

# **GRIMoire OF ANCIENT ZETHISTAN**

## **ADDITIONAL SPELLS FOR 0-2<sup>ND</sup> EDITION D&D**

LONG BEFORE THE PRESENT AGE, WHEN THEIR PRIDE AND POWER CAUSED THEIR EMPIRE TO BE COVERED BY THE MORLOCK OCEAN, THE WIZARDS AND SORCERERS OF ANCIENT ZETHISTAN WERE THE MIGHTIEST IN THE WORLD OF KYRTHANDRIA. ONLY A FEW OF THEIR MAGES SURVIVED THE CATASTROPHE THAT THOSE GREAT AND EVIL PEOPLE BROUGHT UPON THEMSELVES, AND ONLY A LITTLE OF THEIR SPELL KNOWLEDGE REMAINS.

I, LE-GOV NH'OJ, COURT WIZARD TO NETHKENIUS III HAVE COMPILED WHAT OF THAT FEARSOME KNOWLEDGE I MAINTAIN. MAY IT BE STUDIED ONLY BY THE WISE AND USED ONLY BY THOSE SWORN TO UPHOLD THE LAW...

THIS LIST CONTAINS MAGICAL AND ELF SPELLS THAT ARE NOT AVAILABLE TO THE PLAYER CHARACTERS EXCEPT VIA ADVENTURING. THEY ARE ASSUMED TO BE KNOWN ONLY TO A FEW WIZARDS, AND OCCASIONALLY FOUND IN AN ANCIENT SPELL BOOK OR SCROLL. ONCE A MAGIC USER OR ELF LEARNS ONE OF THESE SPELLS, HE IS FREE TO COPY IT INTO HIS OWN SPELL BOOK, AS TIME ALLOWS, BUT, IF HE EVER LOSES IT, HE WILL NOT BE ABLE TO GO TO THE SAGE'S GUILD, TO OTHER WIZARDS, ETC., TO FIND IT AGAIN. IT WILL SIMPLY BE LOST.

NOTE THAT THE SAGE'S GUILD IN MOST LARGE CITIES WILL PAY 3D6 X 100 G.P., PER SPELL LEVEL TO COPY A PREVIOUSLY UNKNOWN SPELL. HOWEVER, MOST SORCERERS ARE PRETTY SECRETIVE ABOUT THEIR MAGICS, SO THIS IS AN UNCOMMON OCCURRENCE.

SAVING THROWS: IT IS ASSUMED THAT ALL HOSTILE SPELLS OF 1<sup>ST</sup>-6<sup>TH</sup> LEVEL ARE ALLOWED A SAVING THROW FOR NO EFFECT UNLESS IT SPECIFICALLY SAYS OTHERWISE IN THE SPELL'S DESCRIPTION. IT IS ASSUMED THAT ALL HOSTILE SPELLS OF 7<sup>TH</sup>-9<sup>TH</sup> LEVEL ARE NOT ALLOWED A SAVING THROW AT ALL, UNLESS IT SPECIFICALLY SAYS OTHERWISE IN THE SPELL'S DESCRIPTION, IN WHICH CASE, THE EFFECTS OF THE SAVING THROW ARE AS LISTED.

### **FIRST LEVEL MAGICAL SPELLS**

#### **ALYVAX'S ALERT**

RANGE: TOUCH

DURATION: 2 TURNS PER LEVEL OF THE CASTER

EFFECT: KEEPS THE TARGET AWAKE

THIS SPELL PROTECTS THE RECIPIENT FROM DROWSINESS, MAKING HIM EFFECTIVELY IMMUNE TO MAGICAL SLEEP, AND GIVING A +1 TO ALL SAVES VERSUS PETRIFICATION,

CHARM, AND PARALYSIS FOR THE DURATION. IT ALSO GIVES ANY ENEMY A -1 ON 1D6 PENALTY TO SURPRISE THE TARGET.

#### CLADIN'S CLEANSE

RANGE: TOUCH

DURATION: INSTANT

EFFECT: 1 INDIVIDUAL

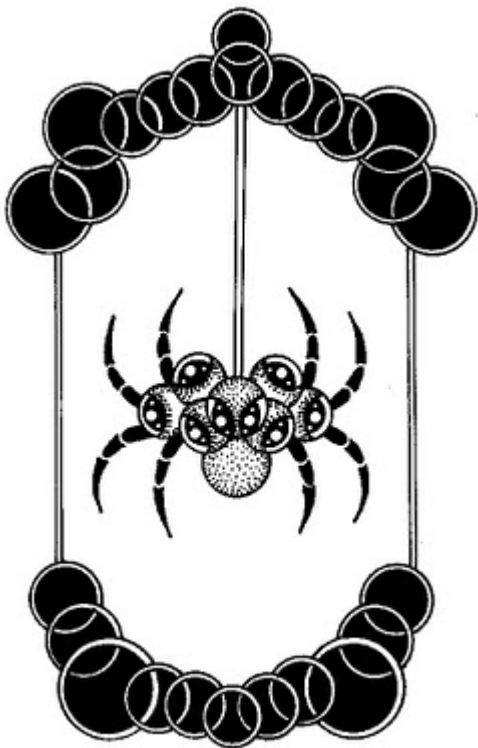
THE RECIPIENT OF THIS SPELL IS CLEANED, BUFFED, BRUSHED, WASHED POLISHED AND BLOWN DRY TO WITHIN AN INCH OF HIS LIFE. THE PROCESS ISN'T COMFORTABLE, BUT IT IS BRIEF, AND AT THE END THE RECIPIENT IS CLEAN ENOUGH TO BE PRESENTED ANYWHERE. THE REVERSE OF THIS SPELL, SOIL, THROWS RANDOM GLOBS OF GREASE, DIRT, MUD AND THE LIKE AT THE TARGET WHILST SIMULTANEOUSLY TANGLING HAIR ETC. THE RECIPIENT OF EITHER VERSION MAY, IF SO DESIRED, MAKE A SAVE VERSUS SPELLS TO AVOID ALL EFFECTS.

#### FIMBUL'S FUMBLE

RANGE: 180'

DURATION: INSTANT

EFFECT: MAKES ONE TARGET DROP WHAT THEY'RE HOLDING. THE TARGET OF THIS SPELL MAY MAKE A SAVE VERSUS SPELLS; IF HE FAILS HE WILL DROP WHATEVER HE IS HOLDING.



#### OBRIGAN'S OBSCURE SCENT

RANGE: 5'

DURATION: 1 TURN PER LEVEL OF THE CASTER + 1D6 TURNS

EFFECT: ONE 5' SQUARE AREA

UPON COMPLETION OF THIS SPELL, A 5' BY 5' AREA ADJACENT TO THE CASTER IS SPRAYED WITH THE PLEASANT AROMA OF SOME KIND OF PERFUME (CASTER'S CHOICE). ANY CREATURE IN THIS AREA MUST MAKE A SAVE VERSUS SPELLS OR LOSE THEIR SENSE OF SMELL FOR THE DURATION OF THE SPELL. THIS HANDY SPELL CAN BE USED FOR CONFUSING MONSTERS, HIDING FROM CREATURES THAT NAVIGATE BY MEANS OF SMELL, AND OF COURSE MAKING THE PARTY DWARF A LOT EASIER TO BEAR.

#### SHRUVAR'S SHOCKING ARC

RANGE: 5'

DURATION: INSTANT

EFFECT: ONE BOLT OF ELECTRICITY.

THIS SPELL CREATES A SINGLE BOLT OF GLOWING BLUE ELECTRICITY TO ARK FROM THE CASTER TO ONE TARGET WITHIN 5'. THIS CAUSES 1D4 DAMAGE PER LEVEL OF THE CASTER, THE TARGET SAVING VERSUS SPELLS TO TAKE HALF DAMAGE.

#### TANUINE'S TATTOO

RANGE: TOUCH

DURATION: 1 DAY, OR 1 DAY PER LEVEL OF THE CASTER

EFFECT: 1 INDIVIDUAL

THIS COSMETIC SPELL WILL CREATE ONE TATTOO ON ONE INDIVIDUAL; FOR IT TO BE A 'GOOD' ONE IT'S HANDY IF THE CASTER HAS SOME ARTISTIC ABILITY. UPON CASTING THE MAGIC USER MUST SPECIFY WHETHER THE SPELL IS TO LAST FOR ONE DAY, OR FOR ONE DAY PER CASTER LEVEL. AN UNWILLING RECIPIENT MAY MAKE A SAVE VERSUS SPELLS TO AVOID THE EFFECT.

#### TORFAK'S TORCH

RANGE: CASTER ONLY

DURATION: 8 ROUNDS + 2 ROUNDS PER LEVEL OF THE CASTER

EFFECT: ONE STICK OR STAFF

IGNITES THE END OF ONE STICK OR NON-MAGICAL STAFF HELD BY THE CASTER CREATING A SIMPLE TORCH. THE FLAME IS ORDINARY FIRE, BUT WILL NOT DAMAGE THE OBJECT IT IS CAST ON. THIS ADDS 1D4 TO THE DAMAGE NORMALLY INFLICTED.

#### TRAGEN'S TRAGIC MISSILE

RANGE: 180'

DURATION: INSTANT (SEE BELOW)

EFFECT: 1 ARROW OF PURE MISERY

THIS UNUSUAL SPELL CREATES A DULL BROWN MISSILE OF DEPRESSION. THE MISSILE CAN HIT ANY TARGET IN RANGE. THE TARGET MUST SAVE VERSUS SPELLS OR SUFFER A -1 TO MORALE, SAVING THROWS, HIT AND DAMAGE ROLLS FOR 1D6 ROUNDS. TWO EXTRA MISSILES ARE CREATED PER FIVE LEVELS OF EXPERIENCE OF THE CASTER. THESE MISSILES CAN BE AIMED AT THE SAME TARGET OR MULTIPLE TARGETS. ANY SUBJECT STRUCK BY MULTIPLE MISSILES MUST MAKE A SAVING THROW FOR EACH ONE, OR HAVE THE DURATION EXTENDED BY EACH ADDITIONAL MISSILE (THOUGH THE PENALTY DOES NOT INCREASE).



#### TRASANYN'S TRUSTY STEED

RANGE: TOUCH

DURATION: 1 TURN/LEVEL

EFFECT: MAKES ONE MOUNT

UPON CASTING THIS SPELL, A MOUNT APPEARS; THIS CAN BE A HORSE, MULE, DONKEY OR CAMEL, DEPENDING ON THE CASTER'S CHOICE. THE MOUNT HAS TACK AND SADDLE, AND WILL FAITHFULLY ALLOW THE CASTER (AND ONLY THE CASTER) TO RIDE FOR THE

## DURATION OF THE SPELL.

### SECOND LEVEL MAGICAL SPELLS

#### BALOK'S BATTLE CRY

RANGE: 20'

DURATION: 1 ROUND PER LEVEL OF THE CASTER, OR UNTIL USED

EFFECT: 1 WEAPON

THE MAGIC USER CASTING THIS SPELL MUST SPECIFY ONE WEAPON WITHIN RANGE; THE WEAPON MUST BE WIELDED, AND THE WIELDER MUST BE WILLING. THE WEAPON WILL GLOW WITH AN INTENSE MAGICAL ENERGY, MEANING THAT IF THE NEXT ATTACK MADE WITH THE WEAPON HITS, 1 POINT OF DAMAGE PER LEVEL OF THE CASTER (UP TO A MAXIMUM OF 20) IS ADDED TO THE DAMAGE INFLICTED. WHETHER OR NOT THE NEXT ATTACK HITS, THE MAGICAL ENERGY IS EXPENDED IN THE ATTACK.

#### DARTHANON'S DARK BOLT

RANGE: 5' PER LEVEL OF THE CASTER

DURATION: INSTANT

EFFECT: ONE TARGET

THIS SPELL FIRES A DARK, SHADOWY BOLT OF FORCE AT A SINGLE TARGET. THIS INFLICTS 1D6 DAMAGE +1 PER LEVEL OF THE CASTER, AND IN THE NEXT ROUND INFLICTS A -1 PENALTY TO HIT, DAMAGE, SAVING THROWS AND MORALE. IF THE TARGET MAKES A SAVE VERSUS SPELLS THIS EFFECT IS NEGATED, AND ONLY A SINGLE POINT OF DAMAGE IS TAKEN.

#### ISELYH'S ICE FLAME

RANGE: 0

DURATION: 1 ROUND PER LEVEL OF THE CASTER

EFFECT: 10' PER RADIUS PER LEVEL OF THE CASTER, UP TO A MAXIMUM OF 120'

THIS UNUSUAL SPELL CAUSES ALL NORMAL AND MAGICAL FIRE IN THE AREA TO BURN WITH EQUAL INTENSITY BUT BE ICY COLD; IN EFFECT IT CONVERTS ALL FIRE DAMAGE WITHIN ITS AREA OF EFFECT INTO COLD DAMAGE.

#### QUILO'S QUICKSTEP

RANGE: 240'

DURATION: 3 ROUNDS

EFFECT: UP TO 24 CREATURES

THIS SPELL FUNCTIONS IN ALL WAYS BUT ONE EXACTLY LIKE HASTE, WITH THE IMPORTANT DIFFERENCE BEING THAT IT LASTS FOR ONLY 3 ROUNDS. THE REVERSE OF THIS SPELL, SLOW MARCH IS SIMILARLY LIKE SLOW. THIS SPELL CANNOT BE USED IN CONJUNCTION WITH HASTE.

**SCRUBY'S SCRUBBING SERVANT**

RANGE: 20'

DURATION: SPECIAL

EFFECT: UP TO 60 SQUARE FEET PER LEVEL

A SMALL AIR ELEMENTAL IS SUMMONED BY THIS SPELL. SAID ELEMENTAL WILL TIDY, CLEAN AND POLISH UNTIL THINGS LOOK FAIRLY TIDY, TYPICALLY TAKING 2D10 MINUTES TO COMPLETE ITS TASK.



**SKULNOR'S SCULPT WATER**

RANGE: 10'

DURATION: 6 TURNS

EFFECT: UP TO 10 PINTS PER CASTERS LEVEL

UPON CASTING THIS SPELL A MAGIC USER BECOMES ABLE TO SCULPT WATER; THE SURFACE TENSION OF THE WATER IS INCREASED TO THE POINT WHERE IT WILL SUPPORT SHAPES UP TO TWICE THE HEIGHT OF THEIR WIDTH. THIS SPELL IS ESPECIALLY EFFECTIVE AND STRIKING WHEN USED IN CONJUNCTION WITH PERMANENCE.

**SPÝRAK'S SPUR FIGHT**

RANGE: 90'

DURATION: 1 ROUND PER LEVEL OF THE CASTER

EFFECT: 1 INDIVIDUAL

ANY UNSUSPECTING RECIPIENT OF THIS SPELL WILL, UPON FAILING A SAVING THROW VERSUS SPELLS, BECOME CONVINCED THAT THE NEAREST PERSON TO HIM WHO IS UNKNOWN IS TRYING TO START A FIGHT BY MEANS OF GIVING GROSS INSULTS. A

REACTION ROLL MUST BE MADE AT A -1 PENALTY, BUT NO OTHER SAVING THROW IS ALLOWED.

#### STAGYNOSTES' STAGE PRESENCE

RANGE: CASTER ONLY

DURATION: 1 ROUND PER LEVEL OF THE CASTER

EFFECT: CASTER ONLY

THIS SPELL CREATES A CHARISMATIC, NOTICEABLE AURA AROUND THE CASTER. THIS WILL MAKE HEADS TURN, CAUSE PEOPLE STOP AND LISTEN OR PAY ATTENTION, ETC. EFFECTIVELY THIS GIVES A +2 TO REACTION ROLLS, AND IS AN INVALUABLE WAY OF GRABBING ATTENTION IN A CROWD.

#### TEMPUN'S TEMPORARY WALL

RANGE: 0 (CASTERS REACH)

DURATION: 2 ROUNDS

EFFECT: 20'X20'X4"

UPON COMPLETION OF THIS SPELL A WALL OF FORCE (PER THE SPELL OF THAT NAME) WILL APPEAR NEXT TO THE CASTER. THE DIMENSIONS ARE AS SPECIFIED ABOVE, BUT WILL BE CONSTRAINED BY THE PRESENCE OF WALLS, DOORS, ETC.

#### THUVIK'S THUMP

RANGE: 120'

DURATION: 3 ROUNDS

EFFECT: ONE FOE

THIS SPELL CREATES A HAMMER OF COMPRESSED AIR WHICH WILL POUND ONE TARGET FOR THREE ROUNDS. IT ATTACKS ONCE PER ROUND, AS A FIGHTER EQUAL TO THE CASTER'S LEVEL. EACH TIME THE FORCE OF AIR STRIKES IT CAUSES 1D6 DAMAGE AND REQUIRES THE TARGET TO SAVE VERSUS DEATH RAY OR BE KNOCKED OUT.

#### ZAPACO'S ZAP

RANGE: 240'

DURATION: INSTANT

EFFECT: ONE TARGET

A SINGLE, NARROW BOLT OF LIGHTNING IS CREATED BY THIS SPELL, A BOLT THAT WILL HIT ANY ONE TARGET WITHIN RANGE INFLECTING 1D6 POINTS OF ELECTRICAL DAMAGE PER TWO LEVELS OF THE CASTER (ROUNDED UP, SAVE VERSUS SPELLS TO TAKE HALF DAMAGE).

### THIRD LEVEL MAGICAL SPELLS

#### ASIDAW'S ACID WAVE

RANGE: 180'

DURATION: INSTANT (1 ROUND PER 3 CASTER LEVELS)

EFFECT: 1 ACID SPHERE

UPON CASTING THIS SPELL, A SPHERE OF ACID IS FIRED AT A STATED FOE. THE SPHERE WILL CAUSE 2D4 DAMAGE TO THE FOE IN THE FIRST ROUND, AND EACH ROUND THEREAFTER WILL CONTINUE TO DO 2D4 DAMAGE. EACH ROUND AFTER THE FIRST, THE FOE MAY MAKE A SAVE VERSUS SPELLS, THE FIRST EFFECTIVE SAVE NEUTRALIZING THE ACID.

#### AZINNRE'S ASSASSIN'S ARROW

RANGE: 240'

DURATION: INSTANT (AND SEE BELOW)

EFFECT: CREATES ONE MAGICAL, POISONED MISSILE

UPON COMPLETION OF THIS SPELL, A MAGICAL DART FLIES FROM THE CASTER'S HAND TO A STATED TARGET WITHIN RANGE. THE VICTIM WILL TAKE 1D3 DAMAGE PER CASTER LEVEL, SAVE VERSUS SPELLS FOR HALF DAMAGE. IN THE NEXT ROUND, THE VICTIM WILL TAKE HALF OF THIS DAMAGE AGAIN, AND IN THE THIRD ROUND A FURTHER QUARTER (SAVING FOR HALF EACH TIME). IN THE FIRST ROUND THE VICTIM (IF OF LOWER LEVEL OR HAVING LESS HD THAN THE CASTER) MUST ALSO MAKE A SAVE VERSUS POISON OR BE PARALYZED FOR 2D6 TURNS. A NEUTRALIZE POISON SPELL WILL PREVENT ANY FURTHER DAMAGE, AND REMOVE THE PARALYSIS EFFECT.

#### BATAR'S BATSIGHT

RANGE: TOUCH

DURATION: 1 DAY

EFFECT: ONE RECIPIENT

UPON CASTING, A WILLING RECIPIENT WILL BECOME ABLE TO EMIT AND PERCEIVE ULTRASOUND FOR ONE DAY. EFFECTIVELY THIS GIVES THE RECIPIENT THE SAME CAPACITY TO USE ULTRASOUND AS A BAT, WITH A RANGE OF 120'. AREAS OF MAGICAL SILENCE ARE IMPENETRABLE TO THIS SPELL.





#### CARUT'S CARDIAC ARREST

RANGE: 120'

DURATION: INSTANT

EFFECT: 1 CREATURE

THE UNFORTUNATE RECIPIENT OF THIS SPELL MUST MAKE A SAVING THROW VERSUS SPELLS OR IMMEDIATELY HAVE THEIR HEART STOP. DEATH WILL OCCUR IN 2D4 ROUNDS, UNLESS HEALING IS APPLIED (DISPEL MAGIC, CURE SERIOUS WOUNDS OR MORE POTENT HEALING MAGIC WILL SAVE THE VICTIM; CURE LIGHT WOUNDS WILL NOT BE EFFECTIVE). A SUCCESSFUL SAVING THROW VERSUS SPELLS WILL ALLOW THE VICTIM TO ESCAPE WITH A LITTLE LIGHT HEARTBURN; FOR EACH HD OR LEVEL OF THE VICTIM ABOVE 1 A +1 BONUS TO THE SAVING THROW APPLIES. NO VICTIM OF ABOVE 6HD CAN BE AFFECTED.

#### COMKULY'S COME NOT HITHER

RANGE: 60'

DURATION: 6 TURNS

EFFECT: 10'X10'X1'

THIS SPELL CREATES A VAGUELY PURPLE AREA OF AIR WHICH CRACKLES AUDIBLY. ANY CREATURE PASSING THROUGH SAID BARRIER WILL SUFFER IMMENSE PAIN, TAKE 1D10

POINTS OF DAMAGE, AND SUFFER A -2 TO HIT, DAMAGE AND SKILL CHECKS FOR 1 TURN (NO SAVING THROW).

COKRU'S COO

RANGE: INFINITE

DURATION: SPECIAL

EFFECT: 1 PIGEON

THIS INTRIGUING ENCHANTMENT WILL ALLOW THE CASTER TO CALL INTO EXISTENCE ONE PIGEON. THE PIGEON REQUIRES NO SUSTENANCE, AND WILL HAPPILY CARRY A MESSAGE TO ANY NAMED LOCATION ON THE SAME PLANE OF EXISTENCE AS THE CASTER. WHILE IT DOES NOT NEED FOOD, WATER OR REST, IT CAN BE KILLED BY EXTREME ENVIRONMENTS SUCH AS OUTER SPACE, POLAR REGIONS, VOLCANOES, ETC., OR BY ENEMIES SUCH AS HAWKS. IT CAN TRAVEL AT 40 MILES PER DAY, AND WILL CHOOSE THE SHORTEST ROUTE TO THE LOCATION TO WHICH IT IS SENT.

DIANA'S DEFENSE

RANGE: 0

EFFECT: CASTER ONLY

DURATION: 4 TURNS

EFFECTIVELY A MORE POWERFUL VERSION OF SHIELD, THIS SPELL BESTOWS AN ARMOR CLASS OF 2 VERSUS HAND HELD ATTACKS, AND 4 VERSUS ALL OTHERS. IMMUNITY TO MAGIC MISSILE SPELLS IS ALSO GRANTED.

FROSUI'S FROSTBITE

RANGE: 120'

EFFECT: ONE TARGET

DURATION: INSTANT + 1D6 ROUNDS SPECIAL

THIS SPELL CREATES A BOLT OF INTENSE COLD THAT INSTANTLY FLIES FROM THE CASTER'S HAND TO A CHOSEN TARGET. ONLY ONE INDIVIDUAL TARGET OR CREATURE CAN BE STRUCK, AND THE CASTER MUST HAVE A CLEAR LINE OF SITE TO ANY FOE. DAMAGE INFLICTED IS 1D6 PER LEVEL OF EXPERIENCE OF THE CASTER (COLD DAMAGE), TO A MAXIMUM OF 20D6, BUT THE VICTIM MAY SAVE VERSUS SPELLS FOR HALF DAMAGE. ANY CREATURE SUBJECT TO COLD DAMAGE WILL ALSO BE SLOWED FOR 1D6 ROUNDS.

OBODO'S OBSIDIAN SHARD

RANGE: 180'

DURATION: INSTANT + 1D6 ROUNDS SPECIAL

EFFECT: 1 SHARD OF CRYSTAL

THIS SPELL CREATES A SMALL SHARD OF SHARP, BLACK CRYSTAL THAT FLIES FROM THE CASTER'S HAND TO A CHOSEN TARGET. ONLY ONE INDIVIDUAL TARGET OR CREATURE CAN BE STRUCK, AND THE CASTER MUST HAVE A CLEAR LINE OF SIGHT TO ANY FOE. DAMAGE INFLICTED IS 1D6 PER LEVEL OF EXPERIENCE OF THE CASTER (PUNCTURING DAMAGE), TO A MAXIMUM OF 20D6, BUT THE VICTIM MAY SAVE VERSUS SPELLS FOR HALF DAMAGE. FAILING THE SAVE ALSO CAUSES FEAR FOR 1D6 ROUNDS.



#### PERIL'S PAUSE

RANGE: CASTER

DURATION: 1 ROUND PER LEVEL OF THE CASTER

EFFECT: CASTER ONLY

UPON CASTING THIS SPELL, THE CASTER BRINGS INTO EFFECT AN INVISIBLE BARRIER ONE INCH FROM HIS BODY. THIS BARRIER WILL BLOCK THE FIRST  $2D6+1$  PER CASTER LEVEL POINTS OF MAGICAL DAMAGE DIRECTED TOWARDS THE CASTER. FOR EXAMPLE, A 9TH LEVEL MAGIC USER CASTS THIS SPELL AND ROLLS 7 ON  $2D6$ , GIVING HIM A BARRIER OF 16 ( $7+9$ ) POINTS. HE IS THEN HIT BY A MAGIC MISSILE FOR 6 POINTS OF DAMAGE, REDUCING THE SHIELD TO 10. HE IS THEN HIT BY A FIGHTER WIELDING A TWO HANDED SWORD +3, FOR 11 POINTS OF DAMAGE, BUT TAKES ONLY 8 DUE TO THE 3 POINTS OF MAGICAL DAMAGE ABSORBED BY THE SHIELD.

THIS SPELL DOES NOT PROVIDE A COMPLETE BARRIER AGAINST NON-DAMAGE INFLICTING COMBAT SPELLS, BUT IT DOES PROVIDE A +2 BONUS TO SAVING THROWS AGAINST SUCH SPELLS. IF THE SAVE AGAINST SUCH MAGIC SUCCEEDS, THE SHIELD IS DISPELLED.

#### QIZY'S QUENCH

RANGE: 120'

DURATION: 4 ROUNDS

EFFECT: 40 RADIUS

THIS HANDY UTILITY SPELL WILL INSTANTLY DOUSE ALL NON-MAGICAL FIRES IN ITS AREA OF EFFECT (ANYTHING UP TO A LARGE BONFIRE), AND FOR THE DURATION OF THE SPELL

WILL PREVENT SUCH FIRES FROM RE-STARTING.

REZA'S REPETITION

RANGE: 60'

DURATION: SPECIAL

EFFECT: ONE FOE

THIS SPELL CAN BE CAST AT ONE OPPONENT, WHO MUST MAKE A SAVING THROW VS. SPELLS. IF THE SAVING THROW IS FAILED, THAT FOE IS COMPELLED TO DO EXACTLY THE SAME THING NEXT ROUND AS HE DID IN THE ROUND THAT THE SPELL WAS CAST. IF THE VICTIM CAST A SPELL OR USED A MAGIC ITEM IN THAT ROUND, HE IS COMPELLED TO DO THE SAME AGAIN, EVEN IF THAT MEANS GOING THROUGH THE MOTIONS TO CAST A SPELL THAT IS NO LONGER MEMORIZED OR USE AN ITEM THAT HAS RAN OUT OF CHARGES, TO NO EFFECT. IF A CHARACTER DREW A WEAPON, HE MUST GO THROUGH THE ACTIONS OF DOING SO AGAIN, IF HE ATTACKED A FOE HE MUST ATTACK THE SAME FOE AGAIN, ETC.

THE VICTIM MUST MAKE A NEW SAVING THROW EACH ROUND, AND THE SPELL WILL LAST UNTIL A SAVE IS MADE.

WALIS' WALL OF THORNS

RANGE: 180'

DURATION: 1 TURN PER LEVEL OF THE CASTER

EFFECT: 50'X5'X10'

A SIMPLE BARRIER SPELL WHICH CREATES A DENSE THICKET OF THORNY BUSHES, UP TO 50' LONG, 5' WIDE AND 10' HIGH. ANY CREATURE TRYING TO CROSS THE WALL OR (FOOLISHLY) TRYING TO STAND ON IT MUST MAKE A SAVE VS. PARALYSIS OR BE STUCK FOR ONE ROUND, AND ALL CREATURES CROSSING THE WALL TAKE 2D6 DAMAGE. THE WALL IS FLAMMABLE, BUT IF IGNITED WILL BE COMPLETELY CONSUMED BY FLAMES IN 6 ROUNDS.

WATUD'S WATER SPHERE

RANGE: 10'

DURATION: 6 TURNS

EFFECT: 1 WATER SPHERE

THIS SPELL CREATES A FLOATING SPHERE OF WATER, UP TO 6 INCHES IN DIAMETER PER LEVEL OF THE CASTER. THE CASTER CAN MOVE THE SPHERE BY CONCENTRATION, AT WALKING PACE. IF SUFFICIENT WATER WAS PRESENT WHEN THE SPELL IS CAST, THEN THE CASTER CAN CHOOSE TO USE THE WATER ALREADY PRESENT. AT THE END OF THE SPELLS DURATION, SAID WATER FALLS TO GROUND WHEREVER THE SPHERE IS. IF NO WATER IS AVAILABLE, OR IF THE CASTER CHOOSES, WATER IS CREATED BY THE SPELL. SAID

WATER DISAPPEARS AT THE END OF THE SPELLS DURATION, AND IS THEREFORE UNSUITABLE FOR DRINKING.

FISH AND AQUATIC PLANTS CAN BE ACCOMMODATED BY THE SPHERE, AND THE SPELL CAN BE MADE PERMANENT.

#### WINYF'S WIND BLAST

RANGE: 180' + 20' THROW

DURATION: INSTANT

EFFECT: 1 BLAST OF AIR

THE CASTER OF THIS SPELL CREATES A BALL OF HARD, COMPRESSED AIR WHICH TRAVELS AT SPEED TO ONE TARGET. IF SAID TARGET IS OGRE SIZED OR SMALLER, IT MUST MAKE A SAVE VERSUS SPELLS OR BE FLUNG BACKWARDS 20'. IF SAID VICTIM HITS A HARD, VERTICAL SURFACE THEN IT WILL TAKE 1D6 DAMAGE PER CASTER LEVEL (UP TO 20D6) SAVING VERSUS SPELLS FOR HALF. IF NOT, HALF OF THIS DAMAGE IS TAKEN (SAVE FOR 1/4).

THIS HANDY COMBAT SPELL IS ALSO INVALUABLE FOR OPENING DOORS, KNOCKING OVER BOOKSHELVES, ETC.



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#### FOURTH LEVEL MAGICAL SPELLS

#### AREG'S AIR JET

RANGE: 50'

DURATION: 2-4 ROUNDS

EFFECT: ONE CONSTANT STREAM OF AIR

BY CREATING A TINY WORMHOLE TO THE ELEMENTAL PLANE OF AIR, THE CASTER OF THIS SPELL CONTROLS A POWERFUL AND DANGEROUS STREAM OF FAST FLOWING AIR. THIS FORMS A CONE, 50' LONG AND 20' WIDE AT ITS TERMINUS. ANY AIRBORNE CREATURES WILL BE BLOWN AWAY FROM THE CASTER (NO SAVE), AND ALL WITHIN THE CONE WILL TAKE 4D6 DAMAGE PER ROUND (SAVE FOR HALF).

THE DIRECTION OF THE CONE CAN BE CHANGED BY THE CASTER ONCE PER ROUND, BY CONCENTRATION.

#### BANALUG'S BANG

RANGE: 240'

DURATION: INSTANTANEOUS

EFFECT: 40 SPHERE OF SOUND

UPON COMPLETION OF THIS SPELL, A BALL THAT IN ALL RESPECTS RESEMBLES A FIREBALL FLIES FROM THE CASTER'S HAND TO A TARGET WITHIN RANGE. HOWEVER, IT DOES NOT RELEASE ANY HEAT OR LIGHT WHEN IT EXPLODES, INSTEAD IT PRODUCES AN EAR-SHATTERING BANG. THE NOISE CAN BE HEARD FOR A GREAT DISTANCE (DM'S JUDGMENT, BUT THIS MAY ATTRACT OR SCARE OFF WANDERING MONSTERS), AND ALL WITHIN THE 40' SPHERE AREA OF EFFECT MUST MAKE A SAVING THROW VERSUS SPELLS OR BE DEAFENED FOR 1D4 HOURS.

ALL WINDOWS, BOTTLES, POTTERY, ETC. (INCLUDING POTION BOTTLES) WITHIN THE AREA OF EFFECT ARE AUTOMATICALLY DESTROYED.

#### DREDMYRE'S DREAD GROUND

RANGE: 30'

DURATION: 1 TURN PER LEVEL OF THE CASTER

EFFECT: 10' SQUARE PER LEVEL OF THE CASTER

THIS SPELL CREATES AN AREA OF PURE, SHEER, DARK, DEPRESSING, DIABOLICAL EVIL. ALL ATTEMPTS TO DETECT EVIL (BY SPELL EFFECT OR A PALADIN CONCENTRATING) WILL AUTOMATICALLY FAIL TO DETECT ANY ONE SOURCE OF EVIL IN THE AREA, AS THE ENTIRE ZONE RADIATES AN INTENSE EVIL. LAWFUL OR GOOD CHARACTERS WILL FEEL A LITTLE UNCOMFORTABLE IN THE AREA. THIS SPELL CAN BE MADE PERMANENT, ALLOWING THE DISCERNING DARK WIZARD TO MAKE A REAL METAPHYSICAL ARCHITECTURAL STATEMENT.

#### GASYHUZ' GASEOUS FORM

RANGE: TOUCH

DURATION: 3 TURNS

EFFECT: ONE INDIVIDUAL

THIS HANDY, IF POSSIBLY EMBARRASSING, SPELL TURNS ONE WILLING RECIPIENT INTO A CLOUD OF GAS FOR THE DURATION OF THE SPELL, BUT UNFORTUNATELY DOES NOT TURN ANY WORN OR CARRIED POSSESSIONS INTO GAS. THE CLOUD IS VISIBLE BUT HARD TO NOTICE (UNLESS SOMEONE IS LOOKING FOR IT, THEY SEE IT ONLY ON A 6 ON 1D6) AND CAN BE MOVED BY WILL AT UP TO 120' PER ROUND.

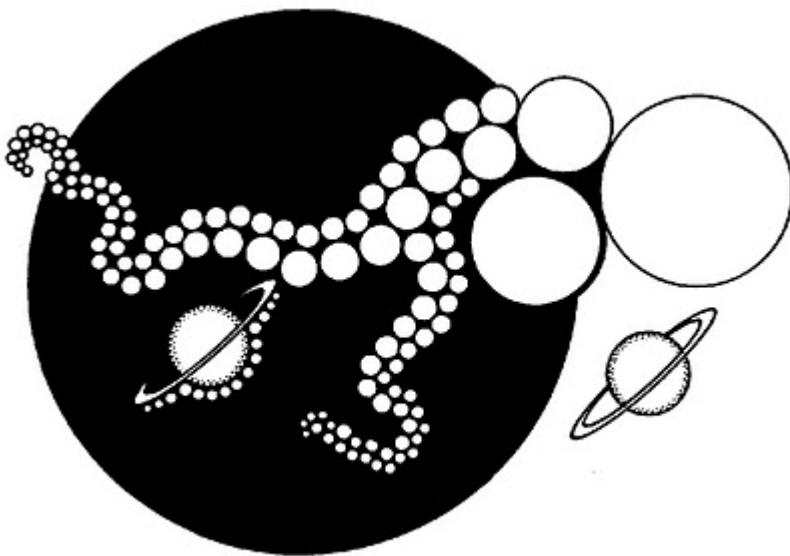
#### LIBITIJ'S LIGHTNING SANDS

RANGE: 120'

DURATION: 1 TURN PER LEVEL OF THE CASTER

EFFECT: 2' DIAMETER PER LEVEL OF HE CASTER

WHEN CAST, THE GROUND BENEATH A TARGETED FOE AND AN AREA OF 2' DIAMETER PER CASTER LEVEL AROUND HIM BECOME QUICKSAND. ALL CREATURES IN THE AREA MUST MAKE A SAVE VS. PARALYSIS OR START SINKING AT A RATE OF 1' PER ROUND, UNTIL ONLY THEIR HEADS PROTRUDE. AT THE END OF THE SPELL DURATION, ALL VICTIMS ARE SAFELY PLACED BACK ON THE SURFACE OF THE GROUND.



#### MYVARO'S MIST OF THE LEECH

RANGE: SPECIAL

DURATION: 1 ROUND PER LEVEL OF THE CASTER

EFFECT: 6' DIAMETER CLOUD

THIS SPELL CREATES A 6' DIAMETER BLACK CLOUD, WHICH CAN BE MOVED BY CONCENTRATION AT WALKING SPEED. IT WILL, UNLESS THE CASTER CONCENTRATES, ENVELOP THE NEAREST LIVING ORGANISM WITH BLOOD AND START BLEEDING IT, INFLICTING 1D6HP PER ROUND; THE VICTIM MUST ALSO SAVE VS. PARALYSIS OR BE MADE UNCONSCIOUS BY THE SPELL. AFTER INFLICTING 40 POINTS OF DAMAGE, THE CLOUD IS SATIATED, AND WILL DISSIPATE.

#### FIFTH LEVEL MAGICAL SPELLS

##### ASOK'S ACID BOLTS

RANGE: 240'

DURATION: INSTANTANEOUS

EFFECT: UP TO 20 BOLTS OF ACID

AN INVALUABLE ATTACK SPELL, IT CREATES 1 BOLT OF ACID PER LEVEL OF EXPERIENCE OF THE CASTER. THE BOLTS FLY IN A STRAIGHT LINE, EACH STRIKING A TARGET TO WHICH THE CASTER HAS LINE OF SIGHT. ALL OF THE BOLTS CAN BE AIMED AT ONE TARGET, OR THEY CAN BE SPLIT BETWEEN MULTIPLE FOES ANY WAY THE CASTER WISHES. EACH TARGET TAKES 1D6 DAMAGE PER BOLT, ALTHOUGH A SAVE VERSUS SPELLS IS ALLOWED FOR HALF DAMAGE.

##### PHLAMAREN'S FLAME BOLTS

RANGE: 240'

DURATION: INSTANT

EFFECT: UP TO 20 FIERY BOLTS

AS FOR ASOK'S ACID BOLTS (ABOVE), BUT WITH FIRE DAMAGE INSTEAD OF ACID.

##### SWAKASIL'S SWAP

RANGE: 30'

DURATION: INSTANT

EFFECT: SWAPS THE CASTER AND ANOTHER CREATURE

AN UNUSUAL SPELL WHICH CAUSES THE CASTER AND TARGET TO BE SWAPPED; THE CASTER ENDS UP WHERE THE TARGET WAS, AND THE TARGET IS TRANSPORTED TO WHERE THE CASTER WAS STANDING. MAKING IT QUITE USEFUL WHEN GET OUT OF A TIGHT SPOT. IF THE TARGET IS UNWILLING, HE OR SHE MAY MAKE A SAVING THROW TO NEGATE THE SPELL'S EFFECT.

##### TOGURUZ' TOSS FOE



RANGE: 5' PER LEVEL OF THE CASTER

DURATION: INSTANT

EFFECT: ONE OPPONENT IS HURLED AWAY

AN UNUSUAL AND QUITE VERSATILE COMBAT SPELL, EFFECTIVE ON GIANT SIZED OR SMALLER OPPONENTS. SAID CREATURE WILL BE BODILY HURLED UP TO 80' FROM THE CASTER, SUFFERING 2D6 DAMAGE (PLUS ANOTHER 5D6 IF IT HITS A SOLID OBSTRUCTION), AND INFLECTING 2D6 DAMAGE TO ANY CREATURE HIT BY THE FLYING VICTIM (DM'S JUDGEMENT WHETHER CONTACT WITH SAID CREATURES STOP THE FLYING VICTIM; A KOBOLD WILL BE STOPPED BY HITTING AN OGRE, BUT AN OGRE SHOULD BE HURLED STRAIGHT THROUGH A CLOUD OF KOBOLDS).

IF THE TARGET MAKES A SAVE VERSUS SPELLS, IT WILL COMPLETELY AVOID THE SPELL. A HURLED FOE MUST ROLL EQUAL TO OR UNDER HIS DEXTERITY SCORE -5 ON 1D20 TO LAND ON HIS FEET, OTHERWISE HE WILL FALL AND BE CONSIDERED PRONE UNTIL HE CAN STAND UP.



## 6TH LEVEL MAGICAL SPELLS

### BAILRIGG'S BUTCHERY

RANGE: 30'

DURATION: INSTANT

EFFECT: 1 CREATURE/CORPSE

BAILRIGG, BEASTMASTER OF THE GREAT ZOO OF THOTHIA, CREATED THIS SPELL TO ALLOW HIM TO RAPIDLY PORTION UP MONSTERS THAT HAD DIED, TO SEPARATE OUT USEFUL COMPONENTS IN THE HEAT OF THE DESERT BEFORE DECOMPOSITION SET IN.

UPON CASTING, ANY CHOSEN DEAD BODY WITHIN RANGE WILL INSTANTLY BECOME DISSECTED, ORDERED, AND LABELED; EACH BONE, MUSCLE, ORGAN, GLAND ETC. WILL BE NEATLY SEPARATED OUT AND IDENTIFIED. WHILE AN INVALUABLE SPELL FOR REMOVING

USEFUL COMPONENTS FOR MAGICAL RESEARCH, IT IS ALSO AN UNPLEASANT ATTACK SPELL. ANY LIVING CREATURE NOT TOTALLY IMMUNE TO CUTTING DAMAGE WILL TAKE 1D6 POINTS OF DAMAGE PER LEVEL OF THE CASTER, WITH A SAVE VERSUS SPELLS ALLOWED TO REDUCE DAMAGE TO HALF.

COFIC'S CONTAIN  
RANGE: TOUCH  
DURATION: 1 DAY  
EFFECT: 1 CONTAINER

AN UNUSUAL SPELL THAT TURNS ANY CONTAINER INTO A MAGICAL, EXTRADIMENSIONAL SPACE, RATHER LIKE A BAG OF HOLDING, FOR THE DURATION OF THE SPELL. THE CAPACITY OF THE CONTAINER IS EQUAL TO THE CASTER'S LEVEL X 50 LBS. ANY ITEMS IN THE CONTAINER WHEN THE DURATION ENDS (OR THE SPELL IS DISPELLED) WILL SPILL OUT, POSSIBLY AT HIGH SPEED.

ETHYLUB'S ETHEREALITY  
RANGE: TOUCH  
DURATION: UP TO 24 HOURS  
EFFECT: 1 RECIPIENT

THE RECIPIENT OF THIS SPELL CAN CHOOSE TO ENTER THE ETHEREAL PLANE ONCE, ANY TIME UNTIL 24 HOURS AFTER THE SPELL IS CAST, AND MUST RETURN DURING THE SAME PERIOD. THE SPELL ALSO PROVIDES MOVEMENT ON THE PLANE AT WALKING SPEED.

FAMLEYN'S FAMILIAR SPIRIT  
RANGE: 240'  
DURATION: 2 TURNS PER CASTER LEVEL  
EFFECT: 1 ILLUSIONARY FAMILIAR

THIS ILLUSION SPELL CREATES A SINGLE ILLUSIONARY FAMILIAR (HALFLING SIZED OR SMALLER), THE APPEARANCE OF WHICH IS DETERMINED BY THE CASTER (ALTHOUGH NO SPECIFIC CREATURE CAN BE IMITATED). IT IS A BELIEVABLE ILLUSION, WITH A RUDIMENTARY INTELLIGENCE OF ITS OWN. IT CAN OBEY SIMPLE COMMANDS, IT CAN SCOUT AREAS FOR THE CASTER, AND CARRY MESSAGES. IT CANNOT BE HARMED OR EFFECTED BY ANYTHING OTHER THAN A DISPEL MAGIC OR DISPEL ILLUSION.

HIWARIM'S HYDRAX  
RANGE: 0  
DURATION: SPECIAL  
EFFECT: SUMMONS 1 HYDRAX

THIS SPELL DRAWS ONE HYDRAX TO THE PRIME PLANE, THE HYDRAX BEING COMPELLED TO COMPLETE A SINGLE TASK FOR THE CASTER TO THE BEST OF ITS ABILITY. A WATER VERSION OF INVISIBLE STALKER.

MORIGINIQ'S MORT ROUGE

RANGE: TOUCH

DURATION: SPECIAL

EFFECT: SPECIAL

THE VICTIM OF THIS SPELL MUST MAKE A SAVE VERSUS SPELLS OR START BLEEDING, SLOWLY, THROUGH MINOR CUTS AND PORES IN THE SKIN. 1D4HP ARE LOST PER DAY, UNTIL A CURE DISEASE, CUREALL OR HEAL SPELL IS CAST. NO HEALING DUE TO REST CAN BE GAINED WHILE SUFFERING FROM THE DISEASE.

ANYONE TOUCHING THE VICTIM MUST IN TURN MAKE A SAVE VERSUS SPELLS OR START SUFFERING A SIMILAR EFFECT.



REVIKEW'S RESIST TURNING

RANGE: 10'

DURATION: 1 DAY/LEVEL OF CASTER

EFFECT: 1 UNDEAD

ANY UNDEAD UPON WHOM THIS SPELL IS CAST WILL RECEIVE A SAVING THROW (DEATH RAY) VERSUS ANY ATTEMPT BY A CLERIC TO TURN, CONTROL, OR DESTROY IT.

WORMLEY'S WORMHOLE

RANGE: TOUCH

DURATION: INSTANT

EFFECT: UP TO 2 TARGETS PLUS CASTER

A HANDY TRANSPORTATION SPELL, EFFECTIVELY THE SAME AS DIMENSION DOOR BUT ALSO AFFECTING UP TO TWO WILLING RECIPIENTS ALONG WITH THE CASTER.

## 7TH LEVEL MAGICAL SPELLS

### ARHORREG'S ARCTIC BLAST

RANGE: SPECIAL

DURATION: INSTANT

EFFECT: CONE 100' LONG, 60' WIDE AT END.

THIS SPELL CREATES A CONE OF COLD AIR, 100' LONG AND 60' LONG AT THE FAR END. ALL CREATURES CAUGHT IN THE AREA TAKE 1D6 DAMAGE PER CASTER LEVEL (SAVE FOR HALF). IN ADDITION, A SECOND SAVE IS NEEDED TO AVOID BEING BLOWN AWAY BY THE WIND.

TARGET SIZE	DISTANCE BLOWN
TINY (TO 1')	1D10X10'
SMALL (TO 4')	1D8X10'
MEDIUM (TO 8')	1D6X10'
LARGE (UP TO 20')	1D4X10'
HUGE (20' PLUS)	NONE

DAMAGE TAKEN FROM BEING THROWN IS 2D6, PLUS 5D6 IF THE VICTIM HITS A SOLID, VERTICAL OBJECT, OR 2D6 IF IT HITS ANOTHER CREATURE (THAT CREATURE ALSO SUFFERING 2D6 DAMAGE). A SUCCESSFUL DEXTERITY CHECK (ROLLING EQUAL OR LESS THAN DEXTERITY ON 1D20) ALLOWS A VICTIM TO LAND ON HIS FEET.

### ASRE'S ASTRAL LEAP

RANGE: TOUCH

DURATION: 24 HOURS

EFFECT: TRANSPORT TO THE ASTRAL PLANE

THE RECIPIENT OF THIS SPELL MAY, ONCE IN A 24 HOUR PERIOD, TRAVEL TO THE ASTRAL PLANE, AND MUST RETURN WITHIN THE SPELL'S DURATION.

### PLAMAT'S PLANAR RECKONING

RANGE: SPECIAL

DURATION: INSTANT

EFFECT: TELLS THE CASTER THE BIAS AND ADDRESS OF A PLANE

AN INVALUABLE SPELL FOR THE DISCERNING PLANAR EXPLORER, THE SPELL CASTER IMMEDIATELY GAINS KNOWLEDGE OF SPHERE BIAS ON THE PLANE OF EXISTENCE HE IS ON, ALONG WITH A PLANAR ADDRESS (I.E. THE NAMES OF PLANES THAT MUST BE CROSSED FROM THE ASTRAL TO REACH THE PLANE).

SAKAVU'S SAVED SPELLS

RANGE: CASTER ONLY

DURATION: 1 HOUR PER LEVEL OF THE CASTER

EFFECT: CASTER ONLY

AN INVALUABLE SPELL THAT ALLOWS THE CASTER TO PRE-CAST PROTECTIVE SPELLS. A TOTAL NUMBER OF PROTECTIVE SPELL LEVELS, EQUAL TO HALF THE CASTERS LEVEL, ARE CAST IMMEDIATELY AFTER CASTING THIS SPELL.

AT ANY TIME UNTIL THE SPELLS DURATION ENDS, ALL OF THE SPELLS THUS STORED CAN BE ACTIVATED IN A SINGLE ROUND. UNTIL THAT TIME, THOSE SPELLS ARE NOT AVAILABLE FOR USE, UNLESS OF COURSE THE CASTER HAS CHOSEN TO MEMORIZE SUCH SPELLS MORE THAN ONCE. ALL OF THE PROTECTIVE SPELLS CAN AFFECT ONLY THE CASTER; NO AREA OF EFFECT SPELLS ARE ALLOWED.

SPENELY'S SPEAR

RANGE: 240'

DURATION: 1 ROUND PER LEVELS.

EFFECT: CREATES ONE FLYING SPEAR.

THIS SPELL CREATES A SPEAR, THE APPEARANCE OF WHICH VARIES ACCORDING TO THE CASTER (SOME SPELL CASTERS CREATE A GLOWING RED SPEAR, OTHERS MAY CREATE SOMETHING RESEMBLING A BALLISTA BOLT, ETC.). THE SPEAR FLOATS IN THE AIR, AND CAN ATTACK ONE FOE PER ROUND (BY THE CASTER CONCENTRATING), UP TO A RANGE OF 240'. A NORMAL HIT ROLL (USING THE CASTER'S BASE CHANCE TO HIT) IS REQUIRED. THE SPEAR RETURNS AT THE END OF THE SPELL'S DURATION TO THE CASTER. DAMAGE IS 1D10+3, AND THE SPEAR CAN HIT TARGETS IMMUNE TO MAGICAL WEAPONS, STRIKING AS A +3 MAGICAL WEAPON.

8TH LEVEL MAGICAL SPELLS

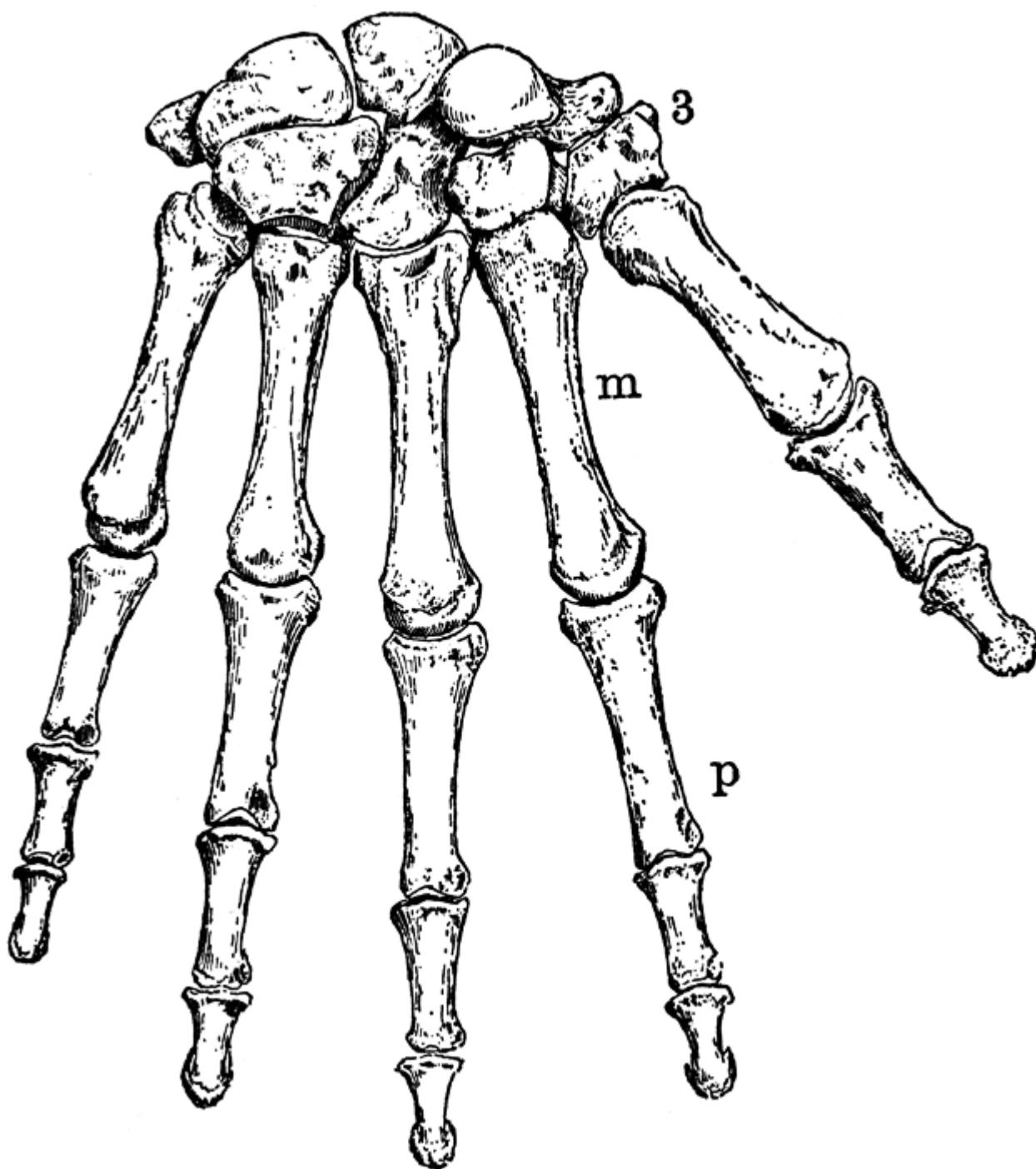
DAMHORVEX' DEMON KNIGHT

RANGE: 120'

DURATION: 3D6 ROUNDS

EFFECT: SUMMONS ONE DEMONIC FIGHTER.

THIS SPELL SUMMONS A DEMONIC FIGHTER IN BLACK ARMOR TO FIGHT FOR THE CASTER FOR 3D6 ROUNDS. THE DEMONIC KNIGHT IS HORRIBLE TO BEHOLD, AND ANYONE IN MELEE WITH HIM MUST SAVE VS. SPELLS EACH ROUND OR FLEE IN TERROR FOR 2D6 ROUNDS. THE DEMONIC KNIGHT IS EQUAL TO A FIGHTER OF THE CASTER'S LEVEL FOR ALL PURPOSES, AND POSSESSES +2 SWORD, SHIELD AND PLATEMAIL. THE KNIGHT AND ALL HIS ITEMS DISAPPEAR AT THE SPELL'S EXPIRATION.



#### STIRZYL'S STRAW TO GOLD

RANGE: TOUCH

DURATION: PERMANENT

EFFECT: 100 LBS OF STRAW PER CASTER'S LEVEL.

THIS SPELL WILL TURN ONE HUNDRED POUNDS OF ORDINARY STRAW, PER CASTER LEVEL, PERMANENTLY INTO GOLD (CREATING 1,000 G.P., PER LEVEL, IF ENOUGH STRAW IS AVAILABLE). HOWEVER, EACH TIME IT IS CAST, THERE IS A CHANCE (6 ON 1D6) THAT A DEMON PRINCE IN THE FORM OF A GNOME WILL APPEAR, AND DEMAND THAT THE WIZARD SOLVE A RIDDLE, OR HE WILL PERMANENTLY LOSE A RANDOM MAGIC ITEM. THE DEMON PRINCE CANNOT BE ATTACKED OR COUNTERED IN ANY WAY. AS THE WIZARD MUST KNOWINGLY LEAVE HIMSELF OPEN TO THIS PERIL IN ORDER TO CAST THE SPELL.

#### FLYNVEN'S FLYING ARMY

RANGE: 500', CENTERED ON CASTER

DURATION: ONE HOUR PER CASTER LEVEL

EFFECT: UP TO 5,000 BEINGS IN THE AREA OF EFFECT

THIS SPELL FUNCTIONS EXACTLY AS THE FLY SPELL, BUT IS OF GREATER DURATION, AND THE WIZARD CAN TAKE HIS ARMY WITH HIM.

#### 9TH LEVEL MAGICAL SPELLS

##### ENKARDI'S ENCHANTED FORTRESS

RANGE: TOUCH

DURATION: ONE DAY PER CASTER LEVEL

EFFECT: ONE CASTLE OR WALLED CITY.

THIS SPELL MAGICALLY DOUBLES THE DAMAGE POINTS NEEDED TO DESTROY THE WALLS, GATES, DOORS, OR ANY OTHER CONSTRUCTION OF A SINGLE WALLED FORTRESS, ALSO CAUSING IT TO GLOW FAINTLY. THE SPELL WILL NOT EFFECT ANY OTHER TYPE OF BUILDING OR CONSTRUCTION.

##### RELMAJ'S REALM WITHER

RANGE: 500 MILES

DURATION: ONE YEAR

EFFECT: ONE CITY STATE OR SMALL COUNTRY.

THE CLASSIC REALM-LEVEL CURSE SPELL, THIS DIRE ENCHANTMENT CAUSES ANY SINGLE REALM UP TO 200 MILES IN RADIUS TO SUFFER DROUGHT AND PESTILENCE, HALVING ITS INCOME FOR THE NEXT YEAR AND REDUCING ITS POPULATION BY 3D6% PERMANENTLY (THE POPULATION REDUCTION IS NOT MAGICAL, IT IS JUST THE RESULT OF PEOPLE DYING

AND GOING TO LIVE ELSEWHERE.

DAURFUIN'S DEMON SCOURGE

RANGE: 360'

DURATION: INSTANTANEOUS

EFFECT: UP TO FOUR EXTRA-DIMENSIONAL BEINGS.

THIS SPELL CAUSES LONG WHIPS OF INDIGO FLAME TO LEAP FROM THE CASTER'S HAND, CAUSING 1D4 DAMAGE PER THE CASTER'S LEVEL TO UP TO FOUR DEMONS, DEVILS, ELEMENTALS, OR EXTRAPLANAR BEINGS OF THE CASTER'S CHOICE, AND WITHIN RANGE. SUCH CREATURES GET NO SAVING THROW, AND MAGIC RESISTANCE IS INEFFECTIVE AGAINST THIS SPELL. IT HAS MINIMAL EFFECT ON CREATURES FROM THE PRIME MATERIAL PLANE, CAUSING ONLY 1D2 POINTS OF DAMAGE PER CASTER LEVEL, AND SAVING THROWS DO APPLY IN THIS CASE.

