE A GOURMET MEAL.



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SECOND LEVEL

FLING OBJECT

Range: Line Of Sight - Duration: 3 Rounds Per Level

THIS SPELL ALLOWS THE CASTER TO POINT AT ANY OBJECT WITHIN THEIR LINE OF SIGHT (OF NO MORE THAN 5 POUNDS) BY POINTING AT IT AND THEN POINTING AT THE TARGET. THIS ACTION CAUSES THE OBJECT TO FLY AT THE TARGET AND CAUSING 1-4 HIT POINTS DAMAGE. TARGET MAY BE GIVEN A SAVING THROW FOR HALF DAMAGE IF THE TARGET IS AWARE OF THE OBJECT FLYING AT HIM OR HER.

HEADACHE

Range: 20 Feet - Duration: 1 Round Per 2 Levels

WHEN THIS SPELL IS CAST THE TARGET IS AFFECTED UNLESS A SAVE VERSES SPELLS IS SUCCESSFUL. IF THE TARGET IS A CLERIC OR WIZARD, THEY CANNOT CAST ANY SPELLS AND WILL HAVE A -2 TO ALL ATTACK ROLLS. IF THE TARGET IS A FIGHTER OR THIEF WILL HAVE A -2 PENALTY TO ALL ATTACK ROLLS AND ALSO THE THEIF WILL HAVE A -10% TO ANY SKILL ATTEMPT THEY MAKE.

STONE OF DETECTION

Range: 100 Feet - Duration: 1 Day

THE STONE THAT THIS SPELL IS CAST UPON CANNOT BE DISTURBED FROM THE ORIGINAL SPOT THE CASTER FOUND IT AT. THE SPELL WILL NOT WORK IF THE STONE IS MOVED AND WILL CEASE TO WORK IF THE STONE IS MOVED AFTER THE

SPELL WAS CAST UPON IT. THE STONE WILL BEG<IMG

TARGETING

Range: 10 Feet - Duration: 3 Rounds

THE SPELL ALLOWS THE CASTER TO NAME ONE RECIPIENT AND GRANTS THEM A BONUS OF +2 TO THEIR ATTACK AND DAMAGE ROLLS FOR 3 ROUNDS OF COMBAT.

TRAIL LIGHTS

Range: 0 - Duration: 3 Turns Per Level

WHEN THIS SPELL IS CAST THE TRAIL LIGHTS UP DIMLY ILLUMINATE THE REGULAR TRAIL, ROAD, ETC... FOR 10 FEET IN FRONT OF THE CASTER AND MOVES WITH THE CASTER. THIS ALLOWS TRAVELING IN BAD WEATHER AND AT NIGHT.

ZAHKURA'S INNER PEACE

Range: 0 - Duration: Instantaneous

THIS SPECIAL SPELL ALLOWS THE CASTER TO RECALL 2 SPELLS THAT WAS ALREADY USED IN THE SAME DAY. THE NAME OF EACH SPELL MUST BE SAID ALOUD AND THEY CANNOT BE THIS SPELL. IF ONE TRIES TO RECALL THIS SPELL BY CASTING THIS SPELL, THE CASTER MUST MAKE A SAVE VERSES SPELLS AT A PENALTY OF -2 OR GO PERMANTLY INSANE.

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THIRD LEVEL

INCINERATE

Range: 20 Feet - Duration: Instantaneous

WHEN THIS SPELL IS CAST THE TARGET PLUS ANY OTHER CREATURE WITHIN A 10 FOOT RADIUS WILL EXPLODE IN FLAMES CAUSING 1-8 HIT POINTS OF DAMAGE FOR EVERY 3 LEVELS OF THE CASTER.

MAGIC ARMOR & WEAPON

Range: 0 - Duration: 2 Rounds Per Level

THIS SPELL GIVES THAT CASTER A +1 PER 2 LEVELS BONUS TO THEIR ARMOR CLASS, THEIR ATTACK ROLLS, AND THEIR DAMAGE ROLLS DURING COMBAT WHEN USING A MELEE WEAPON.

SAND BLAST

Range: 20 Feet - Duration: Instantaneous

THIS SPELL ALLOWS THE CASTER TO POINT HIS OR HER FINGER AT A TARGET AND A CONE OF SAND SPRAYS FORTH. ALL WITH THE CONE'S RANGE WILL RECEIVE 1-10 POINTS OF DAMAGE AND WILL BE BLINDED FOR 1-4 ROUNDS.

TRAVELLER

Range: Touch - Duration: 1 Day

THIS SPELLS ALLOWS THE PARTY TO TRAVEL TWICE AS FAR ON FOOT AS THEY NORMALLY COULD. IF THIS IS USED FOR MORE THAN 2 SAYS IN A ROW, THE PARTY MUST REST OR LOSE 1/4 OF THEIR HIT POINTS AND 3 POINTS OF CONSTITUTION. THIS LOSS WILL OCCUR AGAIN FOR EACH

ADDITIONAL DAY. ANY PLAYER HITTING 0 HIT POINTS OR 0 CONSTITUTION WILL FALL DOWN WHERE THEY STAND FROM EXHAUSTION AND WILL REQUIRE A WEEKS WORTH OF COMPLETE BED REST TO FULLY RECOVER.

WIMP

Range: Touch - Duration: 2 Rounds Per Level

THIS SPELL WILL CAUSE THE ONE TOUCHED TO ATTACK AT HALF OF HIS OR HER ORIGINAL LEVEL.

ZAHKURA'S MANY DAGGERS

Range: 20 feet - Duration: 2 Rounds Per Level

WHEN THIS SPELL IS CAST 4 DAGGERS FLY FROM THE CASTER'S HANDS TOWARDS THEIR TARGET OR TARGETS AND WILL CONTINUE FOR 2 ROUNDS PER LEVEL AS LONG AS THE TARGETS ARE IN PLAIN VIEW OF THE CASTER AND THE CASTER CONCENTRATES ON THEM. EACH DAGGER CAUSES 1-4 HIT POINTS OF DAMAGE.



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