

ZAHKURA'S TOME OF SPELLS



===== ZAHKURA'S TOME OF SPELLS - BX 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 VERSUS 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.



----- ZAHKURA'S TOME OF SPELLS - BX OSR -----

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 PERMANENTLY INSANE.

===== ZAHKURA'S TOME OF SPELLS - BX OSR =====

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.

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.

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.

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.

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 WITHIN 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 SPELL ALLOWS THE PARTY TO TRAVEL TWICE AS FAR ON FOOT AS THEY NORMALLY COULD. IF THIS IS USED FOR MORE THAN 2 DAYS 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



THIS LICENSE IS APPROVED FOR GENERAL USE. PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY WIZARDS OF THE COAST!

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE Open Game License v 1.0
Copyright 2000, Wizards of the Coast, Inc.

**ALL IMAGES CREATED WITHIN THIS PRODUCT
WAS CREATED BY K. W. WENGER AND ARE
USED WITH HIS PERMISSION**

**THANKS TO "THE HOMEBREWERY" FOR THE
USE OF THEIR ONLINE HTML EDITOR....**

<https://homebrewery.naturalcrit.com/>

PLEASE VISIT OUR FACEBOOK PAGE.....

<https://www.facebook.com/feigamesinc/>

