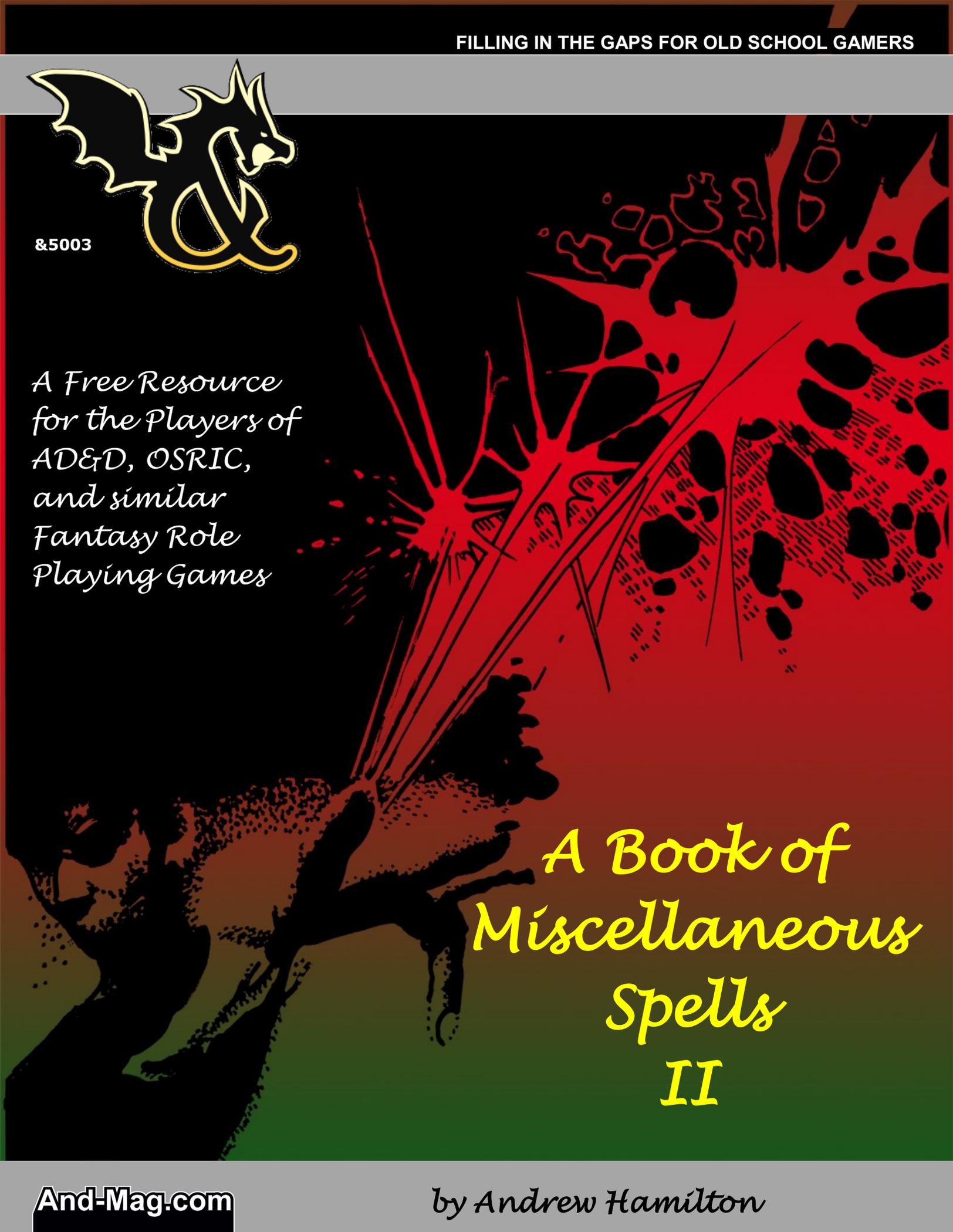




&5003

*A Free Resource
for the Players of
AD&D, OSRIC,
and similar
Fantasy Role
Playing Games*



*A Book of
Miscellaneous
Spells
II*



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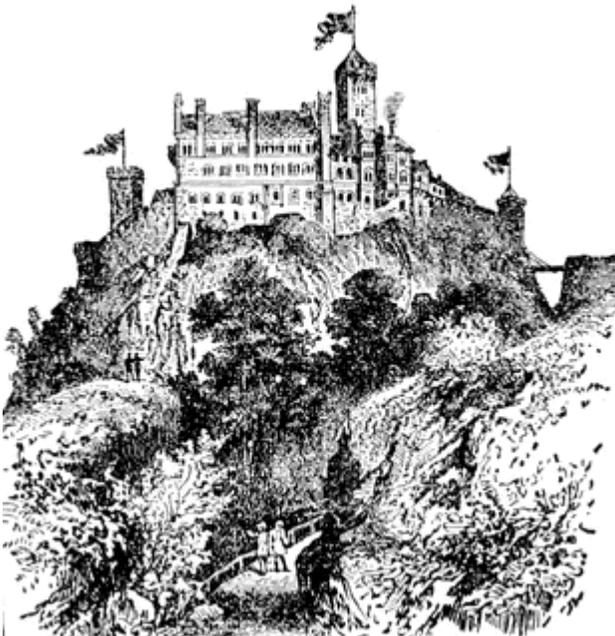
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A Book of Miscellaneous Spells II

About the Cover Artist

Martin has been drawing since he was a kid, but his first fantasy gaming visuals were done for the AD&D campaigns he used to DM in the late 1970's. A longtime fan of illustrators such as DAT, Hans Arnold, Malcolm Pointer, Rolf Gohs, et al, he recently rediscovered gaming and has now had fantasy & science fiction drawings published in both OSR fanzines and prozines as well as in rulebooks and modules - both in his native Sweden and abroad. Martin's gallery can be found at:
<http://www.osr-ink.se>



Interior Art

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Introduction

Author's Comments

Even before the first spell book was available for download, I was designing some of the spells that are included in this document. I don't know why, but I like designing spells. It might have to do with the fact that designing a single spell is a relatively quick process, so the level of creative commitment is a lot less than writing up an adventure, for example.

As is always the case, many (all?) of these spells have been published in the pages of *& Magazine* (<https://and-mag.com>) or *Footprints* (<http://www.dragonsfoot.org>) or on various Workshop threads on various forums that I've spent time "hanging around" on.

I'd like to extend my thanks to the various individuals who have provided comments, advice and constructive criticism along the way. In general, I've found that the forums are a good place to test out new concepts, sound out some ideas, and make the creative process a little less lonely. I'm not going to name names (since some people prefer to stay low profile), but you all know who you are.

I don't expect that anyone will use all of these, but even if someone uses one of these or is inspired and takes some of these and tweaks them for their own use, I'm glad to have had the opportunity to share.

Finally, I'd love to hear from any readers. You can find me on the Dragonsfoot Forums, under the handle "decostop".

Andrew "decostop" Hamilton

Sometime in 2013



Editor's Comments

Fellow gamers, it is with great pleasure that I introduce the second instalment of miscellaneous spells from the mind of Andrew 'decostop' Hamilton. This spell book broaches such esoterica as shamanistic magic, witchcraft, and demonism, in addition to new spells for the generic classes of cleric, druid, magic-user, and illusionist. Its contents cover the full gamut of gaming from low-level campaigns all the way to high level powerful magic; there's something here for everyone!

As any of you who have worn the 'hat' of editor can attest, it can be a grueling and thankless task at times. For any engaging and well-written work there will be many more that are not so; the grind is real.

However I can honestly say that Andrew is one of a select group of authors, for whom editing is a real joy. Andrew's material is always fresh, well-balanced, and in the true spirit of old school *AD&D*. He's always creating, and it's awesome to see a bounced idea from the editorial team percolate in Andrew's mind, and then return re-assimilated into a dozen pages of new, top-level *AD&D* content. He's a great asset to the OSR and I hope you, dear reader, find as much enjoyment in these pages as the & editorial team has.

Game on!

Dan Rasaiah

Books Referenced

This book makes reference to numerous official *AD&D* books. The following abbreviations are used:

Book	Abbreviation
Dungeon Masters Guide	DMG
Players Handbook	PHB
Monster Manual	MM
Monster Manual II	MMII
Fiend Folio	FF
Dungeoneers Survival Guide	DSG
Wilderness Survival Guide	WSG
Oriental Adventures	OA



Cleric Spells

Level 1

Healing Vigil

Level:	Cleric 1
Type:	Necromantic
Range:	touch
Duration:	see below
Area of Effect:	see below
Components:	V, S, M
Casting Time:	1 round
Saving Throw:	N/A

This spell allows a cleric or druid to maintain a *Healing Vigil*, watching over an injured individual and lending that injured individual the cleric's (or another person's) strength. In effect, the injured individual heals normally with rest, and also benefits from the cleric's rest (i.e. healing a base of 2 hp/night, rather than just 1 hp). As the cleric increases in level, the vigil both lasts longer and they may include others in the vigil, allowing more than one person to lend their strength to the healing process.



At 3rd level the cleric or druid can cast the spell on behalf of another (i.e. allowing a mother to watch a vigil over their child, or a companion over an injured ally). At 5th level a second person may be added to the vigil (a base of 3 hp healed per night of rest), increasing to 3 persons at 7th level (4 hp per night of rest) and capping at 4 persons at 9th level (5 hp per night of rest). Similarly, at the 3rd level, the vigil can be extended to 2 night's duration. At the 7th level the vigil can be extended to 3 night's duration, and at the 11th level the vigil can be extended to a maximum of 4 nights. The use of healing or plant lore non-weapon proficiencies affect the base healing of

the injured person; but the "bonus" is not multiplied by the power of the vigil, only the base "resting" healing rate is augmented.

While this spell has less healing potential than *Cure Light Wounds*, it does have an other important benefit. In addition to healing, each individual in the vigil provides the injured or ill individual a bonus saving throw vs. any poison or disease that is affecting the injured or ill individual. Thus, an injured individual also fighting off infection from some giant rat bites would gain a second saving throw if one person was standing a *Healing Vigil*.

Regular contact is required, as is proximity. Those standing vigil do not heal, but they may rest (for example, a mother could sleep with her child in her arms, or a battle companion could sleep or doze in a chair beside his injured companion's bed).

The material component of the spell is mistletoe (for a druid) or a holy symbol (for a cleric).

Witness Oath

Level:	Cleric 1
Type:	Enchantment
Range:	touch
Duration:	see below
Area of Effect:	one willing person
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	see below

This simple spell is often used by the clergy of gods of law, honor, or commerce. It allows a cleric to witness an oath made by a willing individual. This witnessing then leaves a "mark" on the individual that swore the oath. This mark can be seen and understood by another cleric (of the same religion, or in some cases by clerics of allied deities or from the same pantheon of deities). The use of this spell allows contracts to be witnessed, executed and discharged across distances; and can also be called as evidence in the event that a dispute goes before a magistrate.

The "mark" will remain in place as long as the oath is in place. Thus, should someone swear to deliver a parcel to a certain place, the "mark" will be visible until such a time as the parcel is delivered. An oath sworn to serve a god, such as may be sworn by a cleric or paladin, will leave a mark that is permanent. The mark may only be removed by a priest of great power (a 12th level or higher) or by discharging the oath.

Should the oath be broken, the mark will change, allowing a cleric to identify the person as an oath-breaker. In this case, the mark may only be removed by atonement (both the spell and a service).

The material component of the spell is the holy symbol, which the person swearing the oath must touch. This spell will fail if the individual swearing the oath is not voluntarily swearing the oath or is actively being deceitful (e.g., swearing under a false name, etc.).

Level 2

Divine Gift of Healing

Level: Cleric 2
Type: Necromantic
Range: touch
Duration: 1 day/level
Area of Effect: one person
Components: V, S, M
Casting Time: 1 turn
Saving Throw: N/A

The individual that receives the *Divine Gift of Healing* has their natural recuperative capacity increased for the duration of the spell. The spell lasts for a number of days equal to the level of the cleric casting the spell, and during that time the gifted individual heals more damage than normal overnight. An individual that has received the *Divine Gift* from a cleric of the 3rd to 5th level will recover 2 hp/night of rest (instead of the base 1 hp/night). If the *Divine Gift* has been bestowed by a cleric of the 6th through 10th level, the gifted individual will recover 3 hp/night of rest. This increases to 4 hp per night at the 11th to 15th level of clerical ability, and 5 hp/night at the 16th or greater level of clerical ability.

The normal restrictions on natural healing remain; the individual with the *Divine Gift* must get a good night's rest. If they do not, no healing occurs.

While the *Divine Gift of Healing* does not cure damage immediately (as is the case with a *Cure Light* or *Cure Serious Wounds* spell, for example), this spell is useful if the cleric is sending one or more minions on a mission, as it allows the cleric to provide a curative spell over a duration of time.

The material component of the spell is the cleric's holy symbol.

Note that the Witch NPC class has access to this spell as a 4th level spell.

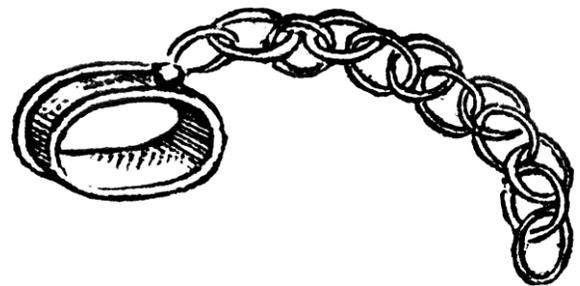
Light Touch

Level: Cleric 2
Type: Invocation
Range: touch
Duration: see below
Area of Effect: see below
Components: V, S, M
Casting Time: 5 segments
Saving Throw: N/A

This spell manifests as a glowing radiance around the cleric's hand. The cleric is then able to touch an object and encase it in a glowing aura, effectively shedding light (illuminating an area equal to a 1" radius globe, 1/2 the area of the 1st level clerical *Light* spell). The cleric is able to imbue 1 item per 2 levels (rounded down) with an aura of light. The aura of light may manifest with a color consistent with the colors of the cleric's faith (e.g., silver, blue, red, etc.).

The cleric's hand will be encased in light for 1 round/level, and the imbued light lasts for 1 turn/level. The imbued light may be dispelled, but each individual imbued light source must be extinguished separately.

The *Light Touch* spell is used in ceremonies, or to allow a cleric to give worshippers light sources that also mark or identify them as being "of the faith" in darkness or combat.



Weighty Shackles

Level: Cleric 2
Type: Invocation
Range: touch
Duration: 1 day/level
Area of Effect: 1 person
Components: V, S, M
Casting Time: 5 segments
Saving Throw: negates

This spell is used by clerics to prevent a prisoner from escaping; even if the prisoner was to break free of their cell (or defy some other condition determined by the cleric at the time of casting), the *Weighty Shackles* spell should effectively prevent escape. If the shackled



individual moves or breaks the conditions, the "shackles" increase in weight, weighing 10 lbs the first round, then 50 lbs on the 2nd round, 100 lbs on the 3rd round, increasing to 200 lbs on the 4th round, and finally 400 lbs (maximum weight) on the 5th round. The cleric casting the spell may set a single condition at 3rd level. At 7th level, a cleric casting the weighty shackles spell may impose 2 conditions, increasing to a maximum of 3 conditions at level 11.

These conditions must be relatively specific, and not threaten the wellbeing of the target. Conditions may include, "You shall not leave this room", "You shall not leave this tower", "You shall not attack any occupant of this tower", "You shall not pick up a weapon", etc.

The material component of the spell is the cleric's holy symbol, which must be touched to the wrists of the target. If the spell is successful, there will be a bright flash, and the cleric (as well as any cleric of that faith) will see faint glowing bands on the wrists of the target.

DM's Note: An evil version, called *Burning Shackles*, is used by some faiths that worship powers of slavery, vengeance and depredation. In this case, the magical shackles burst into flames, causing horrific damaging burns. The burns cause 1 hp of damage on the first round, 2 hp on the 2nd round, 4 hp on the 3rd through 10th round (at which point the power of the burning shackles spell is expended).

Level 3

Dark Dreams

Level: Cleric 3
Type: Enchantment/Charm
Range: 6"
Duration: 1 night
Area of Effect: 1 person
Components: V, S, M
Casting Time: 5 segments
Saving Throw: negates

This clerical spell is favored by clerics that worship evil gods, particularly those whose ethos include fear, nightmares, torment and suffering.

The victim of a *Dark Dreams* spell will experience terrible nightmares from which they cannot awaken the next time they sleep. These nightmares seem vivid and real, and always include elements consistent with the faith of the cleric that cast the spell. The result of the spell is that the victim will wake up in an exhausted state, unable to pray

for or study for new spells. They will not have received the benefit of any natural healing from their "rest". Finally, they will suffer a -1 penalty to Strength, Dexterity and Constitution until such a time as they manage to get a full night's restful sleep.

If a victim is subjected to multiple, sequential *Dark Dreams* spells, the ability score penalties will be cumulative, to a maximum penalty of -4. There are rumors that repeated application of this spell to a victim has driven the victim insane over time, but whether this is true or simply rumor spread by evil faiths to make others fear them is unknown.

Holy Fury

Level: Cleric 3
Type: Invocation
Range: caster
Duration: 1 round/2 levels
Area of Effect: self
Components: V, S, M
Casting Time: 5 segments
Saving Throw: N/A

A favorite of paladins and more militant clerics, this spell is of great use in melee combat against specific targets. When cast, the *Holy Fury* spell gives the cleric unparalleled combat ability against any creatures that are subject to Turning (including Special Creatures), regardless of whether or not the cleric is of a high enough level to turn that creature. While the spell is in effect, the cleric inflicts a damage bonus equal to their level with each successful melee attack. The cleric does not receive a bonus to strike, nor are they able to harm a creature normally struck only by magical weapons unless the cleric is also wielding a magical weapon.

The material component of this spell is a holy symbol.

Wall of Light

Level: Cleric 3
Type: Conjuration/Summoning
Reversible: Yes
Range: 3"
Duration: 1 round/level
Area of Effect: 50 square feet/level
Components: V, S, M
Casting Time: 6 segments
Saving Throw: none

This spell summons into being a simple wall of light. The cleric is able to summon a wall with a face of 50 square feet per level (e.g., a 5' wide x 10' high wall for each level of the cleric). The wall of light is very bright, providing



illumination to a distance of 20' on either side of the wall. The wall of light is not a physical barrier, and mortal creatures can step through the wall unhindered, and weapons or objects can be thrown or fired through the wall. However, the wall is so bright that it cannot be seen through (by anyone, caster included), essentially providing 100% concealment (as per the *DMG*) to creatures on either side of the wall of light.

The *Wall of Light* has two additional properties. First, the wall dispels any darkness that comes in contact with or crosses the plane of the wall. Second, any undead or creatures composed of shadow or darkness (e.g., shadow mastiffs, shades) that cross the wall of light will suffer damage (1 hp/level of the caster) as the divine light boils away the evil or dark essence of these entities.

The reverse of this spell, *Wall of Darkness* summons a wall of inky black darkness of the same dimensions. The wall dispels light (magical swords that shed light will be unable to shed light for 1 round/level of the cleric that cast the *Wall of Darkness*), and provides concealment. Creatures of pure goodness, light, or positive energy that cross the wall of light (including solars, planetars, devas, etc.) will suffer 1 hp/caster level of damage.

Neither the *Wall of Light* or *Darkness* can be brought down by a *Darkness* or *Light* spell, respectively. It can be dispelled by a *Dispel Magic* or similar abjuration magic.

Wracking Pain

Level: Cleric 3
 Type: Necromantic
 Range: 3"
 Duration: 1 round/level
 Area of Effect: 1 to 3 person (see below)
 Components: V, S, M
 Casting Time: 5 segments
 Save: negates

A favorite of evil and sadistic clerics, this spell is similar to the *Hold Person* spell in that it targets 1 to 3 persons, and incapacitates them. Unlike *Hold Person* however, the *Wracking Pain* spell incapacitates the target by subjecting them to pain that is so intense and agonizing that the victim is unable to do anything other than writhe on the ground in agony. In addition to being unable to move, fight, defend themselves or cast spells, the victim also suffers 1d3 hp of damage each round from the magically intense pain.

If three persons are targeted by the spell, they save normally against the spell. Two individuals would save at a -1 penalty, and if the spell is targeted against one individual, that individual must save vs. spells at a -3 penalty to avoid the effects of *Wracking Pain*.

The *Wracking Pain* spell is effective against persons (as per the 1st level magic-user spell *Charm Person*), and is ineffective against undead, extra-planar creatures, golems, automatons, vegetative life forms, etc.

Druid Spells

Level 1

Forester's Stew

Level: Druid 1
 Type: Enchantment, Necromancy
 Range: touch
 Duration: see below
 Area of Effect: 1 pot of stew
 Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: none

This spell allows a druid or ranger to cook up a very hearty meal using bits of bark, leaves, herbs, etc. The stew itself is nutritious, and a single serving will provide

enough nourishment to keep a human fed for an entire day, and one serving per 2 caster levels may be made in the batch. More importantly, the stew is capable of healing 1 hp/2 caster levels. The druid has a choice, they can make a single serving, and concentrate the healing in that single serving, or they can make multiple servings and spread the healing around. For example, an 8th level druid can make one serving (healing 4 hp), two servings (healing 2 hp), or four servings (each healing 1 hp).

The material component is some edible plants, a stew pot, and a camp or cook fire.

Fire Stone

Level: Druid 1
 Type: Alteration, Conjunction
 Range: touch
 Duration: 1 hour/level



Area of Effect: 1 stone, up to 1 lb/caster level
 Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: N/A

This spell, a favorite amongst rangers, allows a rock or stone to be "set on fire". Once burning, the stone will continue to burn like a normal camp-fire for the duration of the spell.

There are a number of benefits to this spell. While the fire-stone sheds heat and light (just as a normal camp-fire), it does not emit smoke and it does not consume fuel (making it useful in barren environments). The fire-stone can be used to ignite other fires (such as lighting a torch). While the fire-stone can be extinguished by dousing it with water or covering it with sand or dirt, wind or heavy rain will not extinguish it. The fire stone could be transported in a metal pail or a helmet, but anyone handling the stone will be burned as if they were carrying a burning log or piece of firewood (1d4 hp/round).

The material component of the spell is flint & steel, a bit of coal, and a stone.

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: N/A

Unless otherwise noted, this spell is the same as the 1st level clerical spell of the same name.



Gentle Tether

Level: Druid 1
 Type: Enchantment
 Range: touch
 Duration: 12 hours
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 3 segments + 1 segment/creature affected
 Saving Throw: N/A

This simple spell prevents the affected domestic animals from wandering off. The affected animals may wander within the area of the "tether", which is 1" radius per level of the druid. The druid is able to affect 1 animal/2 levels. Only domestic animals may be affected by this spell. It has no effect if cast upon wild or feral animals. Similarly, the spell has no effect on domesticated, magical animals (e.g., a trained owlbear or pegasus). For the purposes of this spell, animals are those creatures affected by the *Speak with Animals* spell.

Healing Vigil

Level: Druid 1
 Type: Necromantic
 Range: touch
 Duration: see below
 Area of Effect: see below

Salve

Level: Druid 1
 Type: Alteration, Necromancy
 Range: touch
 Duration: see below
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: none

This spell is cast by a druid while making a healing salve (using the healing non-weapon proficiency). The spell works to double the efficacy of the non-weapon proficiency. Thus the spell allows the druid possessing the healing non-weapon proficiency to heal up to 2 hit points of injury per day for a character who remains active. If the druid was able to tend to a character who is at complete rest, the salve enables the injured character to recover 4 hp/day. If the druid lacks the healing proficiency, the salve is still effective, but at a reduced level, mimicking the base effects of the healing non-weapon proficiency (recover 1 hp if active or 2 hp if at complete rest). Note that the salve does not have any affect if used to immediately tend to injuries. The druid is also able to tend to themselves using this spell.

The druid casting the *Salve* spell is able to mix enough of a batch to treat one patient for every three levels of the druid (rounded up). Thus a 1st to 3rd level druid is able



to tend to only one patient, but a 4th level druid is able to tend to 2 patients, while a 7 to 9th level druid can tend to 3 patients. This allows a high level druid to exceed the restriction of benefiting a single patient as described in the healing non-weapon proficiency.

The casting time reflects the time necessary to combine the gathered medicinal herbs and plants to create a salve, but it does not reflect the time necessary to gather the medicinal herbs (although a wise druid should carry an assortment of medicinal herbs with them). The salve's duration is adequate for a single day of medicinal application. If the druid was to continue administering healing and use a salve on a second day, they would need to cast a second *Salve* spell and concoct a new batch of medicinal salve.

Note: The healing non-weapon proficiency is described in the *DSG*, the *WSG*, and the *OA* rulebooks. This spell is also available as a 1st level spell to witches and clerics who worship deities of healing or vegetation.

Soupstone

AKA Pot of Plenty

Level: Druid 1
 Type: Alteration
 Range: touch
 Duration: see below
 Area of Effect: 1 cooking pot
 Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: N/A

This spell enables the caster to produce a nourishing stew be made from bits and pieces of plants and animals, but extends the amount over many persons. The spell is cast on a stone, which is then put into a pot of water, and bits of animal and plants are then added to the soup. The materials added do not need to be the type of material one normally associates with making soup. So, some horn or tuft of fur can be added instead of meat. Some bark or leaves instead of root vegetables, etc.

The magic of the *Soupstone* spell makes the material edible (even if spoiled, but not if poisoned), tasty and nourishing. The druid is able to prepare a batch that feeds one person per two levels (rounded down), and the soup will keep without spoiling (even in hot conditions) for 1 day per 3 levels (rounded down) of the caster.

The spell is cast while preparing the soup, hence the longer casting time.

Level 2

Earth's Sling Stone

Level: Druid 2
 Type: Alteration
 Range: touch
 Duration: see below
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: N/A

This spell is a favorite of those druids who use a sling as a weapon. It makes a sling stone (but not a bullet) increase in size and weight (effectively increasing the weight to 2x normal at 2nd level, 3x normal at 3rd level, etc.) once the stone is hurled from a sling. The velocity of the stone stays the same, resulting in a more damaging impact.

The base damage is doubled (from 1d4 to 2d4) when cast by a druid of level 2 to 3. The base damage is tripled from levels 4 to 6, quadrupled from levels 7 to 9, quintupled from levels 10 to 12, and the damage is increased 6-fold when this spell is cast by a druid of the 13th or higher level. The earth's sling stone spell affects 1 sling stone at level 2, 2 stones at level 3, 3 stones at level 5, etc. to a maximum of 7 stones at 13th level. The stones upon which the spell has been cast must be slung within 1 turn of the spell being cast or the magic dissipates. The druid may cast the spell upon the stones and hand the sling stones to an ally to use, or use the stones himself.

Level	Stone Weight	Damage
2-3	2x	2d4
4-6	3x	3d4
7-9	4x	4d4
10-12	5x	5d4
13+	6x	6d4

The *Earth's Sling Stone* spell does not provide a bonus to strike, but it does allow a sling stone to harm a creature normally hit by +1 or better weapons. The earth's sling stone only works if cast upon normal sling stones; it fails if cast upon magical sling stones.

Thorn Spray

Level: Druid 2
 Type: Invocation



Range: 0"
 Duration: instantaneous
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: 1/2 damage

Cast in a wooded environment, or a rose garden, this spell causes thorns (or needles in a coniferous environment) to erupt from the caster's hand and spray an area (a fan with a 120 degree arc and a range of 3' + 1'/caster level).

The base damage caused is 1 hp/caster level to each creature in the area (the targets of the spell may save vs. spells for 1/2 damage).

The material component is a wand or stick cut from a thorny plant (e.g., a stick of Devil's club, wild rose, or hawthorn). The thorn spray is emitted from the end of the stick, and the stick may be reused as a material component.

Level 3

Earth Flow

Level: Druid 3
 Type: Alteration
 Range: 3"
 Duration: permanent, see below
 Area of Effect: 15 cubic feet/level
 Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: none

This spell allows the druid to move earth and soil (including sand and gravel, but not rock) making a shallow depression or berm, or allowing the druid to quickly bury a body, item or treasure (or recover such an item as well). This spell affects a smaller volume of material than the magic-user spells *Dig* and *Move Earth*, but has the advantage of allowing the druid to "shape" the earth which is moved. The soil and earth can be sculpted without disturbing any overlying vegetation.

The final sculpted earthen feature is permanent (although subject to erosion, alteration by physical forces, etc.), does not radiate magic, and cannot be dispelled. The sculpting process takes 1 to 3 rounds (a longer duration is required if the druid is sculpting an intricate feature, less if the druid is merely making a simple feature like a pit or berm).



Shifting Foliage

Level: Druid 3
 Type: Alteration
 Range: 0"
 Duration: 1 round/level
 Area of Effect: caster
 Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: none

This spell must be cast in a forest, scrub-land or other location with vegetation at least as tall as the druid. Once cast, the shifting foliage spell causes the vegetation in a 10' radius around the druid to bend, shift and shroud the caster. The vegetation will act as a shield for the druid providing 75% cover against missile fire (+6 AC bonus) or a +2 AC bonus against melee combatants. In addition, any other creature within a 10' radius of the druid (whether friend or foe) will suffer a -1 penalty to hit, damage, initiative and AC as the foliage, branches, etc. drag at and hinder their movements.

The spell effect moves with the druid, so (for example) they can flee through a forest and be protected from missile fire, or move through a melee and be protected from any combatants.

Storm Blade

Level: Druid 3
 Type: Evocation
 Range: touch
 Duration: 1 round/level
 Area of Effect: 3' long sword like blade
 Components: V, S, M
 Casting Time: 5 segments
 Saving Throw: none



This spell creates a 3' long "blade" of crackling electricity, essentially a *Lightning* version of the 2nd level spell *Flame Blade*. The storm blade strikes for 1d4+4 hp of damage. Like the flame blade, the druid must make a successful "to hit" roll to strike and harm a target with a storm blade, with one exception. When used to strike a target in metallic armor the storm blade automatically hits. Furthermore, the storm blade is able to harm creatures normally harmed only by magical weapons (of any "+" value) unless the target is immune to lightning or electricity.

Wood Shape

Level: Druid 3
 Type: Alteration
 Range: touch
 Duration: one shaping (permanent)
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 1 round (see below)
 Saving Throw: see below

This spell allows the caster to shape living or cut wood, similar to the *Stone Shape* spell. Living wood is more easily shaped with this spell, and a greater volume of living wood (10 cubic feet/level) can be shaped than of dead wood (3 cubic feet/level). The process of shaping may take anywhere from 1 round to 1 turn, depending upon how intricate the final form is.

Druids, elves, and other fey creatures make use of this magic to craft living tree-houses, craft traps, conceal items within a tree trunk, or simply create living sculptures. It can also be used to form an item out of wood without the need for tools (such as making a dugout canoe, a staff, a bench or box, etc.). Two or more pieces of wood can be merged together to make a laminate or composite (1 piece per 3 caster levels). The *Shape Wood* spell does not allow the natural properties of the wood to be superseded. For example, making a tree too tall and thin causes the trunk to break; nor could the wood be made harder or stronger (although two or three pieces of wood could be merged to become thicker and therefore stronger). As a result, crafting a cavity in a tree must be done with care to prevent the tree trunk from collapsing.

The casting time generally prevents the *Shape Wood* spell from being an effective combat spell. However, if the spell is applied to a creature made of wood (e.g., treant, black willow, needleman) the spell can be used to cause damage equal to 1d6 hp/caster level (save for 1/2 damage). Alternately, the spell can be used to heal an

injured wood creature (curing up to 2 hp/caster level of damage).

Members of the Elven Courts have developed a non-druidic version of this spell, which they use to create their tree houses (both the "interior" homes inside large trunks as well as forming a tree's trunk and branches to create a platform in the canopy that a small house can be built upon).

Level 4

Earth Cloak

Level: Druid 4
 Type: Abjuration, Enchantment
 Range: 0"
 Duration: 1 turn/level
 Area of Effect: caster
 Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: N/A

This spell drapes the caster in a cloak of earth; when cast it appears as if the caster is suddenly cloaked in a long hooded cloak, a cloak so long that it drags on the ground, even if the caster jumps. When so cloaked, the caster can blend with earth and stone, is the same temperature as the ground, and grounds electricity.

While under the effects of an earth cloak and in an area of earth or stone (such as a cave, a farmer's field, a forest, park, or even a rough stone building, etc. but not inside a wooden building, building made of brick and tile, etc.) the druid is invisible to infravision (his or her body temperature is the same as the earth & stone). Similarly, if motionless and so desiring, they blend in with the earth & stone background, becoming 99% undetectable. Finally, being in constant contact with the earth, the druid suffers no damage from electrical attacks.

The material component is a long cloak made of wool and oak leaves.

Earth Steed

Level: Druid 4
 Type: Conjuraction/Summoning
 Range: 0"
 Duration: 2 hours + 1 hour/level
 Area of Effect: one steed
 Components: V, S, M
 Casting Time: 1 round
 Saving Throw: none



The *Earth Steed* spell conjures a mount out of the earth, essentially an elemental fragment that takes the form of a horse. The steed moves ponderously, but surprisingly quickly and without tiring. The steed also has the ability to carry a huge load. Only the spell caster may ride the steed.

The steed moves at a base movement rate of 15" + 1"/2 caster levels (thus an earth steed conjured by a 7th level caster will move at a rate of 18", while an earth steed conjured by a 12th level caster will move at a rate of 21". Furthermore the earth steed suffers no movement penalties as long as it is in contact with earth (be it mountains, mud, sand, or even a paved street, etc.). The earth steed cannot move across water however (unless it crosses on a stone bridge; as it could not ford a creek or cross a wooden bridge). The earth steed has perfect traction, and can run up the steepest, most slippery slopes (or even a slope of loose scree) as if they were level ground. The magical and elemental nature of the earth steed also means that it leaves no trace of its passage on the ground (as if a *Pass Without Trace* spell was in effect), although if the earth steed were to force its way through brush, tall grasses or crops, fences, etc. signs of its passage would be evident.

The earth steed can carry 5,000 gp weight (+100 gp weight/level) and move without penalty. The earth steed can carry up to 8,000 gp (+200 gp/level) in weight and still move at 1/2 of its unencumbered movement rate. The earth steed is tireless, and can move at top speed for the duration of the spell.

The steed cannot fight, but can be disrupted by physical force. It has AC 2, and can withstand damage equal to 12 + 2/level in hp before being disrupted.

The material component of the spell is a palmful of ground diamond (100 GPV worth), ground granite, and loam.

Iron Wood

Level:	Druid 4
Type:	Alteration
Range:	3"
Duration:	1 hour/level
Area of Effect:	1 board foot/level/level
Components:	V, S, M
Casting Time:	7 segments
Saving Throw:	N/A

This spell makes wood as strong as iron or steel for the duration of the spell, including making the wood temporarily non-flammable. A wooden object treated with this spell will save as "metal, hard" on the item

saving throw table (receiving an additional +1 to the saving throw at the 11th caster level and +2 at the 14th caster level and above), and the affected item may be far more resistant to damage. For example, using an axe to chop through a wooden door treated with the *Iron Wood* spell, or fell a tree treated with this spell, is all but impossible. The spell does not make the wood any heavier or denser, so a wooden item under the effects of an "iron wood" spell will still float.

If this spell is cast upon a non-magical wooden weapon (e.g., a staff or club) that weapon will receive a +1 bonus to-hit and damage, and will be treated as a weapon +1, increasing to +2 at the 11th level and higher. If this spell is cast upon a wooden shield, the shield will be treated as shield +1, also increasing to +2 at the 11th level and above, although it is not magical.

If this spell is cast upon a creature of living wood (or a wooden automaton) that entity receives a +3 bonus to their AC for the duration of the spell.

The volume of wood that can be affected is equal in board feet to the caster's level squared. Thus a 7th level druid could affect 49 board feet, while an 8th level druid could affect 64 board feet. A board foot is equal to 12" x 12" x 1" (e.g., a one foot long board a foot wide and 1" thick).

Stone Storm

Level:	Druid 4
Type:	Evocation
Range:	6"
Duration:	instantaneous
Area of Effect:	cone, 5'/level long & 2'/level wide
Components:	V, S, M
Casting Time:	6 segments
Saving Throw:	none

This spell causes a sheet of earth and stone to erupt from the ground with great force (much like a shotgun blast). The *Stone Storm* causes 1d8 + 1hp/level in damage to any creature in the cone. The *Stone Storm's* point of origin can be any point within 6" range of the druid as long as that point is within the druid's line of sight.

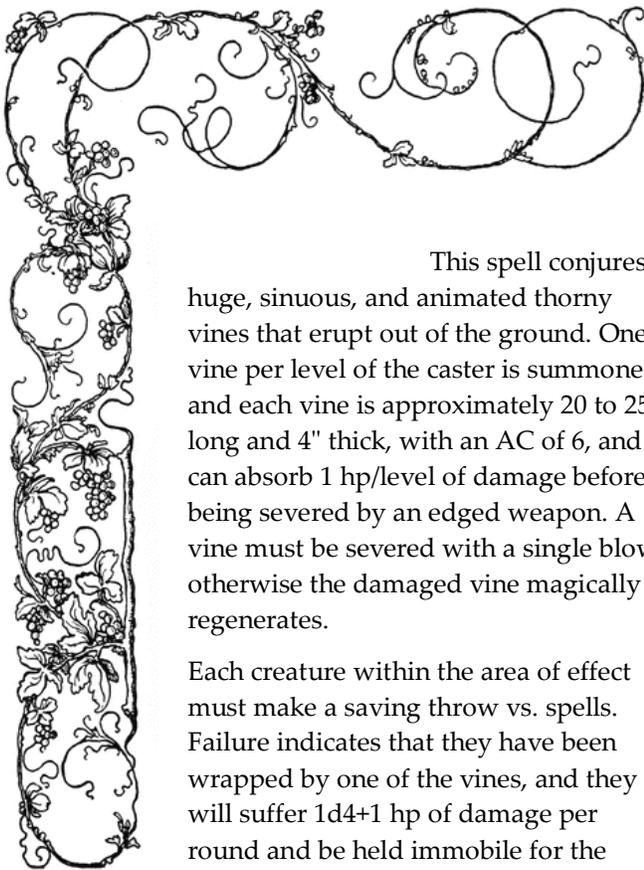
The material component of the spell is a small stone and mistletoe or oak leaves.



Level 5

Shredding Coils

Level:	Druid 5
Type:	Conjuration
Range:	6"
Duration:	1 round/level
Area of Effect:	100 square feet/level
Components:	V, S, M
Casting Time:	7
Saving Throw:	see below



This spell conjures huge, sinuous, and animated thorny vines that erupt out of the ground. One vine per level of the caster is summoned, and each vine is approximately 20 to 25' long and 4" thick, with an AC of 6, and can absorb 1 hp/level of damage before being severed by an edged weapon. A vine must be severed with a single blow, otherwise the damaged vine magically regenerates.

Each creature within the area of effect must make a saving throw vs. spells. Failure indicates that they have been wrapped by one of the vines, and they will suffer 1d4+1 hp of damage per round and be held immobile for the duration of the spell. A successful save

results in 1d4 hp of damage (being lashed with thorny vines), but the individual has not been wrapped and is not held. However, an individual who makes a successful saving throw must exit the area of effect or be subject to additional constricting attacks each subsequent round until one of:

- all the vines are constricting a target, or
- they exit the area of effect, or
- the spell expires

The material component of the spell is a wand or stick cut from a thorny plant, e.g., a stick of Devil's club, wild rose,

or hawthorn. This stick is thrown to the ground, and is consumed in the casting of the spell.

This spell is also a Witch spell of 4th level, with a casting time of 4 segments.

Level 6

Earth Skin

Level:	Druid 6
Type:	Alteration
Range:	touch
Duration:	1 turn/level
Area of Effect:	one creature
Components:	V, S, M
Casting Time:	8 segments
Saving Throw:	N/A

A more powerful version of *Barkskin*, the *Earth Skin* spell both coats the recipient with a layer of earth, and temporarily transforms some of their skin & muscle to earth as well. While under the effects of this spell, the recipient is far more resistant to physical damage. They gain a -2 bonus to their armor class, and any physical damage is reduced by -1 hp/die, as the earthy, soil like nature of the protection allows the recipient's structure to compress, under a blow, seal after a puncture, etc. Physical damage includes acid, cold, fire and lightning, but damage from gas which must be breathed and pure energy (whether negative or positive) are not reduced by this spell.

While under the effects of the *Earth Skin* spell, the beneficiary is resistant to petrification (receiving a +6 bonus to saving throws vs. petrification). They are also immune to any of the environmental effects of the Elemental Plane of Earth. However, they are vulnerable to spells such as *Transmute Rock to Mud*, *Dig*, *Earth Flow*, etc. and would be considered a lithic creature (if attacked by pech, similar monsters, or specialized magical items). If struck by these spells, the *Earth Skin* beneficiary suffers 1d6 hp/level of the caster in damage, and must make a system shock roll or be rendered unconscious for 1d6+6 rounds.

The material component of this spell is a handful of soil.



Level 7



Bear Fruit

Level:	Druid 7
Type:	Alteration, Evocation
Range:	touch
Duration:	see below
Area of Effect:	1 tree
Components:	V, S, M
Casting Time:	1 turn
Saving Throw:	none

This powerful spell allows a druid to force a tree to magically bear fruit regardless of the season or type of tree. The fruit is magical, and each fruit has the properties of a *Goodberry* (as per the 2nd level druid spell), either healing 1 hp or providing a full day of nourishment. The tree will bear 1d4+1 fruits per level of the druid (including hierophant levels).

In summer-like conditions, the fruit will last on the tree for 1 day/level. In winter conditions, the fruit will last for 1 turn/level on the tree. Fruit that is picked will last for 1 day plus 1 day/level of the druid (not including hierophant levels, as per the *Goodberry* spell).

This spell is used by druids to nourish or heal a large number of followers. The *Bear Fruit* spell has no detrimental effect on the tree. Unlike the *Goodberry* spell, this spell is not reversible.

Forest Guardians

Level:	Druid 7
Type:	Alteration, Enchantment
Range:	9"
Duration:	1 round/level
Area of Effect:	1 or more trees
Components:	V, S, M
Casting Time:	9 segments
Saving Throw:	N/A

This spell allows the druid to animate a tree or trees (within a 9" range) in a manner similar to the ability possessed by treants. Once animated, the druid is able to give the tree simple directions, and the tree will follow those directions independently (e.g., destroy those orcs, knock down that building, etc.). This frees the druid from the need to concentrate, and allows the druid to take other actions. The animated tree has the following statistics (as described under the treant entry in the *MM*): MV 3", AC 0, HD 12, # Att 2, Dmg 4d6, SW vulnerable to fire, AL N, Int non

A druid of the 13th level or lower that casts this spell may animate 1d4 trees; a 14th or 15th level druid may animate 1d4+2 trees, and a hierophant druid can animate 1d4+4 trees by casting this spell.

Storm Wall

Level:	Druid 7
Type:	Conjuration/Summoning
Range:	6'
Duration:	1 turn/level
Area of Effect:	see below
Components:	V, S, M
Casting Time:	9 segments
Saving Throw:	see below

This spell allows the druid to summon a barrier of fog, winds, and crackling lightning. When conjured, the *Storm Wall* manifests as a roiling wall of fog and mist, with electricity crackling through it. The wall summoned is a base size of 12 cubes of 10' x 10' x 10' size, increased by 2 cubes/level of the caster. The standard configuration is a

wall 10' thick, 20' high and (60' + 10'/level) in length. The configuration of the *Storm Wall* is up to the druid, as long as one face is with a 6" range. For example, a caster may choose to sacrifice linear length to increase the height of the *Storm Wall*.

The mists and fog are so thick that one cannot see through the *Storm Wall*, whether by normal vision, infravision or ultravision. Missile attacks made through the wall are completely foiled by the hurricane force winds; arrows, bolts, and hurled weapons are tossed aside upon contact with the wall. Even missiles launched by siege engines (catapults, ballista) or boulders hurled by giants suffer both a -4 penalty to hit, in addition to any concealment penalties due to the 100% obscurement of targets on the opposite side of the storm wall, due to the effect of the severe winds and their damage is reduced by 50%.

Forcing one's way through the *Storm Wall* is difficult and dangerous. In addition to overcoming the winds, anyone in contact with, or inside, the storm wall will suffer an electrical shock equivalent in damage to the 1st level magic-user spell *Shocking Grasp* (1d8 hp + caster's level) each and every round that they are in contact with the *Storm Wall*. Creatures attempting to pass through the wall must make a successful saving throw vs. Spells (subject to possible penalties or bonuses, see below) to maintain their footing and move (at a rate of 1"/round).

Tiny creatures (like birds, cats, etc., or any creature 10 lbs or less) will find it impossible to cross the wall, and will be trapped in the wall for 1d4+1 rounds before they are ejected from the wall. Small creatures (20 to 100 lbs) make their saving throw at a -4 penalty. Man sized creatures (101 to 250 lbs) suffer no penalty to their saving throw. Large creatures (>250 lbs) have a +2 bonus to their saving throw.

Failure to make the saving throw indicates that the creature or character loses their footing and is tossed about inside the wall (suffering damage each round). Each subsequent round they may make another saving throw; they remain in the wall being tossed about until they make a successful saving throw vs Spells. Upon making a successful saving throw they are thrown out of the *Storm Wall* at some random location (50% for either side, and d% to determine at which point along the length of the wall), and must spend 1 round regaining their feet. Any held or carried items may have been lost (additional Dexterity or Strength checks, DM's choice, will be required to maintain hold of weapons, wands, etc.). Items torn away must make a save vs. lightning or be destroyed.

Note that air elementals are able to operate unhindered and unharmed within a *Storm Wall*. The combination of an air elemental and a *Storm Wall* may prove to be a deadly combination, as the air elemental can attack a victim and prevent them from escaping the wall while the victim suffers electrical damage each round.

Lastly, the storm wall is considered a storm for the purposes of a *Call Lightning* spell. Thus a wall conjured by a senior druid can create a defensive anchor that the rest of the druidic circle is able to call upon to unleash devastating magical attacks upon an enemy.

The material components of the spell are a piece of wood from a tree struck by lightning.



Tree Bond

Level:	Druid 7
Type:	Alteration, Necromantic
Range:	touch
Duration:	1 day/level (including hierophant levels)
Area of Effect:	1 tree
Components:	V, S, M
Casting Time:	1 hour
Saving Throw:	N/A



Cast only by the most powerful of druids, and typically in extreme circumstances, the *Tree Bond* spell allows the druid to link their life force to a large tree. The use of the spell is not often used, however, as it may lead to the death of the tree to which the druid has bonded. Druids normally only use this spell when the threat to woodlands, nature or The Balance is so dire that one tree must be sacrificed to preserve the lives of thousands more. The spell has 3 effects:

First, damage taken by the druid is transferred to the tree, which has $48 + 6d8$ hp, equal to the largest treants. The druid suffers no damage until the tree's hit points are consumed. Curative spells or magics used upon the

druid will heal the druid first and the bonded tree second.

Second, the druid benefits from the effects of a *Barkskin* spell for the duration of the spell.

Third, the druid needs no sustenance, as he draws on the photosynthetic capabilities of the bonded tree to provide energy.

Of course, if the druid's enemies are able to locate the tree to which he or she has bonded, they may cut down or destroy the tree. In this case, the druid will suffer damage equal to that caused to the tree.

Magic User Spells

Level 1

Bird Call

Level:	Magic-User 1
Type:	Divination, Enchantment
Range:	touch
Duration:	1 turn/level
Area of Effect:	caster & one other
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	none

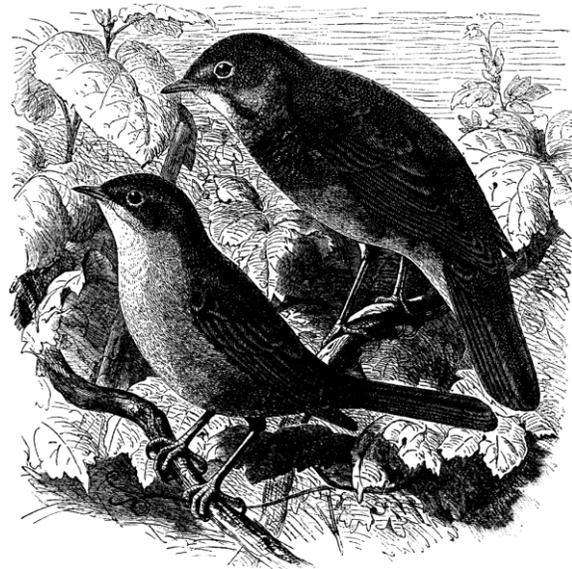
One of the many spells in his *Field Notes from the Davendowns*, the ranger Tain doesn't record where he learned the *Bird Call* spell from, other than to record that it was taught to him by a veteran ranger. The spell was crafted to allow two individuals to magically communicate with each other through whistles, twittering and other bird sounds. In an environment where there are no birds, this spell will take on the audible characteristics of chirping crickets, croaking frogs, the skittering of mice, etc.

The caster and one recipient are magically endowed with the ability to "speak" with each other, and while others can "hear" the conversation, they are unable to understand it. The *Bird Call* allows two scouts to exchange information, coordinate an ambush, or carry on a conversation. Despite the seemingly limited range of noises, an entirely detailed conversation can be held. Once cast, the effective range of the conversation is about

12" to 18", depending on background noise, cover and weather conditions.

To outside listeners, the *Bird Call* is indistinguishable from natural bird calls (a druid may be able to tell, on a successful Wisdom check). It should be noted that a *Tongues* spell allows a listener to understand the conversation; as will several other magical or supernatural methods of communications.

The material component of this spell is a pair of feathers, from the same bird, one carried by each benefactor of the bird call spell.

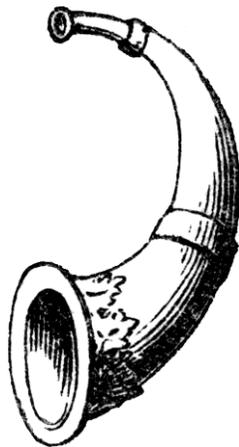


Clarion Call

Level:	Magic-User 1
Type:	Evocation

Range: 0" & see below
 Duration: 1 turn/level
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: none

This spell mimics the sounds of a loud trumpet, allowing the caster to send orders (assuming that they are part of a military unit that has drilled in such communications). The *Clarion Call* can be heard clearly for a range of 12" + 1"/level, making it useful on a battlefield, but not useful for signaling over long distances. The caster makes the *Clarion Call* by mouth only, no hand movements are required.



One advantage of the *Clarion Call* is that it does not require a trumpet, horn or bugle. A second advantage is that enemy forces cannot easily identify the bugler, and therefore have a harder time targeting the bugler and disrupting communications. However, unlike a real bugle, the *Clarion Call* has a finite duration, nor can the spell be handed off or picked up by another in the event of the caster's demise or incapacity. The *Clarion Call* is loud, but not loud enough to deafen or disorient a foe.

The *Clarion Call* is often memorized by the weakest magic-users in a unit, or carried on a scroll, allowing the junior spell casters to act as communications officers rather than brave the front lines.

The material component of the *Clarion Call* spell is a scrap of paper or cloth rolled up like a trumpet. It is consumed in the casting of the spell.

Detect Metal/Identify Metal

Level: Magic-User 1
 Type: Divination
 Range: 0" (centred on caster)
 Duration: 1 round/level
 Area of Effect: 20' +1'/level path, 1" wide

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: none

This divination spell allows a caster to identify any metal within range, and at higher levels they are able to identify the amount, type and any magical auras on the metal. At the 1st caster level, the detect metal spell will detect the presence of metal within a 3" long path 1" wide (the caster must concentrate on the path, much like the detect magic spell).

At the 3rd caster level, the caster is able to identify the weight of the metal (1 lb, 10 lbs, etc.) or the type of metal. Note, detecting the type of metal will reveal whether or not the metal was under the effects of a *Fool's Gold* spell or some other illusion. At the 7th caster level the caster may detect whether or not there is any magical aura associated with the metal or they may assess the relative proportions of metals making up an alloy.

The caster may only choose to detect one element each round, although once they have detected metal they may "zero" in on the metal and examine it more closely. For example, a 9th level magic-user casts this spell. On the 1st round the caster could identify metal (perhaps buried under ground). On the second round they could then divine the mass of metal (perhaps they are looking for something specific, and if the amount of metal was too low, they could keep scanning in another direction). On the third round, the magic-user could divine the type of metal, and on the 4th round he could determine whether there was any magical aura. Note, the order of divination can be changed. For example, a magic-user could cast this spell on a metal object in order to determine what type of metal it is, or to assess its mass (perhaps to determine if it is hollow).

The material component of this spell is three pieces of wire, iron, copper and gold, wound together into a ring. The material component may be reused.

Etch

Level: Magic-User 1
 Type: Invocation
 Range: touch
 Duration: permanent
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: see below

The *Etch* spell is quite weak, almost a cantrip. Its sole function is to etch script, designs or figures into metal (although it will also serve to etch stone or glass). The



spell is effective on non-magical metal, regardless of the hardness of the metal; it can also mark magical metal if the metal fails a saving throw against magical fire. The etch spell physically modifies the metal, but does not leave a magical aura on the modified metal.

The etching is permanent, but is shallow and fine enough that the properties of the item that has been etched are not affected. A linear etch of 1"/level of the caster can be made, with incredibly fine and precise application, allowing for artistic designs and engravings. The etching is not deep, less than 1/32", and will not damage the object being etched.

Glue

Level: Magic-User 1
Type: Alteration, Conjunction
Range: 1"
Duration: 1 turn/level
Area of Effect: 10 square feet/level
Components: V, S, M
Casting Time: 1 segment
Saving Throw: see below

The *Glue* spell was inspired by the spell *Grease*, as the magic-user Narivus looked for a means of slowing down attackers and pursuers. This spell creates a sticky substance that spreads out across the floor or other surface indicated by the magic-user casting the spell, coating an area equal to 10 square feet per caster level (so a 3rd level magic-user could create a 3' wide strip of glue across a 10' wide corridor). The glue is not readily apparent through casual observation.

Moving through each 10' (or less) of area affected by the glue spell requires a successful Strength check (roll Strength or less on d20, or save vs poison for creatures lacking a Strength score); failure means that the movement rate is reduced to zero for that round (a Strength check may be made each subsequent round), success indicates that movement is reduced by 50% while crossing that area.

Using this spell in a narrow hallway can deter or delay pursuit by slowing pursuers. Similarly, casting this spell on a door would require a creature opening the door to make a Strength check to "de-stick" themselves from the door.

Glue has other applications, such as providing a bonus (+10%) to scaling walls or trees, or it can be used to improve chances of safely climbing a rope, leaping to and landing on a narrow ledge, hiding an item by sticking it to a ceiling affected by the glue spell, etc. If the spell is used to "hang" items on a wall or ceiling, the glue will

support a weight equal to 10 lbs per caster level. Multiple items may be "glued" to a wall or ceiling. As the spell either expires after a duration of 1 turn/level, or at the caster's will, gluing items to a ceiling can create an impromptu trap.

The material component of the spell is a bit of tacky material, like sap, horsehide glue, etc.

Iron Lungs

Level: Magic-User 1
Type: Abjuration
Range: 0"
Duration: 1 hour + 1 turn/level
Area of Effect: one target
Components: V, S, M
Casting Time: 1 segment
Saving Throw: see below

This spell allows the recipient to breathe smoke and other noxious fumes without ill effect for the duration of the spell. While this makes the recipient immune to the coughing & choking caused by smoke, magical attacks such as stinking cloud, ghastrich, or troglodyte attacks, it does not counteract damaging effects associated with heat, corrosive or lethally toxic properties of the fumes. It does provide immunity to smoke and ash from fire. However, for example, a character under the effects of an *Iron Lungs* spell exposed to a corrosive gas would still be damaged.

The material component of the spell is a scrap of cloth that must be 6" by 6" in size (large enough to hold over one's nose & mouth).

Kolbrandt's Keen Edge

AKA Blade Hone

Level: Magic-User 1
Type: Alteration
Range: touch
Duration: see below
Area of Effect: one normal bladed/edged weapon
Components: V, S, M
Casting Time: 1 turn
Saving Throw: none

This spell imparts an extremely sharp edge to a non-magical bladed or piercing weapon (swords, axes, spears, arrows, etc.). The spell is cast while the caster tends to the blade with a whetstone, files, etc. and is essentially a short ritual worked into the normal care and maintenance of the weapon.



The weapon subjected to this spell will have a bonus of +1 to hit and damage for a number of successful attacks equal to 1/2 the caster level (rounded up). However, the edge will be retained for no more than 24 hours, regardless of whether or not it is used in combat. The weapon is not considered magical for purposes of determining what creatures can be affected by the weapon. Nor will the weapon radiate magic.

Kolbrandt, the famous but quite introverted and surprisingly modest mage-smith who developed this spell (among many others), was known to refer to this spell as *Blade Hone*, and hated the fact that it was more commonly known as *Kolbrandt's Keen Edge*.

The material components of the spell are the normal tools that a warrior or weapon smith would use to care for a weapon.

DM's Note: in a system that uses critical hits & fumbles, consideration could be given to making a weapon under the effects of this spell more dangerous, to both the wielder and the target.

Night Bow

Level:	Magic-User 1
Type:	Alteration
Range:	0"
Duration:	see below
Area of Effect:	see below
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	N/A

Partially inspired by the effects of a *Faerie Fire* spell, a ranger collaborated with a magic-user ally to create this spell. A modified version of the *Dancing Lights* spell, the night bow spell is cast upon a bow (a bow only, the *Night Bow* spell will fail to take effect is cast upon a crossbow). While the spell is in effect, each arrow that is fired from the bow will be "lit up", casting light equivalent to a *Dancing Light* (a lantern or torch), although the caster has no ability to make the light move, it is affixed to the arrow.

This allows an archer to illuminate an area or a target from a distance. This spell has been used to assist in combat (giving archers an illuminated target), track a target (following a troll with a glowing arrow sticking out of its back can be relatively simple), mark a trail or path, or illuminate an area from a distance.

The *Night Bow* spell has the ability to place a light aura on 1 arrow/2 levels of the caster (rounded up), to a maximum of 6 arrows (at 11th level). The enchantment

will remain in effect for 1 turn/level of the caster, so the bearer of the bow under the effects of the *Night Bow* spell has some time to be patient and selectively use the magic illumination provided by the spell. The spell has no effect on missile combat (i.e. there are no attack or damage bonuses or penalties, the arrow is not considered magical, etc.), although the light effect may reduce attack penalties accruing from darkness or concealment.

The material components of the spell are a bow (mundane or magical, the night bow spell does not have a lasting effect on the bow), arrows (which are used normally), and one of a bit of phosphorous, wychwood or a glow-worm.

Sharpen Senses

Level:	Magic-User 1
Type:	Divination
Range:	0"
Duration:	1 turn/level
Area of Effect:	caster
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	none

This magic-user spell may have been researched by a ranger, as the spell is of greatest use to an individual with the skills and mindset of a ranger. The *Sharpen Senses* spell is a divination that allows the recipient to notice more subtle environmental signs and conditions than they normally would (smell, sound, taste, touch, sight). This translates to increased alertness, decreasing the recipient's chances of being surprised by 1 in 6 (a ranger would be surprised 1 in 12). It also provides a bonus to tracking attempts (+15%).

Magic-using thieves also benefit from this spell; it provides a +10% bonus to finding and removing traps, moving silently and +5% to climbing walls (the heightened senses assist in identifying the best foot and body placement, noticing subtle wear marks on a lock, etc.).

Smoke Breath

Level:	Magic-User 1
Type:	Conjuration/Summoning
Range:	0"
Duration:	1 round
Area of Effect:	one target
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	see below



This spell allows the caster to exhale a cloud of thick smoke. The smoke covers an area 6' long and 4' wide, just enough to catch a single creature in the cloud. The smoke is hot and choking, causing 1d4 hp damage and forcing a saving throw vs. poison. On a failed save, the target will be coughing and choking, and suffer a -2 penalty to initiative and combat rolls for 1d3 rounds.

Soldier's Shroud

Level: Magic-User 1
 Type: Illusion
 Range: touch
 Duration: 1 turn/level
 Area of Effect: caster
 Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: none

This illusion makes the magic-user look like a normal soldier, concealing any spell casting activities, the use of magical devices, lack of armor, etc., behind an illusionary image or shell. The illusion makes the magic-user look like a normal soldier, blending in with his own forces. If he points a wand, it looks like he is aiming a bow or crossbow, etc. The *Soldier's Shroud* cannot disguise spell effects or magical effects however. So while the *Soldier's Shroud* may make it appear as if the magic-user is pointing a crossbow at a target, the *Lightning Bolt* he casts (or *Fireball*, or *Magic Missile*, etc.) is clearly obvious, as would be the point of origin if someone was observing the Shrouded magic-user.

While this spell makes it difficult for enemies to identify the magic-user, the effect can be equally confusing for the caster's allies. The spell is best used by magic-users who are providing defensive spells or spells with subtle visual cues to a military unit; and are well known to their comrades.

Note that this spell is available to illusionists as a 1st level spell.

Spinning Arrow

Level: Magic-User 1
 Type: Divination
 Range: touch
 Duration: instantaneous
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 1 round
 Saving Throw: see below

This divination spell requires an arrow, which is fired from a bow into the air. The caster places the spell on the

arrow, names the person, item or place that he or she seeks, and then fires the arrow. The arrow then tumbles to the ground, cork screwing and spinning on the way down. When it lands, the arrow will point in the direction of the desired person, place or object.

The caster must be able to specifically name the person, place or object, or describe it in detail (e.g., the coin purse stolen from Gleeful the Paladin, or the ogre who ate Tiny the Halfling, the creature that ate the Jones' milk cow, etc.).

The spell imparts knowledge of the direction only. Distance, whose possession the object is in, whether a person is hale or injured, etc. cannot be determined by this spell. As long as the target is on the same Plane as the caster, the spell functions regardless of distance between the caster and target.



The spell is a weak divination, and can be foiled by non-detection magics, globes of invulnerability (minor and major), rings of spell turning, a sheet of lead or gold, anti-magic shell, etc. An unwilling subject or target receives a saving throw vs Spells to avoid being detected (items and places do not receive saves). Similarly, the spell will fail if the target has been moved to a different plane.

Proficiency in a bow is not a prerequisite; but a bow and arrow are material components of the spell.

There are rumors that a more advanced version of this spell exists, in which the arrow will "drift" towards the divined object, person or location acting as a compass or guide for a period of time.

Tethlo's Guide

Level: Magic-User 1
 Type: Conjuraton, Divination
 Range: see below
 Duration: 1 hour + 1 turn/level
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 1 segment

Saving Throw: none

This simple spell was created by the magic-user Tethlo. The spell, when cast, summons a small orb of glowing light that will move at 9" and move from the caster to any place known by the caster. The *Tethlo's Guide* requires no concentration after casting; the spell effect functions autonomously. The spell has a range of 10" + 10"/level; this allows a spell cast by a 1st level magic-user to lead someone 200 yards distance. The guide globe will remain within arm's-reach of the recipient of the spell, allowing the recipient to dawdle, window shop, or move slowly through crowded streets.

Tethlo is commonly found in the Foreign Quarter of Stromside, the Port City, each morning, he uses this spell to earn a few coins each day, casting it for wealthy merchants who frequently visit the city. The merchants are then able to make their way to any business or other location within the City, without having to trust to the potentially dubious ethics of a hired guide.

The material component is a pinch of dirt from a road or trail.

Level 2

Archer's Touch

Level: Magic-User 2
Type: Enchantment
Range: touch
Duration: see below
Area of Effect: 1 arrow
Components: V, S, M
Casting Time: 2 segments + see below
Saving Throw: see below

This spell allows any touch-delivered spell of the 3rd level or less to be delivered by an archery attack. For example, a 3rd level magic-user could cast the archer's touch and a *Shocking Grasp* spell on an arrow, and then fire the enchanted arrow at a target. If the arrow strikes, the target suffers 1d6 damage from the arrow and 1d8+3 damage from the *Shocking Grasp* spell. If the arrow misses, both the archer's touch and the "touch" spell are wasted.

The *Archer's Touch* spell and the touch spell being carried can be "held" on an arrow for a duration of 1 round/caster level before both spells dissipate.

The material component of this spell is a normal arrow, which is destroyed when the touch spell is discharged.

Note, there are credible reports that the Wardens of the Elven Courts sometimes carry single-use magical arrows that have this spell effect (200 XPV & 700 GPV).



Arrow Song

Level: Magic-User 2
Type: Conjunction
Range: touch (see below)
Duration: 1 round/level
Area of Effect: 1/2" radius per level
Components: V, S, M
Casting Time: 2 segments
Saving Throw: see below

This spell causes an arrow to emit a loud song (equivalent to an opera singer at the top of their lungs); the song may be happy, sad, inspiring, etc. as desired by the caster. It may even be a silly little ditty made up on the spot by the caster.

The *Arrow Song* spell can be used to rally troops, mark a location, cause a distraction, or even send instructions to a group, etc. The spell also has the effect of partially negating any song or sound based magical attacks that take place in the area of effect (a +2 save vs. the effect and reducing any post-song duration by 50%). The magic of the spell causes the song to carry a significant distance (1/2" radius per level of the caster), loud enough to be heard over the din of battle. An *Arrow-Song* fired into an area affected by a *Silence 15' Radius* spell will negate the *Silence* spell; alternately if a *Silence 15' Radius* spell is cast upon an *Arrow-Song* then the *Arrow-Song* is negated.

The material component of the spell is an arrow to cast the spell upon. The arrow may be fired at any target desired once the spell is cast, and if so desired by the caster the song can start the round after the casting



(which allows the arrow to be shot in silence, concealing the location of the caster & archer).

Detect Giant Class Creature

Level: Magic-User 2
Type: Divination, Necromancy
Range: 0"
Duration: 2 rounds
Area of Effect: 6" + 1"/level radius
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

This spell identifies the presence of giant class creatures (as per the definition under the description of the Ranger class) that are within the spell's area of effect. The caster will get a sense of whether a giant class creature is within the spell's area of effect on the first round, and should the caster choose to concentrate on the 2nd round (assuming that the caster maintains concentration) they will be able to determine the general direction and number (one, a few, about a dozen, more than a score) of the creature(s).

The spell does not identify the type (e.g., orc or ogre) of giant class creatures.

Eldritch Bow

Level: Magic-User 2
Type: Invocation
Range: 6" + 1"/level
Duration: see below
Area of Effect: see below
Components: V, S, M
Casting Time: 2 segments
Saving Throw: None

This spell is similar to the *Magic Missile* spell, with the exception that it summons a glowing bow and magically creates arrows. The caster must pantomime the action of drawing and firing the bow. Each arrow strikes as a *Magic Missile* (i.e. unerringly) and causes 1d6+1 hp of damage. Damage increases to 1d6+2 hp at 7th level, and 1d6+3 hp at 9th level. At 3rd level a caster may fire 2 arrows; increasing to 3 arrows at 5th level, 4 arrows at 7th level, etc. until a maximum of 10 arrows at 19th level.

Unlike *Magic Missile*, only 1 arrow per round may be "fired" (2 arrows per round if the caster is proficient with a bow). However, on the 2nd and subsequent round the *Eldritch Bow* spell has a "weapon speed" of zero, often allowing the caster of the spell to selectively target enemy spell casters and prevent spell casting. Different targets may be selected each round (or during the same round if the spell caster is proficient with a bow).

The material component of the spell is a miniature figurine of an archer, made of silver or pewter (worth at least 25 GPV). This material component can be reused.

Ezekhal's Burden

Level: Magic-User 2
Type: Invocation
Range: 6"
Duration: 1 turn/level
Area of Effect: 1 target
Components: V, S, M
Casting Time: 2 segments
Saving Throw: 1/2 effect

This spell creates a magical weight that is placed upon the target, and the target will feel a weight pressing down on or hanging off of them. A weight equal to a base of 50 lbs + 10 lbs/caster level is placed upon the target (the amount of weight is reduced by 50% on a successful save vs. spells). This increases the target's encumbrance (which may reduce their movement rate), and if the combined weight of the *Ezekhal's Burden* and any carried equipment exceed the target's carrying capacity, they will collapse under the weight, unable to move. A creature with a Strength of 9 to 11 (as per pages 9 and 101 in the *PHB*) can carry no more than 150 lbs and still be able to move. Stronger or larger creatures can carry a heavier burden before being slowed or trapped under the weight.

There is no way for the victim of this spell to shed the Burden (short of a *Dispel Magic* spell), although they could shed normal burdens and gear (like armor, backpacks, etc.). An overburdened individual may be able to move with the assistance of others (subject to their carrying capacities) if their combined carrying limits are equal to or greater than the combined load.

This spell effect is not a hold or paralyzation effect, it is a physical manifestation. Thus a creature immune to paralysis or hold spells could still collapse and be pinned to the ground. Even if a creature can continue to move, it may affect their ability to fly, swim or leap. This spell has no effect on immaterial creatures like ghosts, air elementals, etc.

The material component for this spell is a miniature anvil.

Forest Green

Level: Magic-User 2
Type: Illusion/Phantasm
Range: touch
Duration: 1 turn/level
Area of Effect: 1 person



Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: see below

The forest green spell is a favorite spell of rangers and elven ranger/magic-users. It is an illusion that works to blend the caster in with a forest (or other natural surroundings, this spell is useless in an urban or dungeon environment). The magical camouflage provides the benefits similar to a **Cloak of Elvenkind**. Unfortunately the spell has no effect on the noise that the caster may make, so the stealth afforded by the spell is limited to effective invisibility, as shown below.

Heavy growth	100%
Light growth	99%
Rocky terrain	98%
Open fields	95%

If moving slowly (less than 1/4 speed), there is no change to the probabilities. Moving at a moderate rate but cautiously (at 1/4 to 3/4 movement) causes a 20% penalty, moving at full speed renders the spell ineffective. Once movement stops, the camouflage resumes (throughout the duration of the spell).

Rangers, hunters and archers find this spell to be preferable to invisibility, as the effects do not end when an attack is launched. Thus, an archer can skulk about remaining concealed, and harass an enemy.

The material component of the spell is a handful of leaves.



Hanging Fire

Level: Magic-User 2
 Type: Conjuraction/Summoning
 Range: 4"
 Duration: 1 round/level
 Area of Effect: see below

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: none

The adventuring magic-user Narivus the Crafty does not record where he discovered this spell; or whether it was a product of his own research (although given his substantial ego and the lack of bragging about this spell's source, it is likely he found the formula in some ruin or tomb).

This spell summons a sheet of flames that hang in the air for the duration of the spell. While the flames are normal fire, they are hot (causing 1d4+1 hp damage to any creature passing through them or standing in them or within arm's reach) and opaque (proving 90% concealment), they are not thick (the sheet of flame is about 1' thick) and are not a physical barrier (i.e. arrows could be shot through the flames, objects thrown, or a spear thrust through the hanging flames). However, the hanging flames can be used to deter pursuit, create a barrier, set flammable items on fire, or other similar uses. (Narivus was fond of casting this spell, and then flinging oil through the hanging fire to create a flaming spray.)

The sheet of hanging fire can cover an area equal to 5'/level x 1'/level (5 square feet at first level, 20 square feet at 2nd level, 45 square feet at 3rd level, 80 square feet at 4th level, 125 square feet at 5th level, etc.). If the sheet created is larger than the space available, the hanging fire will "thicken" up at its upper and outer (but not lower) edges.

The material component is a bit of dry tinder and sulphur (a match would suffice).

Kolbrandt's Pyro-Intensification

Level: Magic-User 2
 Type: Alteration
 Range: 0"
 Duration: 1 round/level
 Area of Effect: 1 non-magical fire
 Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: none

Maintaining the temperatures in a forge at a hot enough temperature to work some exotic metals and alloys can be a challenge. Having had some experience with the *Affect Normal Fires* spell, this spell was crafted as a method of using existing coals to create an intense heat. This spell increases the heat of a non-magical fire (including coals, embers, etc.) rather than the size of the flame. Magical or supernatural fire is not affected by this spell (e.g., a red dragon or hell hound's breath cannot be



made hotter, nor can the effects of a *Burning Hands* spell or a demon's fiery aura).

The effect is that the fire becomes far more intense, effectively doubling in damage capability. For example, a torch subjected to the *Kolbrandt's Pyro-Intensification* spell and then used as a weapon would cause 2d3 hp of fire damage, rather than 1d3 hp. A cook fire or campfire would cause 2d6 hp of damage per round of exposure, rather than 1d6 hp of damage. A bonfire would be increased to 2d6+18 hp of damage from the 1d6+9 hp of damage base (as per the *WSG*).

The increased heat and intensity of the affected fire has additional effects, not just increased damage potential. The increased heat reduces the time it takes for materials exposed to a red hot coals spell augmented fire by 50% (e.g., wet wood that would normally takes 4 rounds to catch on fire will catch on fire in 2 rounds if the torch being held to it has been affected by a red hot coals spell). Secondly, the intensity of the red hot coals augmented flame is such that materials exposed to the fire receive a -2 penalty to item saving throws (although the base save remains against normal fire, and not magical fire).

Kolbrandt was never quite satisfied with this spell, as the short duration was of limited usefulness in a smithy. He ultimately abandoned research along these lines, rather than taking the time to craft a higher level version with a longer duration.

Leaping

Level:	Magic-User 2
Type:	Alteration
Range:	0"
Duration:	1 round/level
Area of Effect:	1 person
Components:	V, S, M
Casting Time:	2 segments
Saving Throw:	N/A

This spell is a more powerful version of the 1st level magic-user spell *Jump*. Like *Jump*, the *Leaping* spell allows the recipient of the spell to make great jumps, but this spell allows the recipient to make more jumps over a longer period of time. The recipient of the *Leaping* spell may make 1 leap each round.

Like the *Jump* spell, each leap can be up to 30' forward, or 10' backwards or vertically, and a forward or backward jump has 2' of arc for each 10' of horizontal travel.

If used to aid in speeding movement, the recipient is able to increase their movement rate by 3" for the duration of the spell (but they must focus on running or moving, and

cannot engage in combat, spellcasting or other activities). If used solely in combat, the recipient gains the benefits of **Boots of Striding and Springing** (-1 to AC, with a 20% chance of stumbling each round, -3%/point of Dexterity above 12).

The material component of the spell is a frog or rabbit leg.

Mark Metal

Level:	Magic-User 2
Type:	Alteration
Range:	touch
Duration:	permanent
Area of Effect:	1 metal object
Components:	V, S, M
Casting Time:	2 segments
Saving Throw:	see below

This spell is a more powerful version of the 1st level magic-user spell *Etch*. It allows a magic-user to mark the metal object, either visibly or invisibly, with a mark, design, sigil, rune, etc. that cannot be removed by any physical method short of destroying the marked object (although a *Dispel Magic* can remove the mark). A linear mark of 1"/level of the caster can be made, with incredibly fine and precise application, allowing for artistic designs and engravings. The mark has the appearance of depth, although it does not actually mark or damage the metal being marked.

Kolbrandt used this spell to mark his work, leaving his sigil on each item that he crafted. The mark does have a magical aura.

The material component is a stylus of some type, although it is not consumed in the casting.

Mud Walk

AKA Wilderness Boots

Level:	Magic-User 2
Type:	Alteration, Enchantment
Range:	touch
Duration:	1 hour/level
Area of Effect:	one person (see below)
Components:	V, S, M
Casting Time:	2 segments
Saving Throw:	N/A

Listed in his *Field Notes from the Davendowns*, this is another spell of great use to a ranger or other wilderness wanderer, the *Wilderness Boots* spell (but known to the ranger Tain and most other rangers as *Mud Walk*) allows the recipient to move through rough or impassable

terrain without penalty. Thus a ranger with a movement rate of 12" could move through a swamp at a movement rate of 12", or through dense forest, or across rugged, rocky hill, etc. The *Mud Walk* spell is effective in mud or snow of any depth, but it is not effective in water greater than thigh deep (approximately 2' deep), although a recipient could move up or down a shallow stream unhindered (possibly evading pursuit). The spell has no effect on the trail left by the recipient; while they move quickly they may well leave a very obvious trail.

Once the caster has reached the 7th or greater level, the *Mud Walk* spell can be cast upon a horse or similar sized mount, allowing the caster to reap the benefits of the spell while also retaining the benefits of being mounted.

The material component of the spell is a feather.

Noisy Purse

Level: Magic-User 2
 Type: Abjuration, Conjunction
 Range: touch
 Duration: 1 day/level
 Area of Effect: one money bag/pouch
 Components: V, S, M
 Casting Time: 1 round
 Saving Throw: none

This spell is a modification of the magic mouth spell, specifically researched to be applied to purses, money pouches, etc. The spell triggers a very loud audible alarm or warning if the purse is touched by anyone other than the caster and one other party designated by the caster (typically the owner of the purse). The one other person is designated by the caster at the time of casting, and is most commonly a noble, wealthy merchant or similar individual (normally hiring a magic-user to cast this spell, or perhaps the magic-user's patron). If the purse is touched or disturbed, the "alarm" goes off. It can be a wailing sound, a booming voice saying "Stop Thief", etc. The sound will continue for a period of 1 turn.

Unlike the *Purse-Lock* spell, this spell does not make the pouch any harder to open. As such, the purse could be successfully stolen or picked; there would just be a very loud warning. However, with the sound being centred on the purse or money pouch, a thief will find escaping with such a loud and vocal purse to be difficult.

The material component is a small bell that is touched to the purse when the spell is cast. The bell can be reused.

Prestidigitator's Protection from Pilfering

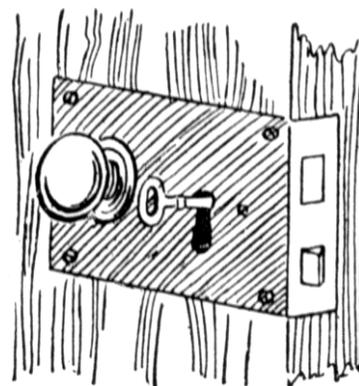
Level: Magic-User 2

Type: Abjuration, Alteration
 Range: touch
 Duration: 3 turns/level
 Area of Effect: 1 table or desk, maximum 32 square feet
 Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: None

This spell was researched by the Chancellor of the Silverwater Academy as a means of preventing students from wandering off with papers, scrolls, books, wands, etc. Its use has spread to the Merchant-Mages of The Free Cities and elsewhere as a means of foiling thieves. More recently, a version of this spell has been adopted by a number of seafaring magic-users as a means of keeping their cabins in order while under sail.

The *Prestidigitator's Protection From Pilfering* spell is cast on a desk or table. Then, for the duration of the spell, any item placed on the table will "stick" to the table with the same force as a 1st level magic-user spell *Hold Portal* spell. Exerting great force on an object (e.g., Str 18/01 or greater, or two persons pulling on it, attempts to cut away an object, etc.) may tear the stuck object apart (save vs crushing blow or similar). The caster is free to put down and pick up items without restriction.

The material component is a gob of gum.



Purse-Lock

Level: Magic-User 2
 Type: Abjuration
 Range: touch
 Duration: 1 day/level
 Area of Effect: one money bag/pouch
 Components: V, S, M
 Casting Time: 1 round
 Saving Throw: none

This spell is a modification of the *Wizard Lock* spell, specifically researched to be applied to purses, money pouches, etc. The spell keeps the purse, money pouch,



etc. sealed tight, unable to be opened, except for the caster and one other. The one other person is designated by the caster at the time of casting, and is most commonly a noble, wealthy merchant or similar individual (normally hiring a magic-user to cast this spell, or perhaps the magic-user's patron). The spell can be overcome via *Knock*, *Dispel Magic*, etc.

The spell does not make the pouch any harder to damage (it could be cut open or the strings could be cut), it just prevents it from being opened.

The material component for the spell is a silk ribbon which is tied to the purse.

Shield Brace

Level: Magic-User 2
Type: Abjuration, Alteration
Range: touch
Duration: 1 hour/level
Area of Effect: 1 non-magical shield
Components: V, S, M
Casting Time: 1 turn
Saving Throw: none

This spell is cast upon a non-magical shield, temporarily increasing its durability and strength. For the duration of the spell, the shield provides an additional +1 bonus to AC (for a total bonus of +2 to AC). The shield also receives a +3 item saving throw bonus vs. blows and crushing blows (but the bonus applies to no other attack forms). The shield is not magical, although a detect magic spell will reveal slight traces of alteration magic during the duration of the spell.

Despite the popularity that this spell developed with some adventurers, Kolbrandt was never really happy with this spell. He felt that he should be able to create, if only temporarily, a shield which could not be shattered by any means. However, his research notes record nothing but frustration in this line of research.

Skulk

Level: Magic-User 2
Type: Alteration
Range: touch
Duration: 1 turn/level
Area of Effect: one person
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

The skulk spell allows the spell caster or one selected individual to move silently and unseen, moving as if they

possessed the thief skills *Move Silently* and *Hide in Shadows*. The individual under the effects of the *Skulk* spell performs these skills as if they had a base chance of success equal to 26%, which increases by 4%/caster level (i.e. 38% at 3rd level, increasing to 42% at 4th level, 46% at 5th level, etc.). Most importantly, the magic of the spell allows an individual under the effects of the spell to move silently at their normal movement rate, and they may move at 1/2 normal speed while hiding in shadows, natural terrain, a crowd, etc.

While the spell may not seem as powerful as *Invisibility*, the *Skulk* magic has the advantage of not being negated when the individual under its effects makes an attack. Thus an archer hiding in shadows could shoot at enemies and remain unseen; or a magic-user could cast spells from concealment. Or an individual under the effects of the *skulk* spell could flee from pursuers, round a corner and disappear into shadows.

If the *Skulk* spell is used by a thief/magic-user, or cast upon a thief, the recipient gains a bonus of +4%/caster level to the base skills.

Not surprisingly, this spell is a favorite multi-classed magic-user/thieves, although elven multi-classed fighter/magic-users use it to great effect in forests when stalking prey (particularly prey like orcs and ogres). The spell is also a favorite of rangers that manage to attain such advanced spell casting abilities.

The material component is a black feather.

Spectral Arrow

Level: Magic-User 2
Type: Necromancy
Range: touch
Duration: see below
Area of Effect: 1 arrow/3 caster levels
Components: V, S, M
Casting Time: 2 segments
Saving Throw: N/A

This spell transforms a 1 arrow/3 caster levels into a spectral arrow. The mystical energy that the arrow is comprised of ignores non-living matter and only harms living matter. As such, the *Spectral Arrow* bypasses armor but still causes damage to a living entity (it causes no damage to automatons or undead creatures). If the archer was shooting at an enemy wearing plate mail and bearing a shield (base AC 2), the archer would roll to hit an AC of 10, as the spectral arrow would ignore the armor. A target's AC does receive benefits from a high Dexterity and any magical bonuses from armor or other protective devices (e.g., plate mail +2 would be



considered as AC 8 against a spectral arrow). Similarly, the spectral arrow could be fired through a door or wall at a target on the other side (although the target would benefit from concealment bonuses); however, if a target was hiding behind a tree, the spectral arrow would be stopped by the tree (a living thing).

The spectral arrow receives no bonuses to hit or damage, nor is it treated as a magical weapon for the purposes of what it can harm. Similarly, the spectral arrow spell may not be cast upon magical arrows (although a spectral arrow could be fired from a magical bow).

The material component is some ectoplasm from a ghost, ichor from a phase spider, or other residue from an ethereal creature.

Tain's Rebuttal

Level: Magic-User 2
Type: Invocation, Necromantic
Range: touch
Duration: 1 arrow
Area of Effect: see below
Components: V, S, M
Casting Time: 2 segments
Saving Throw: negates

Despite his intensely private nature and quiet demeanor, the ranger Tain had a bit of a vengeful streak, as proven by this spell. A spell of very limited application, *Tain's Rebuttal* allows the caster to take any arrow that has struck them (and only the caster) and send it back at the archer who fired it, unerringly striking. The arrow so fired back will twist and turn around obstacles and cover, weaving through narrow arrow slits, as long as there is a clear path (i.e. it cannot return to the target if the target was to close a door behind them and there were no open entrances or windows to the room they were hiding in). The arrow also strikes with a damage bonus of +1 hp of damage for every 3 caster levels (rounded down).

While this spell has limited application, Tain was quite proud of it. He used it to gain some notoriety, carrying an arrow fired at him by the gnoll war-shaman Furzgh'gh'aal for many moons, and ultimately using it to bring down Furzgh'gh'aal at a range of 200 yards, breaking the morale of the Broken Bite gnoll clan and saving the village of Alderglen from destruction.

The material component is an arrow that has struck the caster.

Telander's Erratic Evasive Quick-Step

Level: Magic-User 2

Type: Enchantment
Range: touch
Duration: 1 round/level
Area of Effect: one person
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

The *Telander's Erratic Evasive Quick-Step* spell gives the recipient the ability to move quickly and erratically in combat. This provides the recipient with a -4 bonus to AC, and a similar saving throw bonus (+4) against attacks that could be dodged or side-stepped (e.g., rays, lightning bolts, etc.). Unfortunately, the erratic foot-work is not completely under the control of the caster or recipient, and they suffer a -2 penalty to hit when engaging in combat, nor can they cast spells. Telander was known to use this spell along with a **Wand of Magic Missiles** to aid his allies in combat.

The full defensive benefits of *Telander's Erratic Evasive Quick-Step* are gained only if the recipient is fast on their feet and lightly encumbered. If the recipient's movement rate is 12" or greater, they receive full benefits. However, a -3 AC bonus and saving throw bonus is received if the recipient's movement rate is 9", and the bonus is further reduced to a -2 point AC and saving throw bonus if their movement rate is 6" or less. The attack penalty does not change.



Thrown Punch

Level: Magic-User 2
Type: Invocation



Range: see below
Duration: see below
Area of Effect: 1 target
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

While this spell has some utility in combat, it has found great favor with lower level magic-users who use it to keep enemy spell casters rattled and unable to cast spells. The *Thrown Punch* spell allows a magic-user to "throw" a punch a distance of 20' + 1'/level. The punch always strikes, causing 1d3 hp of damage

Upon casting the spell, the magic-user selects his target (and 1 target only, the target of the spell may not be switched), and can deliver a total number of "punches" equal to 1/2 caster level (rounded down, minimum of one punch), at a rate of 2 punches per round. The caster must stand in place to throw the punches. If they are forced to move, or choose to begin casting another spell before all of the "punches" are thrown, the *Thrown Punch* spell comes to an end.

The material component of this spell is a strip of leather wrapped around the caster's fist.

Time's Essence

Level: Magic-User 2
Type: Alteration, Enchantment
Range: touch
Duration: 2 turns/level
Area of Effect: 1 individual
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

This spell provides a magic-user or a recipient the ability to accomplish for more mundane work in period of time than one would expect. The spell seems to somehow simultaneously twist time and make the beneficiary of the spell work faster. An observer will not see anything unusual; the beneficiary works quickly, but does not appear rushed.

While under the influence of this spell, the beneficiary works twice as fast, for a period of time equal to the duration of the spell. As the caster increases in level, the beneficiary becomes even more productive, increasing to triple productivity at level 9 or greater, and capping at 4 times productivity at level 15 or greater. It is important to note that this spell is limited to making mundane tasks more efficient. Thus cleaning a house, weeding a garden, moving debris, digging a hole, cutting down a tree, setting up a camp site, etc. will be accomplished more

quickly. However, fine tasks requiring concentration (memorizing spells, spell research, picking locks, crafting armor or weapons, etc.) do not benefit from this spell. Additionally, *Time's Essence* provides no benefits in spell casting or combat.

The recipient of this spell does not have to make a system shock roll.

The material component of the spell is a candle with a wick at both ends. The candle is consumed in the casting of the spell.

Transmute Stick to Arrow

Level: Magic-User 2
Type: Alteration
Range: touch
Duration: permanent
Area of Effect: 1 stick/level
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

This spell is of great utility to archers far from home and resupply. When cast upon a bundle of sticks (which must be at least 2' long and relatively straight), the sticks are temporarily turned into an arrow. One stick per caster level is turned into an arrow, and the spell duration continues for 1 round/caster level.

The material component is an arrow head, which is not consumed in the casting.

Level 3

Armor Brace

Level: Magic-User 3
Type: Abjuration
Range: touch
Duration: see below
Area of Effect: 1 suit of non-magical, metal armor
Components: V, S, M
Casting Time: 2 rounds
Saving Throw: none

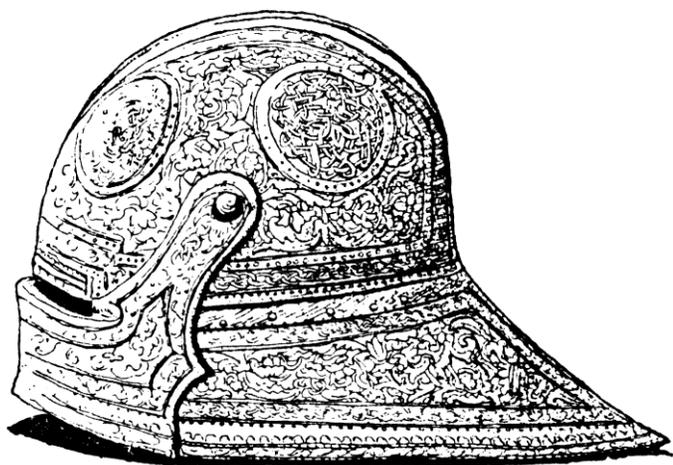
Inspired by the suits of field plate that he crafted for wealthy patrons, Kolbrandt devised this spell to imbue a suit of non-magical metal armor with a protective capability similar to that of field plate (although this spell cannot be stacked upon field or full plate armor). For the duration of the spell, the suit of armor reduces any physical damage by -1 point per die of damage. The



damage capacity provided by the spell is equal to the twice caster's level (e.g., an *Armor Brace* spell cast by a 9th level magic-user will absorb 18 points of damage before being dispelled). In cases where this spell is cast upon non-magical field plate or full plate armor, the damaging absorbing capacity provided by the spell will "soak up" any incoming damage before the plate armor will.

The spell remains in force until such a time as it has absorbed damage equal to the caster level, or 24 hours passes (whichever comes first).

The material component of the spell is a small (2" to 3" tall) steel figurine of a plate clad warrior. This figurine must be made of high quality steel, and of high craftsmanship, worth no less than 50 gp. The material component is consumed in the casting of the spell.



Armor Craft/Armor Mend

Level: Magic-User 3
 Type: Alteration
 Range: touch
 Duration: permanent
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 1 hour
 Saving Throw: see below

The mage-smith Kolbrandt crafted the finest suits of full plate armor for his patrons (the cavaliers of the Illisal family of Firdin Downs); and this armor saw much use in constant warfare with orcs, ogres and human brigands. As a result, Kolbrandt and his apprentices spent far too much time repairing armor, rather than crafting new armor and weapons (or engaged in magical study). Kolbrandt took the *Mending* spell, and expanded and adapted it to use in the forge to repair plate armors.

The *Armor Mend* spell is only effective if the magic-user has the tools and skills of an armorer available (note, the

magic-user may be an armorer themselves, or have the assistance of an armorer capable of crafting plate armor). Over the course of 1d4 hours, the magic-user and armorer work at the armor, and the magic of the spell combines with the skill of the armorer to effect rapid and near perfect repairs. The spell allows 1 hit point of damage capacity per caster level to be restored to plate armor (either field or full plate); or else restore damaged metallic armor (plate mail and metallic armors offering less protection, like chain, scale, etc.) to full function.

The spell is always effective if used on normal armor; however there is a chance that it will fail if cast upon magical armor. The magic-user must make a saving throw against spells, modified only by the magical bonus of the armor, for the *Armor Mend* spell to be effective upon magical armor. Should a natural 1 be rolled, a second saving throw is required. Should the second saving throw fail, the magical armor is damaged and loses its enchantment.

Other than the tools of the armorer's trade, no material items are required.

Cacophony

Level: Magic-User 3
 Type: Conjunction
 Range: 6" + 1"/3 levels (rounded down)
 Duration: 1 round/level
 Area of Effect: 10' + 5'/level radius
 Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: special, see below

This spell creates loud, dissonant background noises that drown out normal conversation and are very distracting. Anyone in the area of effect, ally or enemy, suffer penalties to any activities requiring concentration. The sound is extremely loud and painful, over 125 dB, and will obviously carry a significant distance (echoing through dungeon corridors, or carrying overland), depending upon terrain and intervening barriers.

Those in the area of effect will suffer a penalty of -1 to initiative, strike, and must make a Wisdom check (d20, equal to or less than Wisdom) to successfully cast spells, use thieving abilities, or undertake anything requiring concentration. Creatures that are deaf or lack hearing (e.g., golems, automatons, undead skeletons) may still feel some vibrations, but will not suffer the negative consequences of this spell.

This spell affects every creature in the area of effect, be they friend or foe (and including the caster). Animals or creatures with sensitive hearing will seek to flee the area



(war trained dogs, horses, etc. must make a save vs. spells or leave, normal animals – domestic or wild – will simply leave).

The material component is a set of miniature cymbals.

Note: a 2nd level version of this spell exists and is available to Illusionists.

Commander's Banner

Level:	Magic-User 3
Type:	Enchantment/Charm
Range:	0"
Duration:	1 round/level
Area of Effect:	3" radius + 1"/4 caster levels (rounded down)
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	none



This spell is cast upon the banner or pennant of a military unit (or similar, it would also be effective if cast upon an adventuring company's banner, or the banner of a household guard). The magic makes the banner radiate an inspirational aura. The magicked *Commander's Banner* then serves as a rallying point, and the enchantment bolsters the morale and fighting spirit of the troops in the vicinity (allied troops within the area of effect receive a +20% bonus to morale, +2 save vs. fear effects, and a +1 bonus to strike).

There is a downside; should the Banner be taken or dispelled, all troops who were formerly benefiting from the Commander's Banner must make a morale check at a -10% penalty (rather than a bonus). A failed morale check indicates that the troops lose their fighting spirit and withdraw (or flee) from the field of battle.

The limited duration means that the *Commander's Banner* spell is normally cast in an effort to rally troops that may be on the verge of breaking; or prior to making a charge or assault.

Door Watch

Level:	Magic-User 3
Type:	Abjuration, Divination
Range:	see below
Duration:	1 day/level
Area of Effect:	1 door
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	N/A

A combination of the *Alarm* and *Clairvoyance* spells, the *Door-Watch* spell must be cast upon a door. The spell remains in effect until the first time that the door is opened or tampered with. The caster will be silently alerted at the moment that the door is opened or tampered with, and they will also receive a brief visual image of the area around the door. (The creatures scried upon in this manner may detect the scrying, as per the rules in the *DMG*).

This brief glimpse lasts for 1 segment/caster level, generally just long enough for a low level caster to get a general sense of the number of intruders. A higher level caster will have an opportunity to more closely examine the intruders, which may assist in formulating an appropriate response to the intrusion.

A spell caster may have 1 *Door-Watch* spell for every 5 levels of experience in effect.

The material component of the door-watch spell is a small silver bell, missing the striker so it will not ring, and a small polished glass lens. The material components are reusable.

Eldritch Bolt

Level:	Magic-User 3
Type:	Enchantment
Range:	1/2"/level
Duration:	instantaneous, see below
Area of Effect:	1 target
Components:	V, S, M

Casting Time: 3 segments
Saving Throw: see below

The *Eldritch Bolt* spell manifests itself as a seething bolt of multi-colored energy that unerringly strikes its target; the target is then wreathed in that same seething, multi-colored energy. This spell causes no damage to the target struck by it as the spell was specifically designed to disrupt the spell casting ability of a creature. A target struck by a bolt will be unable to cast spells or use innate magical abilities for a duration of 1 round/level of the caster (reduced to only 1 round if a successful saving throw vs. Spells is made).

The *Eldritch Bolt* does not disrupt or negate any spells already in effect, nor does it prevent the use of magical items (i.e. a magic-user could still read a scroll or use a wand). Nor does the *Eldritch Bolt* strip any spells from a victim's mind (although an attempt to cast a spell while under the effects of this spell will be unsuccessful and see the spell lost from memory).



Flurry of Blows

Level: Magic-User 3
Type: Invocation
Range: see below
Duration: see below
Area of Effect: see below
Components: V, S, M
Casting Time: 3 segments
Saving Throw: 1/2 damage

An advanced version of *Thrown Punch*, the *Flurry of Blows* spell allows two punches per round to be thrown; with a maximum number of punches equal to the caster's level. Like *Thrown Punch*, this spell allows the magic-user to "throw" punches a distance of $20' + 2'/\text{level}$ (an increased range compared to *Thrown Punch*). The punches always strike, and each causes 1d3 hp of damage (save vs. Paralysis & Petrification for 1/2 damage, rounded down, causing a minimum of 1 hp of damage).

Unlike *Thrown Punch* this spell allows a magic-user to change targets each round (they may not target two different targets during the same round however). He selects his target (and 1 target only, the target of the spell may not be switched), and can deliver a total number of "punches" equal to 1/2 caster level (rounded down, minimum of one punch), at a rate of 2 punches per round.

This spell is very effective in larger melee combats where the magic-user is facing enemy spell casters as the spell allows the caster to deliver multiple blows against an enemy caster each round, effectively preventing spell casting. Like the *Thrown Punch* spell, the material component of the *Flurry of Blows* spell is a strip of leather wrapped around the caster's fist.

Kolbrandt's Razor Edge

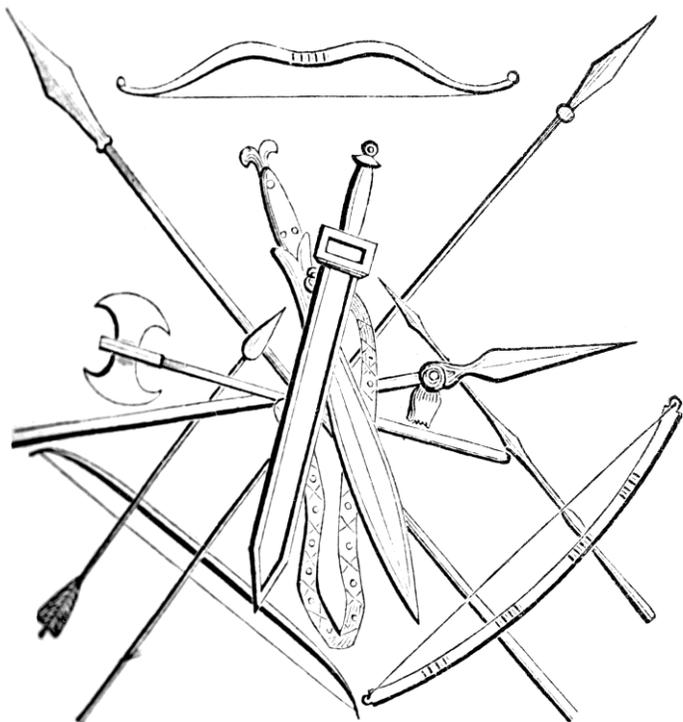
Level: Magic-User 3
Type: Alteration
Range: touch
Duration: see below
Area of Effect: one normal bladed/edged weapon
Components: V, S, M
Casting Time: 1 turn
Saving Throw: none

This spell imparts an extremely sharp edge to a non-magical bladed or piercing weapon (swords, axes, spears, arrows, etc.). The spell is cast while the caster tends to the blade with a whetstone, files, etc. and is essentially a short ritual worked into the normal care and maintenance of the weapon.

The weapon subjected to this spell will have a bonus of +2 to hit and damage for a number of successful attacks equal to twice the caster level. However, the edge will be retained for no more than 48 hours, regardless of whether or not it is used in combat. The weapon is not considered magical for purposes of determining what creatures can be affected by the weapon. Nor will the weapon radiate magic.



The material components of the spell are the normal tools that a warrior or weapon smith would use to care for a weapon.



DM's Note: in a system that uses critical hits & fumbles, consideration could be given to making a weapon under the effects of this spell more dangerous, to both the wielder and the target.

Narivus' Scroll-Flare

Level: Magic-User 3
 Type: Alteration, Invocation
 Range: see below
 Duration: instantaneous
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: negates

Believing that one could never have enough utility scrolls, the adventuring magic-user Narivus the Crafty was an avid scribe; but he also wanted to find a way to unleash the magic of scrolls in unexpected ways. The *Scroll-Flare* spell was the result of that research, a spell that converts the stored magical energy of a scroll into a powerful burst of magical energy. The material component of the spell is a magical scroll (not clerical or druidic, but a protection scroll or illusionist scroll can be converted to magical energy). The entire scroll is consumed in the casting of the *Scroll-Flare* spell; the caster cannot selectively "burn off" just a few of the spells and save others. Furthermore, the maximum number of spell

levels that can be channeled is equal to the caster's level; excess spell levels are lost as radiant, undirected light and heat.

Note: The effective "levels" of a protection scroll is equal to the experience point value/300 xp.

The *Scroll-Flare* is expressed as a beam of raw magical energy that causes physical damage to any entity (solid or immaterial, living or dead) that it strikes. The resulting beam of energy has a range of 20' per spell level. The flare causes 1d6 hp of damage per spell level converted to magical energy (save vs. spells to negate).

Narivus also incorporated this spell into magical scroll tubes. The scroll tubes not only protected the scrolls (the scroll tube receive a +3 bonus to item saving throws), but were able to expend a charge to consume the contents to power a Narivus' *Scroll Flare*. The typical **Scroll Tube of Flaring** has 2d10 charges; and it retains its protective properties once all the charges have been consumed.

Purse Bite

Level: Magic-User 3
 Type: Abjuration, Conjunction
 Range: touch
 Duration: 1 day/level
 Area of Effect: 1 purse or money-pouch
 Components: V, S, M
 Casting Time: 1 round
 Saving Throw: see below

This spell "locks" the purse (as per the *Purse Lock* spell), and also conjures a small fanged mouth which allows the purse to bite (1d4 hp damage) anyone other than the caster or one designated individual that touches the purse. The purse will continue to bite (striking as a monster with HD equal to the caster's level against a presumably unarmoured hand) each and every time that it is touched by an undesignated individual. Once the "biting" feature is activated, the purse can continue to bite for a period of time equal to the caster's level in rounds; the actual number of biting attempts made depends upon the number of times one attempts to touch the purse during the active duration.

The lock and the biting remain in force even after the death of the purse owner.

Rust Proof

Level: Magic-User 3
 Type: Abjuration
 Range: touch
 Duration: 1 week/level



Area of Effect: see below
 Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: see below

Despite being named *Rust-Proof*, this spell in fact renders the metal which it is cast upon immune to all forms of corrosion for the duration of the spell. While the most typical form of corrosion that this spell protects against is rust (including the effects of the rust monster), the rust-proof spell also provides resistance to the corrosive effects of acids and acid-excreting monsters (such as puddings, oozes, and slimes).

In cases where the corrosive attack form has a saving throw, the spell provides a +3 bonus to any saving throw. In cases where the attack form takes place over a period of time (e.g., such as the time required for a pudding to dissolve metal armor) the attack form requires twice as long to corrode the metal. Finally, if no saving throw is normally required (as is the case with the rust monster), then the object protected by the rust-proof spell receives an item saving throw (as metal, hard or metal, soft – as appropriate – against acid).

The *Rust-Proof* spell is applied to a metal object through the enchantment and application of an oil or coating. Once applied the coating vanishes, leaving behind no residue or coating. The spell caster is able to rust-proof a single item (although note that for the purposes of this spell an item made of several parts, such as a suit of armor, is a single item. Another example would be a length of chain, which is a single item – the individual pieces of the armor or individual chain links would not be the "item"). A maximum size of 5 lbs/level of the caster can be treated with a single application.

The material component is an oil which contains various rare and costly components (at least 100 gp), and the oil must be applied with silk or the finest felt (worth 10 gp). The oil and clothes are consumed in the casting.

Smoke Cloud

Level: Magic-User 3
 Type: Conjuraction/Summoning
 Range: 6"
 Duration: 1 round/level
 Area of Effect: 2" x 2" x 2" cloud
 Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: see below

This spell conjures a cloud of hot, thick choking smoke. This cloud has many of the properties of the 2nd level spell *Stinking Cloud* (including size & duration), and

those within the cloud are helpless due to the stinging eyes, choking and wheezing. Furthermore, the heat causes 1d4 hp of damage per round while one is within the smoke cloud.

A saving throw vs. poison is required. On a successful saving throw, the individual is helpless only as long as they are in the cloud, and they suffer 1/2 damage from the heat. On a failed save, the individual remains helpless for 1d4+1 rounds after emerging from the cloud of smoke, and suffers full heat damage. On a roll of "1", the individual is unable to move, and will collapse within the cloud of smoke, suffering damage for the duration of the spell.

Note that fire resistance protects against the heat, but not the choking effect.

Smoke Ghost

Level: Magic-User 3
 Type: Conjuraction/Summoning
 Range: 3"
 Duration: 2 rounds + 1 round/level
 Area of Effect: one smoke ghost
 Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: none

This spell conjures a smoke ghost (an entity with a vaguely humanoid upper body, although they have a wispy "tail" instead of legs), semi-material vaguely humanoid entities, to do the caster's bidding. Being composed of smoke, the smoke ghosts are quite weak, able to carry no more than 5 gp weight/caster level. They are able to engage in combat however, and have an Armor Class 10, 1 hp/level of the caster, and HD equal to the caster's level/5 (rounded down), move at 9" (MC: C), and is capable of striking twice per round for 1d4 points of damage per blow. They suffer half damage from non-magical weapons, and are immune to fire, *Magic Missiles*, and *Charm*, *Sleep* and *Hold* related spells. A *Gust of Wind* spell destroys them.

Smokeform

Level: Magic-User 3
 Type: Alteration
 Range: 0"
 Duration: 1 round/level
 Area of Effect: caster
 Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: none



This spell allows the caster to transform themselves into smoke. In this semi-material form, the caster is able to seep under doors, through cracks, and go wherever air or smoke could go. The caster is able to move slowly, at a rate of 6", as well as fly (staying within 6" of the ground) with maneuverability class "E". While in smokeform the caster is as visually conspicuous as dark smoke would be in the ambient conditions. Thus, in the dark of night the smokeform would be hard to see, but in the middle of the day the smokeform would be easily seen. The smokeform also smells like wood smoke, and being hot is easily seen by infravision.

In the smoke form the caster takes only 1/2 damage from normal weapons and fire, but suffers damage from strong winds. A *Gust of Wind* would be treated as equivalent to a *Lightning Bolt* if it was used against a magic-user in smokeform. A magic-user in smokeform is unable to cast spells.

The material component of this spell is a pinch of ash.

Sunder

Level: Magic-User 3
 Type: Invocation
 Range: touch
 Duration: see below
 Area of Effect: one target
 Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: see below

This spell is a variant of the 2nd level spell *Shatter*, designed to be delivered by touch (either by bare hand, or cast upon and delivered via a melee weapon). The *Sunder* spell specifically attacks and damages armor. Upon a successful "to hit" roll, the armor or shield struck must make a saving throw vs. crushing blow or be destroyed. The armor saves at a penalty of -1 per 3 caster levels, rounded up (e.g., -2 at level 4 to 6, -3 at level 7 to 9, etc.), and at a further -1 penalty for every 6 hp of damage (rounded down) caused by the melee weapon blow. Targeting a shield or armor is relatively easy compared to harming the individual wearing the armor. A successful attack against a base AC 10 is all that is required (if targeting a shield or armor worn by someone without a shield), or AC 9 if striking at armor when the target also has a shield. The target does gain AC bonuses from a high Dexterity, and any magical properties of the armor. Armor which fails its saving throw is ruined, and the target becomes effectively unarmoured.

In the event the melee attack misses, the *Sunder* spell is not discharged, and additional attacks may be made.

However, if a successful blow is not landed within 1 round/3 caster levels (rounded up), the *sunder* spell dissipates. If the spell is cast on a melee weapon which is later hurled (e.g., a spear or hand axe), the *Sunder* spell immediately dissipates and does not damage the target armor. The *Sunder* spell may be transmitted through a magical melee weapon.

Field or full plate armor (if used in a campaign) that fails a saving throw against a *Sunder* attack has all of its damage absorbing capacity stripped away, and its base AC is reduced by 1. A second, successful *sunder* spell attack would then completely ruin the plate armor.

Magical armor and shields gain a bonus to save equal to their "plus", and if they fail their save they lose one "plus" of protection. Whether or not the magical armor can be repaired is up to individual DMs to determine, based upon their campaign world and game philosophy.

The material component of this spell is a scrap of armor taken from a dead soldier or warrior.

There were rumors that Theodis researched a more powerful version of this spell that allowed him to make multiple *sunder* attacks with a single casting, or *sunder* armor from a distance. Others believed that Theodis wielded a sword that stored spells, allowing him to discharge multiple *sunder* spells. The truth is unknown, but many witnesses attest to the fact that Theodis used multiple *Sunder* spells (in addition to other augmentation magic) to completely ruin the full plate armor of Sir Durkoth, Cavalier-Champion of the Kingdom of Ekoth; and then proceeded to best the cavalier in single combat.

Vahlmohrin's Grand Entrance

Level: Magic-User 3
 Type: Invocation
 Range: 10' + 1'/level
 Duration: instantaneous
 Area of Effect: 1 door
 Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: none

The ever-flamboyant Vahlmohrin the Magnificent researched this spell for use both as a utility spell and a dramatic entrance. This spell causes a closed portal (whether locked, barred or magically held) to burst open along with a flash and loud bang (effectively stunning those on the opposite side of the portal).

Vahlmohrin's Grand Entrance's first effect is to open a door, acting as both a *Knock* spell (to unlock and unbar the portal) and a battering ram (to force the door to burst



open inwards). In the event that the door is spiked, extremely heavy, or held fast by one or more creatures, *Vahlmohrin's Grand Entrance* is treated as having a Strength equal to $18 + 1/2$ the caster's level (e.g., a 5th level magic-user casting this spell would force open a door with a force equivalent to 20 Strength, while a *Vahlmohrin's Grand Entrance* cast by a 6th level caster would have a force equal to a 21 Strength).

The second effect is a burst of dazzling lights accompanied by a loud "bang" (much like a "flash-bang" grenade). Individuals within 1" of the door are stunned for $1d4+1$ rounds (suffering -2 to hit, AC and initiative), unless they make a successful save vs. Spells, in which case they are stunned for only 1 round.

Wall of Smoke

Level: Magic-User 3
 Type: Conjunction/Summoning
 Range: 1"/level
 Duration: 1 round/level
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: see below

The *Wall of Smoke* spell conjures forth thick billowing smoke, and holds it in place for the duration of the spell. The smoke is so thick that vision past 2' is impossible; thus the wall of smoke provides 100% concealment to those and from those on opposite sides of the wall.

The wall of smoke is $1" \times 1" \times 1"/\text{level}$, and may be arranged in any configuration that the caster sees fit (e.g., a ring, a wall, or even a large block). Regardless of the configuration the smoke must be a minimum of 5' ($1/2"$) thick.

The wall of smoke primarily serves to obscure vision (and it is hot enough to completely foul infravision); as a physical barrier it may be easily passed, whether by hurled or launched missile or by physically walking through the smoke. However, should a living creature pass through the wall of smoke, they will take $1d4$ hp of damage from the heat and smoke inhalation and must make a saving throw vs. poison or be incapacitated for $1d3$ rounds due to choking and coughing. Should a living creature remain within the wall of smoke, they will suffer damage each round and be required to make a saving throw each round to avoid being incapacitated.

Furthermore, there is a saving throw penalty of -1 for each round beyond the first (e.g., on the 3rd round the save must be made at a penalty of -2).

After the wall of smoke dissipates (i.e. upon the end of the spell's duration) any objects or creatures that were within the smoke will still smell like smoke until it is washed or aired out.

Weirdling Orb

Level: Magic-User 3
 Type: Abjuration, Alteration
 Range: $1/2"/\text{level}$
 Duration: 1 round/level
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: see below

This spell summons into being a globe or orb of mystical energy. The orb is about the size of a man's head, and will trail slightly behind the caster. The weirdling orb spell is fueled by the caster (who will "pour" a spell into it), and it emits a powerful ray of energy that causes both bodily harm and disrupts magic.

The *Weirdling Orb* will remain in existence for a duration that is equal to the caster's level in rounds. It may be used multiple times during that period. For every spell level that the caster uses to power the weirdling orb, the ray causes $2d4+2$ hp of damage. For example, a magic-user has cast weirdling orb, and he "powers" it with a *Fireball* (a 3rd level spell). The orb emits a ray that causes $6d4+6$ hp of damage to its target. On the following round, the magic-user could use a *Detect Magic* spell (a 1st level spell) to power the orb and fire a ray that causes $2d4+2$ hp of damage to its target. The act of powering the orb takes a single segment; the spell used to power the orb is lost from memory, but the spell does not have to be cast, so powering the orb cannot be disrupted.

In addition to the physical damage, the creature struck by the spell must save vs. spells or loses $1d3$ random spells from memory and all magical items carried by the target must save vs. disintegration or fail to work for $1d4+1$ rounds (potions and scrolls must make a second save, failure of the second saving throw indicates that the potion or scroll is permanently destroyed).

The material component of the spell is a small (1" diameter) hollow clay sphere.

Level 4

Echo

Level: Magic-User 4



Type: Divination
 Range: 0"
 Duration: see below
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: none

This spell is a divination that replays the recent sounds (including spoken words and conversations) that took place in an area. The sounds are replayed as an echo, and can be heard by anyone present, not just the caster. The spell does not provide the caster or any listeners with any ability to understand the sounds beyond what they would normally have (e.g., if they don't understand orc, all they'd hear is unintelligible speech if a conversation in orc was replayed). If the casting of a spell was replayed, the spell would not be recast, even if the spell only had verbal components.

The spell is able to replay sounds from as far back in time as 1 hour/level of the caster, and a total of 2 segments/level of the caster can be "replayed". Unless the caster knows exactly when the conversation took place, there may be some guess work involved. The spell is also able to recover the sounds from an area equal to a 1'/level radius. Thus a 7th level magic-user could recover all of the sounds that were heard in a 14' diameter area, like a corner of a tavern.

The material component of the spell is a reed flute.

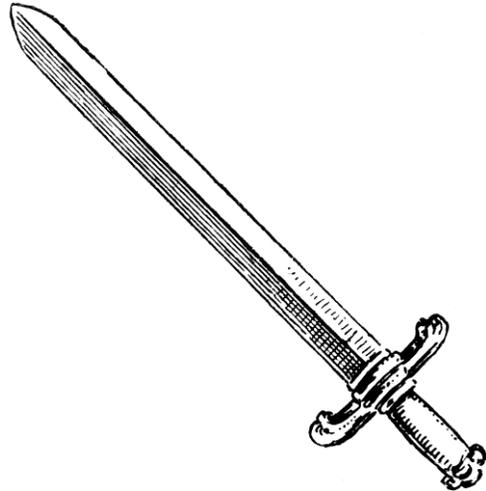
Flickering Blade

Level: Magic-User 4
 Type: Alteration
 Range: touch
 Duration: 1 round/level
 Area of Effect: one bladed or piercing weapon
 Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: none

The *Flickering Blade* spell causes the sword (or dagger, axe, spear, etc.) that it is cast upon to flicker in and out of reality, allowing it to effectively ignore armor & shields. The AC of a target of a flickering blade is only adjusted by Dexterity bonuses and magical bonuses. The dimensional energies that allow the blade to flicker in and out of phase also increase the damage caused by the affected weapon. At 7th level, a caster creates a +1 weapon. Every 3 additional levels (i.e. at 10th, 13th, etc.) the flickering blade increases by +1 to hit and damage, capping at a bonus of +6 at the 22nd caster level. The flickering blade has the ability to strike and harm

creatures in and out of phase, as well as astral or ethereal creatures.

The flickering blade can be used to attack someone that is behind a door, thin wall, curtains, etc. and will strike unhindered by the intervening material (although there may be penalties for concealment or striking blindly at the target)



The material component of the spell is a bit of phase spider silk and a normal bladed or piercing weapon (which can be a sword, a spear, dagger, axe, knife, or even a polearm). The weapon is undamaged by the spell. It should be noted that the *Flickering Blade* spell will fail if cast upon a magical weapon.

Murk-See

Level: Magic-User 4
 Type: Alteration, Divination
 Range: touch
 Duration: 2 turns/level
 Area of Effect: 1 person
 Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: none

Tired of being attacked by foes in the dark, or being subjected to magical darkness, Narivus researched a spell that would allow him to see in any light conditions, regardless of whether the darkness (or blinding light) was magical or not. The resulting spell, *Murk-See*, provides magical sight that allows the subject to see as if it were broad daylight regardless of the conditions to the subject for the duration of the spell. In fact, this spell has the (unexpected) side-effect of negating magical blindness while in effect.

Interestingly however, an individual under the effects of the *Murk-See* spell will see a blank void where spell

effects such as *Minor Globe of Invulnerability*, *Globe of Invulnerability* or *Anti-Magic Shell* are in effect (as they "hedge" out the magical sight). Worse (as Narivus learned to his dismay), should a creature with magic resistance successfully resist the *Murk-See* spell, they are effectively invisible to the subject of the spell (and the creature does not become visible upon attacking).

The material component is a sunstone worth 50 gp (which can be reused).

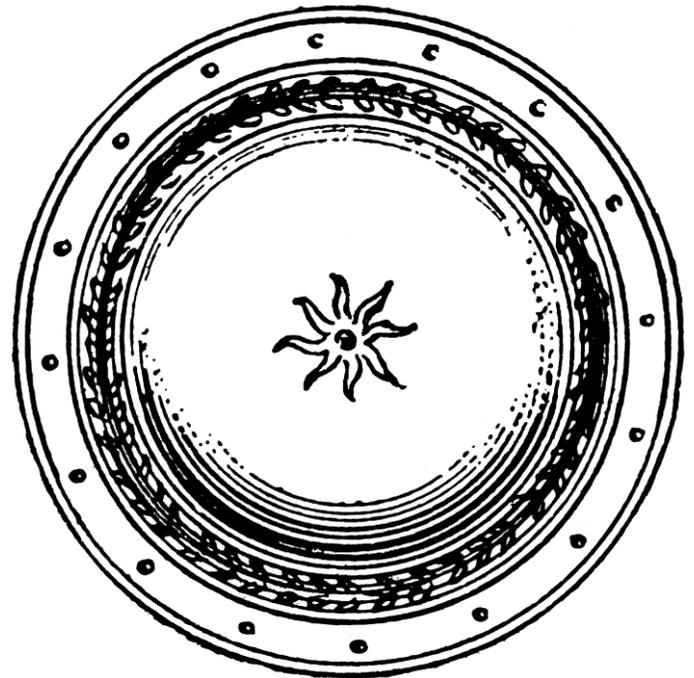
Shield Wall

Level: Magic-User 4
 Type: Conjuraton/Summoning
 Range: 3"
 Duration: 2 rounds/level
 Area of Effect: 10' shield wall/caster level
 Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: none

The *Shield Wall* spell creates a floating wall of shields, forming a defensive barrier between the magic-user and his enemies. The shields created by the spell are the size of large kite or body shields (roughly 4 to 5' in height, and 2 to 3' in width), and they have a gap of 6" to 12" (inches) between the shield, allowing creatures on either side of the wall to see each other and attack through the gaps. The wall has a length of 10'/level of the caster. Alternately, the wall can be made 2 or 3 shields high or placed overhead, like a roof; in this case the length of the shield wall is reduced by 50% to 66%, respectively. The wall may be a straight line, a curved line, a V shape or a ring; any shape imaginable by the caster. The wall will move with the caster (if the caster maintains concentration), or can be set in place (allowing the caster to take additional actions).

The shield wall provides a number of defensive benefits. First, any creatures "behind" the shield wall receive the benefit of 75% cover against missile attacks (+7 bonus to AC). This allows the magic-user to advance across a field, screening his allies from missile attacks, closing to melee (or protect a rank or two of soldiers from aerial attackers).

Secondly, the presence of a shield wall allows defenders to use polearms and spears to attack from behind the shield wall as if they were attacking from the second rank. In this case the defenders gain a shield bonus (+2 AC bonus) if attacked with spears or polearms, and are effectively immune to attacks from swords, axes and other melee weapons without adequate reach.



Lastly, the shield wall provides a physical barrier to creatures that attempt to push past the shield wall in order to close with the defenders behind the wall. To pass the wall, a creature must make a successful opposed Strength check and loses 1 melee round worth of attacks as they push past. The shield wall has an effective Strength of 10 + caster level for opposed Strength checks. Defenders receive "free" attacks against a creature pushing past the wall, making the process breaking through a shield wall potentially dangerous.

The material component of this spell is a normal kite shield, which remains after the spell duration expires.

Strength for Many

AKA Mass Strength

Level: Magic-User 4
 Type: Alteration
 Range: 3" radius
 Duration: 3 turns/level
 Area of Effect: 1 person/2 levels of the caster
 Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: none

A variant of the 2nd level magic-user spell *Strength*, the *Strength for Many* spell provides an increase in the physical strength of a group of humans or humanoid creatures (it affects only "persons", as defined by the charm person spell). The affected individuals must be within 3" radius of the caster, although the caster silently designates the beneficiaries of the spell.



The increase in strength is limited to 1d6, regardless of the class of the recipient (rather than an increase of 1d8 for fighter classes), and the strength increase lasts for only 3 turns per level of the caster; however it affects 1 individual per 2 caster levels. For creatures that do not possess a Strength attribute (e.g., war dogs, most monsters, faceless & nameless men-at-arms, etc.) the effect of the Strength for Many spell is to provide a +1 damage bonus.

The material component is a tuft of fur or hair from a strong animal (ox, bear, ape, etc.).

Vahlmohrin's Sweeping Gesture

Level: Magic-User 4
 Type: Invocation
 Range: see below
 Duration: instantaneous
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: see below

An area *Push* spell with increased force, the *Sweeping Gesture* creates a wave of force that originates at the caster, sweeps across an area 5'/caster level in width, to a depth of 1"/3 levels. The wave of force pushes on everything in that area with a force of 10 foot-pounds per level of the caster (e.g., an 8th level caster would push a 10 lb object backwards 8 feet). The force is spread evenly across the area, and affects everything in the area. Thus a sword wielding, shield bearing warrior will find that the *Sweeping Gesture* pushes on him, his shield and his weapon equally. In a case such as this, the warrior must make an opposed Strength check (vs. the caster level (e.g., the victim rolls 1d20 and adds Strength, if it exceeds the roll of 1d20 + caster level then the items are held) or have any carried or held object torn from his grasp and swept backwards. Where an item is strapped to the individual (as presumably the shield would be), the bearer will be subjected to the force on the shield as well as himself (i.e. effectively double the base force, or 20 foot-pounds per caster level). An armored individual is only subjected to the base force, not a doubled force, but the

The *Sweeping Gesture* will effectively stop forward momentum, and creatures in the area of effect will lose a round of movement (if not thrown backwards), in addition to potentially being disarmed. If they are forced back more than one foot, a Dexterity check will be required to remain standing.

The material component is a steel band, worn on a finger, wrist or forearm, with steel from a wagon or cart wheel rim.

Wandering Webs

Level: Magic-User 4
 Type: Evocation
 Range: 1/2" per level
 Duration: 2 rounds/level
 Area of Effect: special
 Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: negates or 1/2

This spell is an improved version of the 2nd level magic-user spell *Web* (as described in the *PHB*), and has the same range and physical manifestation as that spell (although the duration is significantly shorter). As with web, the wandering web spell creates a sticky mass of webbing with a volume of 8 cubic inches, with a minimum thickness of 1", so a wandering web spell could fill a corridor 10' wide by 10' high to a depth of 80', as an example. The same chances to escape the web exist (e.g., those with <13 Strength must be freed by others, Strength of 13 to 17 break 1' of web per turn, and >17 Strength break 1' of webbing per round.

The major difference is that the *Wandering Web* will move down a corridor, or through trees, etc. in a direction dictated by the caster. The web moves relatively slowly (3") but may trap slow moving creatures, or force creatures to flee before it. Creatures captured by the wandering web will be carried along by the webs. A creature that was only half-trapped will be dragged along and must make an additional saving throw each round they have not escaped or else be fully engulfed by the webs.

The material components of this spell are a bit of spider web and a dead spider with all eight legs intact.

Level 5

Earth Steed

Level: Magic-User 5
 Type: Conjuraction/Summoning
 Range: 0"
 Duration: 2 hours + 1 hour/level
 Area of Effect: one steed
 Components: V, S, M
 Casting Time: 1 round



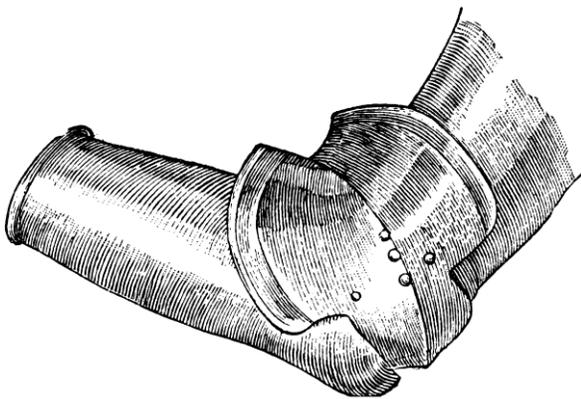
Saving Throw: none

Other than as described above, the *Earth Steed* spell is identical to the 4th level druid spell of the same name.

Greater Armor Brace

Level: Magic-User 5
Type: Abjuration
Range: touch
Duration: see below
Area of Effect: 1 suit of non-magical, metal armor
Components: V, S, M
Casting Time: 4 rounds
Saving Throw: none

A more powerful version of the *Armor Brace* spell, Kolbrandt was able to research a spell that expanded the protective capabilities of non-magical armor even further. The *Greater Armor Brace* spell temporarily provides a suit of metallic, non-magical armor with the damage absorbing properties of full plate mail, reducing physical damage by 2 points per die of damage. The spell is able to absorb 2 hp/level of damage before being dispelled (e.g., armor under the influence of a *Greater Armor Brace* spell cast by an 11th level magic-user will be able to absorb 22 hp of damage before the protective benefit is dispelled and the spell will end). Alternately, should 48 hours pass the spell will end, regardless of how much damage absorbing capacity remains. Like the *Armor Brace* spell, in cases where this spell is cast upon non-magical field plate or full plate armor, the damaging absorbing capacity provided by the *Greater Armor Brace* spell will "soak up" any incoming damage before the plate armor will.



The material component of the spell is a small (2" to 3" tall) steel figurine of a plate clad warrior. This figurine must be made of high quality steel, treated with a special bluing agent, and be of the highest craftsmanship, worth no less than 100 gp. The material component is consumed in the casting of the spell.

Note: As this spell affects the armor, and not the person, spells such as *Stoneskin*, *Barkskin*, etc. that affect the person may be used in conjunction with this spell.

Greater Smoke Ghost

Level: Magic-User 5
Type: Conjuraction/Summoning
Range: 6"
Casting Time: 6 segments
Saving Throw: none
Components: V, S, M
Area of Effect: one smoke ghost
Duration: 1 round/level

This spell conjures a greater smoke ghost, an entity that is more substantial than the smoke ghost (as per the 3rd level spell). Semi-material, the greater smoke ghost has 2 hp/level of the caster, and 1 HD/3 caster levels. Being more substantial, they are able to carry 10 gp weight/caster level. They are able to engage in combat and have an AC of 8, and strike 2 times per round for 1d6+1 hit points of damage each strike. They suffer 1/2 damage from any melee weapon, are immune to fire & heat, *Magic Missiles*, sleep, charm and hold type spells; and they are not destroyed by a *Gust of Wind* spell. The greater smoke ghost moves at 12" (MC: B). If the smoke ghost engulfs a target, it will cause damage in the same manner as the 3rd level *Cloud of Smoke* spell.

Lava Lash

Level: Magic-User 5
Type: Conjuraction/Summoning
Range: 0"
Duration: 1 round/2 caster levels
Area of Effect: one lash
Components: V, S, M
Casting Time: 5 segments
Saving Throw: see below

The *Lava Lash* is a powerful spell that conjures a coherent tendril of lava that the magic-user may wield as a whip. The lash is 5' + 1'/level long, and strikes at +3, being able to harm any creature susceptible to magic. The lash strikes for 3d4+level hp of damage, and leaves spattered lava that causes 1/2 level hp damage on the subsequent round. Contact with the lash will ignite dry wood, paper, and other flammable materials. Even if the lash misses, the target must save vs petrification or be spattered and take damage (for 1/2 caster level in hp).

Fire resistance (via spell, item, or natural ability) will reduce the heat or spatter damage by 50%, but has no effect on the 3d4 "whip damage". Complete fire



immunity (such as that of a fire elemental) will reduce damage to 3d4 hp, and no spatter damage.

When the spell expires, the lash disappears, but the spattered lava remains. The material component is some pumice, which vanishes during the casting.

Hurl Magma

Level: Magic-User 5
Type: Conjunction/Summoning
Range: 1"/3 levels
Duration: see below
Saving Throw: half damage, see below
Components: V, S, M
Casting Time: 5 segments
Area of Effect: one target

The *Hurl Magma* spell is a very powerful combat spell which conjures a large glob of magma which may be magically thrown at a single target. The glob of magma automatically strikes, and burns horribly. Worse, the magma cools slowly, causing damage for more than one round.

On the first round, the magma causes 1d4+1 hp/caster level of damage, which may be reduced by half if a successful saving throw vs. spells is made. On the 2nd round, the target takes 1/2 damage, on the 3rd round 1/4 damage, and so on. A new saving throw must be made each round to determine if the target takes half damage. The damage continues for a number of rounds equal to "caster level/4", rounded up.

The glob of magma is heavy (weighing about 25 lbs per caster level) and its weight, combined with the manner it encases a target as it cools, will slow the target, reducing movement rate by 50% over the period that damage as it cools. At the end of the damage duration, a final saving throw (vs. petrification) must be made, or movement will be reduced to 0" due to being encased in cooled igneous rock (requiring a bend bars roll at -5% to break free).

The material component for the spell is a bit of obsidian, basalt or pumice.

Sand Figments

Level: Magic-User 5
Type: Alteration, Conjunction
Range: 6"
Duration: 1 round/level
Area of Effect: see below
Components: V, S, M
Casting Time: 5 segments
Saving Throw: N/A

A common spell in desert environments (and in some sea side locations), *Sand Figments* can only be cast in an area where there is a large volume of sand. This spell allows the caster to create and animate monsters made out of sand. The figments rise up out of the sand, and attack whatever target the caster designates. The figments move independently, and the caster is free to take other actions after directing the sand figments at a target. Typically the figments take the general shape that the caster desires (e.g., generally humanoid, or snake-like). The default shape is a sifting, amorphous blob.

The caster may create a total of 1 HD/2 caster levels in sand figments, and can create up to 1 figment/4 levels. Thus, a 12th level caster could create a single figment with 6 HD, or 3 figments with 2 HD each, or any combination in between. A sand figment weighs 50 lbs and stands 18" in height per Hit Dice, and strikes once per round for 1d8 hit points of damage.

A sand figment has 6 hp per hit dice, move at 6", and have an Armor Class of 4. They suffer 1/2 damage from slashing or piercing weapons or melee attacks (claws, etc.). Sand figments are immune to sleep, charm, hold and paralyzation spells, and illusions. They are destroyed instantly by *Dig* spells, and can be dispelled by a successful *Dispel Magic* attempt.

The material component of the spell is a bit of sandy soil imbued with the essence of an earth elemental.

Strangling Web

Level: Magic-User 5
Type: Evocation
Range: 1/2" per level
Duration: 2 rounds/level
Area of Effect: special
Components: V, S, M
Casting Time: 4 segments
Saving Throw: negates or 1/2

This spell is an improved version of the 2nd level magic-user spell *Web* (as described in the *PHB*), and has the same range and physical manifestation as that spell (although the duration is significantly shorter). As with *Web*, the *Strangling Web* spell creates a sticky mass of webbing with a volume of 8 cubic inches, with a minimum thickness of 1", so a strangling web spell could fill a corridor 10' wide by 10' high to a depth of 80', as an example. The same chances to escape the web exist (e.g., those with <13 Strength must be freed by others, Strength of 13 to 17 break 1' of web per turn, and >17 Strength break 1' of webbing per round).

The major difference is that the *Strangling Web* will tighten, squeeze and strangle any creature stuck within it. Creatures fully trapped by the web suffer 1d4 hp of damage each round. Creatures that are only half-trapped suffer 1/2 damage.

The material components of this spell are a bit of spider web and a scale from a constrictor snake.

Wave of Ooze

Level: Magic-User 5
Type: Conjunction/Summoning
Range: 0"
Duration: see below
Area of Effect: see below
Components: V, S, M
Casting Time: 5 segments
Saving Throw: see below

The *Wave of Ooze* spell conjures a wave of mud and ooze, originating at the caster. The wave of mud and ooze is (5 + level)' in height, twice that in width, and is 1'/level deep. If cast in a confined area (i.e. in a 10' wide corridor) the wave of ooze will expand forward and upward (away from the caster) to fill the total volume.

The wave moves away from the caster with great speed (like a mud slide, at the equivalent of 18" movement rate), moving a total of 1"/level distance from the caster before petering out. The wave strikes with great force (1d6hp damage/3 levels) and knocks down any creature less than 1/2 the height of the wave. Taller creatures must make a saving throw vs petrification or be knocked down. Those knocked down and engulfed will require 1d4+1 rounds to regain their feet (save vs petrification allows regaining feet in 1 round).

Creative magic-users may use this spell to flood or seal caves and basements, create large pools of mud (to use as a base for other ooze and mud spells, or to trap foes with a transmute mud to rock spell), destroy crops or buildings, etc.

Once conjured, the ooze is permanent and will remain on the Prime Material Plane, slowly drying out. Once the force of the wave is expended, the ooze will slowly flow and settle, and it may or may not create a footing hazard.

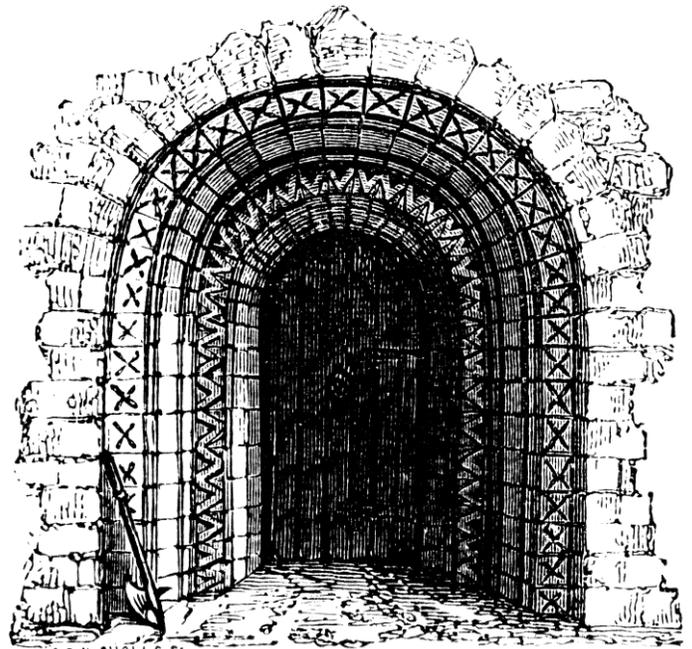
Level 6

Door to Elsewhere

Level: Magic-User 6

Type: Alteration
Range: 3" (to "door frame")
Duration: 1 round/3 levels
Area of Effect: see below
Components: V, S, M
Casting Time: 6 segments
Saving Throw: N/A

This spell must be cast on a door frame or similar portal (it must have two sides, a top and a sill or treadle), and it cannot be cast on an opening larger than 10' wide. The door to elsewhere spell then creates a gate which connects the caster's location and somewhere else. The location can be seen through the door to elsewhere, and it can be reached by simply "stepping through" the door. The somewhere else must be within 6" + 3"/level of the caster, and must be known to the caster. The door to elsewhere will remain "open" for 1 round/3 levels of the caster, allowing a number of people to pass through the door (assume 4 persons/round could step through a normal sized door if there were no barriers or restrictions on either side).



There is a chance that the door to elsewhere will fail (this failure chance is the same as the probability that the 5th level magic-user spell *Teleport* has to fail). Failure is likely to be quite obvious, as the caster and others on the origin side can "look through" the door to elsewhere. The door to elsewhere is also a 2 way portal, so someone could pass through, grab an item, and step back through. Or, creatures could step through the door to elsewhere from the destination side to the caster's side of the door. On the destination side, the door to elsewhere appears as a portal or opening only visible from one side (the "front"),



although creatures on the destination side can look through and see the origin side.

Spells (or spell like abilities) may not be cast through the door to elsewhere, although purely physical effects can pass through the door (e.g., arrows could be shot through the door to elsewhere, if the destination was in a volcano or forest fire heat would radiate through the door, or if the destination was underwater, water would pour through the door).

The material component of the spell is a cracked prism.

Inertial Wall

Level:	Magic-User 6
Type:	Alteration
Range:	3"
Duration:	2 rounds/level
Area of Effect:	see below
Components:	V, S, M
Casting Time:	6 segments
Saving Throw:	N/A

This spell creates a plane of force that robs items of their momentum. The caster may create an inertial wall of any shape up to 75 square feet/level in size (e.g., a 12th level caster could create an inertial wall 900 square feet in size, possibly 20' high by 45' long or 10' high and 90' long).

Any item that has been thrown or hurled (i.e. that does not generate its own forward momentum), such as arrows, thrown boulders, sling bullets, pushed carts, etc. come to a halt and drop to the ground (slowly). Creatures on the ground or flying that create their own force are immediately robbed of momentum but can "push through" the plane and begin moving forward again (it takes 1 round to push past the inertial wall, regardless of strength, speed or mass). Flying creatures will "fall" towards the ground, although the fall is any falling damage will be reduced by 50%. If the Inertial Wall was cast as a horizontal plane, it would slow any falling creatures that passed through it, effectively negating any falling damage from the distance fallen to the Inertial Wall.

Striking across the barrier is nearly impossible, as the energy of the blow will be dissipated, slowing and weakening the attack. Melee attacks made across the inertial barrier are made at a -4 initiative penalty, suffer a penalty of -4 to hit, and cause only 1/2 damage. The inertial wall has no effect on cold, heat, gas, magic missiles (such as the *Magic Missile* spell, *Melf's Acid Arrow*, etc. but not magical arrows fired from a bow), or gaze attacks. Fire and electricity can pass through the inertial wall, but damage is reduced by 50%.

The material component of the inertial wall spell is a thin crystal sheet wrapped in wool or cotton.

Shape Metal

Level:	Magic-User 6
Type:	Alteration
Range:	Touch
Duration:	permanent
Area of Effect:	1 cubic foot/level
Components:	V, S, M
Casting Time:	1 round
Saving Throw:	see below

Inspired by the stone shape spell, Kolbrandt researched a spell that allowed a magic-user to shape and mold metal without resorting to the use of a forge. Like the stone shape spell, the shape metal spell allows the caster to change the form of a single existing piece, or a few small pieces (1 piece per 6 caster levels, rounded up, not to exceed the total spell volume) of metal into some other shape. Similar to the stone shape spell, the shape metal spell does not allow for fine, artistic detail to be incorporated into the final product. Thus, while a sword could be formed, it would lack ornamentation and its edge would not be sharp. However, hinges and locks could be ruined or by-passed, manacles and chains reduced or reinforced, and armor deformed or ruined. Or multiple pieces of metal could be intertwined or fused together. Non-magical metal does not receive a saving throw, regardless of its alloy, origin, radioactive properties or rarity.

The shape metal spell is useful for destroying magical items made of metal, as the spell caster is able to use the shape metal spell to tear apart or ruin the shape of the item. In these instances, the object receives an object saving throw against caster levels (rounded down).

The casting time makes the spell less than useful in combat; however if the spell caster was able to use the shape metal spell against an iron golem (or other metallic golem, or similar metallic automaton or entity), the spell would cause damage equal to 1d6 hp/level of the caster, save vs. spells for half damage. It would also slow the golem for 1 round/caster level.

The material component of the spell is a small piece of wire (of any metal) which is twisted up.

Spell Echo

Level:	Magic-User 6
Type:	Abjuration
Range:	self
Duration:	see below



Area of Effect: caster
 Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: see below

The *Spell Echo* is a powerful defensive spell that mimics any spell cast against the caster and "echoes" it back, at a slightly reduced power. The spell is returned at 2 levels of effect below the original spell. Thus if a magic-user protected by a spell echo was attacked by a *Magic Missile* spell cast by an 11th level magic-user, the *Spell Echo* would create a *Magic Missile* effect at the 9th level, which is echoed back and affects the original *Magic Missile* caster. The *Spell Echo* may only reflect echo spells of the 5th level or less.

The *Spell Echo* is different than a **Ring of Spell Turning** in so far as the original spell has a normal affect upon the spell echo protected magic-user, and no partial reflections will occur. The *Spell Echo* protected magic-user has all normal chances to save against the spell effects; just as the target of the echoed spell would have all normal saving throws. Once cast, the spell echo remains in place and active for a period equal to either 1 day/caster level or until a total of 1 echo/3 caster levels has taken place; whichever comes first.

It should be noted that beneficial spells as well as harmful spells are echoed; a magic-user subjected to a clerical *Heal* spell would receive the benefits of the *Heal*, and a *Heal* spell would be echoed back at the cleric that cast the spell. All spells are echoed, so a *Know Alignment* cast on a *Spell Echo* protected magic-user would result in a *Know Alignment* being echoed back, so the protected magic-user would learn the alignment of the individual attempting the divination.

The material component of the spell is a piece of glossy paper.

Steel Webs

Level: Magic-User 6
 Type: Evocation
 Range: 1/2"/level
 Duration: 1 turn/level
 Area of Effect: special
 Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: negates or 1/2

This spell is an improved version of the 2nd level magic-user spell *Web* (as described in the *PHB*), and has the same range and physical manifestation as that spell. As with *Web*, the *Steel Webs* spell creates a sticky mass of webbing with a volume of 8 cubic inches, with a

minimum thickness of 1", so a *Steel Web* spell could fill a corridor 10' wide by 10' high to a depth of 80', as an example. However, the *Steel Webs* spell creates webs that are both much stronger and flame resistant. Escaping the webs is much more difficult. Those with < 17 Strength must be freed by others, Strength of 18 to 18/00 can break 1' of web per turn on a successful bend bars roll. Creatures with 19 or greater Strength break 1d4' of webbing per turn.

The material component of this spell is a small net (3" x 3") made of fine steel wire.

Transmute Wood to Ash

Level: Magic-User 6
 Type: Conjuraction/Summoning
 Range: 6"
 Duration: instantaneous
 Area of Effect: 1/2 cord/level
 Components: V, S, M
 Casting Time: 6
 Saving Throw: see below

This spell transmutes wood to ash without heat or flame, regardless of how wet or dry the wood is, or whether the wood is living (a tree) or dead (lumber). The ash will be soft, fine white ash like that left in a hearth at the end of a long, well stoked, well ventilated fire. Wooden structures (like doors, walls, gates, etc.) will crumble to ash; and the ash will drift away on a light breeze. The spell affects 1/2 cord of wood per level of the caster.

Normal, non-magical wood receives no saving throw. If used against animate, living wood creatures (such as treants, black willows, etc.) these creatures suffer 1d6+1 hp of damage per level of the caster, and they are allowed a saving throw vs. spells to reduce the damage by 50%. If used against magical wood (e.g., a folding boat, magical shield, etc.) the item is allowed a saving throw vs. magical fire.

Note: this spell is a quasi-elemental spell, not a para-elemental spell.

Vahlmohrin's Desperate Refuge

Level: Magic-User 6
 Type: Conjuraction, Necromancy
 Range: 0"
 Duration: 1 day/level (see below)
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: see below



Inspired by the *Rope Trick* and *Feign Death* spells, the *Desperate Refuge* was researched with the intent of creating an easily accessed, mystically protected refuge where the caster was able to take advantage of an increased rate of time passage to rest & recover, then return to a battle refreshed. The research failed to produce the desired result, although the *Desperate Refuge* spell does have some utility.

The *Desperate Refuge* is an extra-dimensional space which can be accessed by the caster or one other person/creature. The entrance to the Refuge closes behind the occupant; the opening is invisible, and it cannot be opened from the outside (other than by a method that bridges dimensional boundaries). Once inside the Refuge, the occupant experiences the passage of time at a much reduced rate. For every day that they are in the Refuge, they experience only the passage of 1d3 rounds. The occupant and their possessions cannot be detected by spells such as *Detect Magic*, *Locate Object*, etc., nor can they be found by means such as crystal balls or magic mirrors. The occupant is unaware of their surroundings and what may be transpiring on the Prime Material Plane. Thus they could emerge to find themselves in no better a situation than when they entered the refuge.

While in the Refuge the recipient of the spell is alert, active and able to move. They are able to undertake such actions as binding wounds, casting spells, drinking potions, reading scrolls, etc. assuming that they have all of the necessary materials and items with them.

The *Desperate Refuge* can be used to escape some temporary hazard (a great way to sit out a blizzard, forest fire, enemy invasion, etc.) or hide someone from the authorities. It has been used to put a dying person (whether suffering from injury, illness or slow acting poison) "in stasis" while a cure is found, or it has been used as a temporary prison. If the *Vahlmohrin's Desperate Refuge* is used to contain an unwilling target, the unwilling target gets a saving throw vs. spells. If successful, they are able to escape the *Vahlmohrin's Desperate Refuge* in 1d3 days.

The caster can choose to end the spell at any time, or select a pre-set termination time. Otherwise, the spell will expire after a period equal to 1 day per caster level, and the occupant will be ejected from the collapsing Refuge.

The material component of this spell is a scrap of white silk, and some web from a phase spider's web.

Level 7

Purify Metals

Level:	Magic-User 7
Type:	Abjuration
Range:	touch
Duration:	permanent
Area of Effect:	1 metallic magical item
Components:	V, S, M
Casting Time:	1 hour
Saving Throw:	see below

A powerful spell, this spell is an extension of the *Remove Curse* and *Dispel Magic* spells, specifically designed to be used to allow Kolbrandt to safely destroy cursed and evil magical items in his forge. In practice, the purify metal ritual allows a smith to safely handle an evil or cursed magical item while exposing it to a forge or smelter. The item is exposed to the heat of the forge, and beaten into a lump of shapeless metal. The process renders the metal free of enchantment (and safe to reuse). The ritual renders the metal free of any curse, traces of alignment or intelligence.

The chance of the magic being destroyed is similar to that of the *Dispel Magic* spell, although the base chance of success is 75% (rather than 50%).

Minor curses (such as -1 to hit & damage, -1 to AC) are destroyed automatically. More powerful curses, such as those laid by arch-mages, liches or demi-gods, are more recalcitrant. The chance of these greater curses being destroyed is 50%, +/- 5% per level of the caster above or below the level of the curse being destroyed. This does not affect curses laid by Lesser or Greater Gods.

A spirit trapped in the item (from a *Magic Jar* spell, or the spirit inside an intelligent sword) will be destroyed or released and sent on to the Outer Planes, depending upon their saving throw vs. Spells. A failed saving throw results in their destruction. A successful saving throw frees the spirit, sending it back to their plane of origin. Disembodied spirits or souls originating on the Prime Material Plane are sent to their final rest.

It is unknown, although unlikely, that this spell would be successful in destroying an artifact; although Kolbrandt speculates in his notes that the use of an appropriate magical hammer & forge, along with elemental fire might be useful in destroying an artifact. His notes lead some to speculate that Kolbrandt had a specific artifact in mind, although the speculation remains unanswered by Kolbrandt or his apprentices and allies.

Level 8

Transmute Rock to Magma

Level:	Magic-User 8
Type:	Alteration, Conjunction/Summoning
Range:	1"/level
Duration:	1 round/level
Area of Effect:	see below
Components:	V, S, M
Casting Time:	8 segments
Saving Throw:	see below

The *Transmute Rock to Magma* spell is very powerful, but must be cast on an earthen or stone surface. The spell transforms earth or stone to magma. The volume effected is equal to 10' x 10' x 10' (1000 cubic feet) per level of the caster. The caster may choose the volume and dimensions of the earth or stone to be transformed. One typical configuration of the spell is to create a magma moat as a defensive barrier.

The magma takes 1d3 rounds to form, so one may easily avoid it (making it relatively ineffective as a combat spell). Falling into or wading into the magma causes significant damage (1d6+1) x caster level hp of damage on the first round, save for 1/2 damage, and a system shock roll with a penalty equal to the damage caused, is required to survive the immersion. Death is automatic for any non-fire resistant creature on the second round). Fire resistance is only half effective against immersion, so even fire resistant beings not native to the elemental plane of fire or para-elemental plane of magma will eventually die.

Even just being within 1" the magma causes 3d4 damage per round from the radiant heat; 2d4 hp of damage per round are suffered at a distance of up to 2", and 1d4 hp per round at a distance of up to 3". The heat damage will be reduced by 1/2 on a successful saving throw vs. magic, or if the creature has fire resistance.

The caster is subject to the effects of the spell.

Casting this spell on the 2nd or 3rd floor of a stone structure (or in a dungeon with minimal separation between levels) will be effective, but is likely to cause the floor to collapse, causing lava to run through the underlying levels. The spell may be cast on the base of a stone wall to undercut the wall and cause it to collapse, or could be cast as a "trench" leading down a hillside (in which case the lava would flow down the trench, emptying out and flowing onto the base on the hill). In the hands of a creative spell caster, this spell can be extremely dangerous and destructive.

At the end of the spell's duration, the magma will begin cooling, solidifying in 2d4 turns (causing 1/2 damage during turns 1 and 2, and then cooling enough to merely be uncomfortable, but not damaging, after that). Thus sand or soil turned to lava will be transformed to a solid block of igneous rock at the end of the spell.

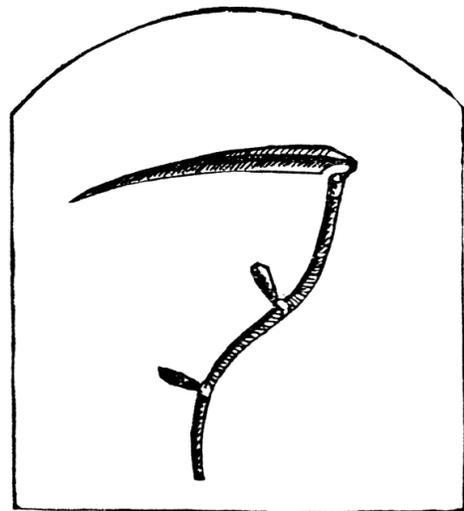
The material component is a pinch of volcanic ash or ground pumice.

Level 9

Dimensional Scythe

Level:	Magic-User 9
Type:	Abjuration, Alteration
Range:	see below
Duration:	see below
Area of Effect:	see below
Components:	V, S, M
Casting Time:	9 segments
Saving Throw:	see below

This powerful spell manifests as a beam, which the caster can use to "cut across" an area. The beam can reach to a distance of 1"/level of the caster and may cut across a linear distance of 5'/level.



Any device, feature, entity or creature that is extra-planar or extra-dimensional will be suddenly and violently disrupted. In the case of gates or portals, this means that the gate collapses. Devices such as **Bags of Holding**, **Portable Holes**, **Pouches of Accessibility**, **Amulet of The Planes**, **Cubic Gates** or spells such as *Rope Trick*, *Deepockets*, etc. violently tear apart (as if a **Bag of Holding** was placed inside a **Portable Hole**, DMG page 152). Summoned or extra-planar creatures are violently



removed from this plane and returned to their plane of origin (magic resistance applies, but should magic resistance fail, there is no saving throw). A spellcaster under the effects of a *Duo-Dimension* spell or a person wearing a **Cloak of Displacement** would also be subject to rending dimensional forces.

Magical items must make a saving throw vs. Disintegration, at a penalty of -3 on the roll, with an additional -1 penalty for every 3 caster levels above 18th

(i.e. suffering a -4 penalty at 21st level). If the item makes the saving throw it is temporarily deactivated (failing to work normally for $1d4 + 1/2$ caster level) rounds.

Dimensional spells are subject to a *Dispel Magic* effect (as per the 3rd level magic-user spell), although the *Dimensional Scythe* caster's level is treated as being 50% higher for the purposes of determining the chance of successfully dispelling the spell.

Illusionist Spells

Level 2

Wall of Color

Level: Illusionist 2
Type: Illusion
Range: 6"
Duration: 2d6 rounds + 1 round/level
Area of Effect: 100 square feet/level
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

This summons a "wall" of opaque color. The color can be bright or dull, and it may be any color selected by the caster, or even a mixture of colors. The wall does not provide a physical barrier, although it does provide a visual barrier (making it an effective means of providing concealment from missile fire and line of sight magical attacks). It also casts as much light as a *Dancing Lights* spell (but only if the illusionist so desires).

The wall of color that may be created is up to 100 square feet/level in size. Thus a 3rd level caster can create a wall of color 10' high and 30' long. The wall is a paper thin plane, visible only from the front or back.

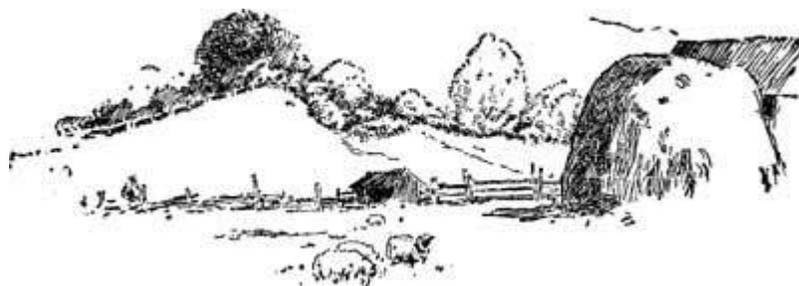
The material component of this spell is a scrap of brightly colored cloth or paper.

Level 3

Cacophony

Type: Conjunction
Level: Illusionist 3
Range: $6'' + 1''/3$ levels (rounded down)
Duration: 1 round/level
Area of Effect: $10' + 5'/\text{level}$ radius
Components: V, S, M
Casting Time: 3 segments
Saving Throw: special, see below

Other than noted above, the *Cacophony* spell is identical to the 3rd level magic-user spell of the same name.



Witch Spells

Author's Note: These spells were designed for use with the Witch non-player character class, developed by Bill Muhlhause, and presented in *Dragon Magazine* issue #114. I have found that the Witch NPC class makes an excellent addition to a campaign, and have crafted a number of spells to round out what was presented in the original article. For those players & DMs that do not use the Witch NPC class, these spells could be adapted for use by druids, clerics who worship appropriate deities, or magic-users.

Level 2

Burning Words

Level:	Witch 2
Type:	Evocation
Range:	Touch
Duration:	until triggered
Area of Effect:	see below
Components:	V, S, M
Casting Time:	1 round
Saving Throw:	N/A

Similar to *Explosive Runes*, the *Burning Words* spell is cast upon a scroll, page or similar written message which must be inscribed upon a flammable material (i.e. a message engraved in stone or steel could not be affected by a burning words spell). It was developed as a means of sending a dramatic message or threat, but also has some use as a component of a trap.

The spell effect is triggered by reading the message. After the message is read, the words burst into flame (flames shoot up 3' to 4'). Anyone holding the message or immediately adjacent suffers 1 hp of damage/level of the spell caster (to a maximum 12 hit points of damage). Flaming words then "hang" in the air or whatever point the flaming words spell was triggered, lasting 1 round/3 levels of the caster (rounded up). The paper, parchment, or other material will also continue to burn for this same period of time (even if separated from the flaming words). The magical flames can only be extinguished by magic during the duration of the effect, and they may ignite any flammable materials they are in contact with.

Thorn Spray

Level:	Witch 2
Type:	Invocation
Range:	0"
Duration:	instantaneous
Area of Effect:	see below
Components:	V, S, M
Casting Time:	2 segments
Saving Throw:	1/2 damage

With the exception of casting time differences, this spell is identical to the 2nd level druidic spell of the same name.

Level 3

Cloak of Thorns

Level:	Witch 3
Type:	Conjuration
Range:	0"
Duration:	10 + 2 rounds/level
Area of Effect:	caster
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	N/A

The *Cloak of Thorns* conjures a long billowing cloak that wraps and clings to the caster - a cloak made of a tough, wiry mat of thorny vines and branches. The *Cloak of Thorns* acts as armor (providing a base AC 7 which can be modified by items of protection and Dexterity), and harms those attackers that strike with natural weapons (hands, claws, fangs, and tentacles). Those creatures that strike a creature in a *Cloak of Thorns* will cause damage, but will take 1d4 hp of damage in return.

The cloak also allows the wearer to blend in with thorns, brambles or coniferous growth (and only these terrain types) as if they were wearing a **Cloak of Elvenkind**.

The material component of this spell is a thorn branch 1' long.

Conjure Needleman I

Level:	Witch 3
Type:	Conjuration
Range:	3"
Duration:	2 + 1 round/level
Area of Effect:	special
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	none



The *Conjure Needleman* series of spells conjures needlemen from coniferous trees or thorn bushes, brambles, etc. The requirement for such foliage renders this spell effectively useless in most urban environments, dungeons, deserts, etc. However, if a wall of thorns spell was cast (or similar magic used), that thorny material would be adequate as a basis for the *Conjure Needleman* spell.

The *Conjure Needleman I* creates a single needleman (as per the *FF*). The needleman receives a +1 hit point bonus (which may allow them to exceed the normal maximum hit points). The needleman cannot speak, but does understand spoken directions from the witch casting the spell, and it will follow instructions to the best of its ability.

The conjured needlemen are vulnerable to a *Dispel Magic*, and the dispel attempt is made against the *Conjure Needleman* spell; the needlemen does not receive a saving throw. If the dispel attempt is successful, all needlemen conjured by the spell will be dispelled.

In addition to the pines or thorn bushes, the material component of this spell is a small doll like figure made from twisted pine needles and rose branches. The figurine must be between 3" and 4" tall, and is consumed in the casting. The witch must prick her finger on the figurine during the casting of the spell.

Whip of Thorns

Level:	Witch 3
Type:	Alteration
Range:	0"
Duration:	1 round/level
Area of Effect:	one whip
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	N/A

This spell creates a long whip made of thorny vine. The whip seems alive, and it the end not held by the witch twitches and thrashes. The thorn whip may be used in one of two ways, as a melee weapon or as an independent attacking construct.

As a melee weapon, the thorn whip strikes as a +3 weapon for purposes of to hit rolls and what the whip can effect (i.e. it can harm a creature normally harmed only by +3 or better weapons, but it may not harm a creature only harmed by +4 or better weapons). A successful strike causes 1d4+4 hp of damage and may also entangle a target (as per the *UA* rules for whips). An entangled target takes 1d4 hp damage/round as the whip thrashes and shreds.

After a successful strike and entanglement, the witch has the option of releasing the thorn whip and allowing the whip to attack independently. In this case, the whip will continue to cause 1d4 hp damage each round and will also act as a rope of strangulation (as per the *DMG*, with the exception that the whip is AC 7, and has 1 hp/level of the caster). At any time the witch may reclaim the whip and resume using it as a melee weapon.

The material component is a branch, at least 1' long, cut from a plant with thorns. At the end of the spell's duration, the thorn whip will shrink, returning to its original form; if the thorn whip was destroyed, then the branch will return to bits & pieces. The material component may be reused (unless the whip was destroyed).



Level 4

Conjure Needleman II

Level:	Witch 4
Type:	Conjuration
Range:	4"
Duration:	3 rounds + 1 round/level
Area of Effect:	special
Components:	V, S, M
Casting Time:	4 segments
Saving Throw:	none

Conjure Needleman II has the same requirements as the 3rd level witch spell *Conjure Needleman I* spell, and the needleman act in the same manner and have the same

vulnerabilities. *Conjure Needleman II* creates two needleman (as per the *FF*). The needlemen each receive a +2 hit point bonus (which may allow them to exceed the normal maximum hit points).

Eerie Fog

Level: Witch 4
Type: Enchantment/Charm, Illusion/Phantasm
Range: 0"
Duration: 10 rounds + 1d4 rounds/level
Area of Effect: one fog bank 30'/level radius, 10' + 1'/level height
Components: V, S, M
Casting Time: 4 segments
Saving Throw: see below

This spell is identical to the 4th level Illusionist spell of the same name (published in the *1st Book of Miscellaneous Spells*).

Shredding Coils

Level: Witch 4
Type: Conjuration
Range: 6"
Duration: 1 round/level
Area of Effect: 100 square feet/level
Components: V, S, M
Casting Time: 4 segments
Saving Throw: see below

With the exception of differences in casting time, this spell is identical to the 5th level druidic spell of the same name.

Level 5

Conjure Needleman III

Level: Witch 5
Type: Conjuration
Range: 5"
Duration: 4 rounds + 1 round/level
Area of Effect: special
Components: V, S, M
Casting Time: 5 segments
Saving Throw: none

Conjure Needleman III has the same requirements as the 3rd level witch spell *Conjure Needleman I* spell, and the needleman act in the same manner and have the same vulnerabilities. *Conjure Needleman III* creates three

needleman (as per the *FF*). The needlemen each receive a +3 hit point bonus (which may allow them to exceed the normal maximum hit points).

Thorn Sprite

Level: Witch 5
Type: Alteration, Enchantment
Range: 0"
Duration: 1 week/level
Area of Effect: see below
Components: V, S, M
Casting Time: 1 turn
Saving Throw: N/A

This spell creates a homunculus like creature out of a thorn bush. The thorn sprite is a tough little creature, imbued with traces of the witch's personality. For the duration of the spell, the thorn sprite will be unshakably loyal and follow the witch's commands faithfully, even if the instructions are suicidal. The thorn sprite may range up to 1"/caster level away from the witch that created it. Beyond that range, the power of the spell begins to unravel, and the thorn sprite suffers 1 hp of damage each round that it is beyond that distance (and if left to its own devices it will seek to return to the witch immediately).



The thorn sprite is small (standing 1' + 1"/caster level tall), but very wiry and has a thorny, prickly skin. It looks like a homunculus made out of twisted, gnarled rose branches (or similar thorny material).

The thorn sprite's statistics are AC 7, MV 15", HD caster level/5, Hp 1/level, Atts 2, Dmg 1d3/1d3, SA --, SD --, MR save as caster. The thorn sprite has the same alignment as the witch that created it, and an intelligence equal to one-half of the witch's intelligence. The thorn sprite is quite weak (able to carry 10 lbs), but agile and a good climber



(climb walls as a 6th level thief) and can hide and move silently in natural surroundings (as a 12th level thief).

The material component of the spell is a potion or elixir made of rose water and the witch's blood. This elixir must be prepared in advance, and takes two hours to prepare.

Level 6

Conjure Needleman IV

Level: Witch 6
Type: Conjuration
Range: 6"
Duration: 5 rounds + 1 round/level
Area of Effect: special
Components: V, S, M
Casting Time: 6 segments
Saving Throw: none

Conjure Needleman IV has the same requirements as the 3rd level witch spell *Conjure Needleman I* spell, and the needleman act in the same manner and have the same vulnerabilities. *Conjure Needleman IV* creates four needleman (as per the *FF*). The needlemen each receive a +4 hit point bonus (which may allow them to exceed the normal maximum hit points).

Thorn Collar

Level: Witch 6
Type: Alteration, Enchantment/Charm
Range: 0"
Duration: 1 hour/level
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 6 segments
Saving Throw: N/A

The *Thorn Collar* starts as an effect similar to the *Thorn-Whip*, and it lashes out from the caster to the target. The target must save vs. spells. A successful save negates the spell, a failed save means the spell takes effect.

The collar will constrict and cause great pain to the collared entity. The leash-holder can command a collared entity (as per the clerical command spell), and the collared individual must save vs. poison to resist the command. The save is a physical and mystical struggle, with a save resulting in 1d4+1 hp of damage (as the collar and leash tighten, twist, choking and shredding the victim).

A collared individual must save each round of the spell's duration until they (1) die, (2) fail their save, (3) acquiesce, or (4) the spell ends (duration runs out or is dispelled).

The command, once in effect, lasts as long as the spell's duration and the command (a single word command, but consistent with the witch's intent) may be changed each round. Thus "kneel" could be changed to "follow" to "fight".

Should an attempt be made to sever the leash, attackers will find that the leash has an AC 4 and 2 hp/level of the caster. However, 1/2 of any damage delivered to the leash or collar is actually suffered by the leashed victim. If attacked with spells, the leash saves as the caster.

The material component is a branch, at least 1' long, cut from a plant with thorns. At the end of the spell's duration, the collar & leash will shrink, returning to its original form. The material component may be reused (unless it was severed or destroyed).

Level 7

Conjure Needleman V

Level: Witch 7
Type: Conjuration
Range: 7"
Duration: 6 rounds + 1 round/level
Area of Effect: special
Components: V, S, M
Casting Time: 7 segments
Saving Throw: none

Conjure Needleman V has the same requirements as the 3rd level witch spell *Conjure Needleman I* spell, and the needleman act in the same manner and have the same vulnerabilities. *Conjure Needleman V* creates five needleman (as per the *FF*). The needlemen each receive a +5 hit point bonus (which may allow them to exceed the normal maximum hit points).

Level 8

Conjure Needleman VI

Level: Witch 8
Type: Conjuration
Range: 8"
Duration: 7 rounds + 1 round/level



Area of Effect: special
Components: V, S, M
Casting Time: 8 segments
Saving Throw: none

Conjure Needleman VI has the same requirements as the 3rd level witch spell *Conjure Needleman I* spell, and the needleman act in the same manner and have the same vulnerabilities. *Conjure Needleman VI* creates six needleman (as per the *FF*). The needlemen each receive a +6 hit point bonus (which may allow them to exceed the normal maximum hit points).

High Secret Order

Conjure Needleman VII

Level: Witch HSO
Type: Conjuraton
Range: 9"
Duration: 8 rounds + 1 round/level
Area of Effect: special
Components: V, S, M
Casting Time: 9 segments
Saving Throw: none

Conjure Needleman VII has the same requirements as the 3rd level witch spell *Conjure Needleman I* spell, and the needleman act in the same manner and have the same vulnerabilities. *Conjure Needleman VII* creates nine to twelve (1d4+8) needleman (as per the *FF*). The needlemen each receive a +10 hit point bonus (which may allow them to exceed the normal maximum hit points).

Prophetic Curse

Level: Witch HSO
Type: Alteration
Range: see below
Duration: permanent
Area of Effect: one person
Components: V, S, M
Casting Time: 1 round
Saving Throw: see below

This powerful spell allows a witch to utter a curse in the form of a prophecy. Generally, the effects of the curse

must be within the limits of a *Limited Wish* spell. For the spell to be effective, the intended target must hear the prophecy as it is spoken. This spell requires some ingenuity and creativity on the part of the caster and the DM to adjudicate in play. The effects should be gradual, or take place at some point in the future.

Examples of prophetic curses include:

"You bear the magical sword True-edge, and it will aid you in the defeat of many a foe, but when you need it most, that sword will fail you." (with a curse like this, at some point in the future the DM would have to "negate" the magical powers of the sword, probably when facing a powerful monster only affected by +3 or better weapons)

"Though renowned for your courage, in time you will be known as a coward of the worst sort" (the DM might apply an escalating penalty to any saving throws vs. fear or fear like effects; eventually it may reach the point where failure against fear effects is automatic)

"Loved and respected by many, in time you will find hardness in the hearts of those who once adored you" (the cursed individual will begin to suffer a penalty to any reaction rolls, initially losing any Charisma bonus, and eventually suffering from a penalty to all encounters, soon finding themselves ostracized by everyone)

The spell may be avoided with a successful saving throw against spells. However, the powerful nature of this spell is such that targets of the curse suffer a penalty of -1 to save per four levels of the caster (rounded up, so a -4 penalty against a caster of 13th level). The prophetic curse cannot be dispelled with *Dispel Magic* or *Remove Curse* spells. Direct intervention of a deity may undo the curse (although such intervention is rare, and should not be relied upon). More successful methods include an appeal to the caster of the curse (who may revoke it at will, although usually at a steep price), or undertaking a dangerous quest of some sort to gain a boon of adequate power to remove the curse. The *Prophetic Curse* is not undone by *Mordenkainen's Disjunction*, *Alter Reality*, *Limited Wish* or *Restoration*; however a properly worded *Wish* may undo the *Prophetic Curse*, or "twist it" so that it comes to pass in an unexpected and not necessarily harmful, manner.



Cult of Juiblex Clerical Spells

Author's Note: These were previously published in *Footprints* #18 and slight differences may exist between those versions and the version presented here. That's what happens when different editors look at the same thing.

These clerical spells were designed for use by cultists and clerics that worship the Demon Lord Juiblex (as described in the *MM*, by Gygax and published by TSR in 1977). While these spells might be available to clerics that worship similar entities of rot, decay and slime, they are not clerical spells that would be widely available. Hopefully these are a nasty surprise to your players!

Level 2

Slime Touch

Level: Shaman 2
Type: Conjuraton
Range: touch
Duration: see below
Area of Effect: one creature
Components: V, S, M
Casting Time: 4 segments
Saving Throw: half

The *Slime Touch* temporarily coats the caster's hand with a slimy material. This coating remains on the caster's hand for 1 round/level, or until the caster touches another creature. The magically slimy and corrosive touch allows the priest to inflict a nasty wound. The slime touch causes 1 hp/level on the 1st round, and 1/2 hp/level of damage on the 2nd round (save for half damage).

Items purposely struck by the *Slime Touch* are subject to destruction by the acid (saving vs. acid at a -2 penalty).

Level 3

Protection From Slimes

Level: Shaman 3
Type: Abjuration
Range: touch
Duration: 10 rounds + 2 rounds/level
Area of Effect: self or other
Components: V, S, M
Casting Time: 5 segments
Saving Throw: N/A

This spell makes the recipient, their clothing and any item carried in their hands (but not a backpack, item slung over a shoulder, etc.) temporarily immune to the

corrosive, transmutative and infective properties of slimes, jellies, puddings and similar creatures. Similarly, the protection does not extend to physical damage (such as from a blow from an gray ooze). Thus, a cleric under the effect of this spell could be immersed in green slime and emerge unharmed, but their armor may be eaten away to nothing.

There are rumors that a more powerful version of this spell (4th or 5th level) exists that both protects the caster's possessions and can be cast on a third-party.

Spit Slime

Level: Shaman 3
Type: Conjuraton
Range: touch
Duration: 1 attack
Area of Effect: self or other
Components: V
Casting Time: 5 segments
Saving Throw: N/A

This spell has a limited range (1'/level) and lacks a bonus to hit, making it a short range attack spell. However, as the slime expelled by this spell will corrode armor & weapons, the attack roll must only hit AC 10 to damage the armor & possessions of the target. If the slime hits armor, the material is damaged as if it came in contact with a black pudding (the duration of the exposure equal to 3 rounds at the 9th level and less, 4 rounds from the 10 to 15th level, and 5 rounds at level 16 and up).

If the attack roll is successful, the slime causes 1 hp/level damage on the first round, reducing by 50% each subsequent round until it reaches zero (rounding down). Thus, an 8th level caster would cause 8 hp damage on round 1, 4 hp on the 2nd round, 2 hp of the 3rd round and 1 hp on the 4th and final round. An 11th level caster would cause 11, 5, 2, and 1 hp on round 1 through 4; while a 16th level caster would cause 16, 8, 4, 2 and 1 hp of damage on rounds 1 through 5, respectively.



Level 4

Slime Form

Level: Shaman 4
Type: Alteration
Range: touch
Duration: 1 turn/level
Area of Effect: self or other
Components: V, S, M
Casting Time: 7 segments
Saving Throw: N/A

This spell allows the priest to take the physical form of slime, transforming the priest and his or her possessions into a slime-like shape. While in the slime form, the priest is able to move in the same manner as a black pudding (6" movement, able to flow under 1" cracks, equally able to travel on floors, walls & ceiling. The priest is also able to attack as a black pudding, including having the Armor Class (6), defenses although smaller parts cut off of the transformed priest wither and die instead of taking on a life of their own, and such "loss" of parts does not adversely affect the priest at the spell's end), and the special attacks of that monster (1 blow for 3d8 points of damage plus corrosion). The cleric retains their hit points, THACO and saving throws. The spell effect lasts 1 turn/level, although the cleric may terminate the spell and regain their human form at will. As the slime form lacks any hands & vocal apparatus, spellcasting is essentially impossible in the slime form.

The transformation to and from the slime form does require a system shock roll to survive, but the transformations (both to a slime, and the return to human form) each cure 1d12 hp of damage that the cleric may have previously sustained.

Summon Slime

Level: Shaman 4
Type: Conjunction
Range: 3"
Duration: 1 turn/level
Area of Effect: see below
Components: V, S, M
Casting Time: 6 segments
Saving Throw: N/A

This spell allows the priest to conjure a slime or mold or ooze. Higher level priests are able to conjure more powerful slime creatures, although they have the option to conjure lesser slimes (although more slime-type monsters will respond to the conjuration). The following

details the type of slimes available as a caster advances in level, and the number of each which can be conjured.

Caster Level	Type of Slime	# of slimes (rounded down)
7	Gray Ooze or Green Slime	Ooze 1 + 1/4 levels Slime 2 + 1/3 levels
9	Crystal Ooze	1 + 1/5 levels
11	Ochre Jelly	1 + 1/6 levels
13	Mustard Jelly	1/6 levels
15+	Black Pudding	1/8 levels

The conjured slimes appear 1d4 rounds after the completion of the spell, and will generally behave in a manner as directed by the cleric of Juiblex. At the end of the spell's duration or upon their death (whichever comes first) the conjured slimes vanish.

Level 5

Hurl Slime

Level: Shaman 5
Type: Conjunction
Range: 0"
Duration: 1 round/3 levels
Area of Effect: 1 target/round
Components: V, S, M
Casting Time: 8 segments
Saving Throw: N/A

This very dangerous spell allows a priest to hurl gobs of slime (the slime is magically conjured) which then cause damage and come to life. The priest must make a successful "to hit" roll for the slime to hit the target. However, as the slime will damage armor, the "to hit" roll is made against a base AC 10. The AC is adjusted only for magical and Dexterity bonuses. The slime may be hurled the same distance as a club.

The slime has the same effects as the slime conjured by a *Spit Slime* spell. If the slime hits armor, the material is damaged as if it came in contact with a black pudding (the duration of the exposure equal to 3 rounds from a 9th level caster, 4 rounds for a caster of 10th to 15th level, and 5 rounds at caster level 16 and up). This corrosive action makes the spell effective against iron golem and flesh golems, animated armor, and similar non-lithic automatons.



If the attack roll successfully strikes the target, it causes 1 hp/level damage on the first round, reducing by 50% each subsequent round until it reaches zero (rounding down). Thus, an 11th level caster would cause 11, 5, 2, and 1 hit point respectively on rounds 1 through 4; while a 16th level caster would cause 16, 8, 4, 2 and 1 hit point of damage on rounds 1 through 5, respectively.

One gob of slime may be hurled each round, and the spell has a duration of 1 round for every 3 caster levels. Thus a 9th level caster can hurl 3 gobs of slime, while a 15th level caster can hurl 5 globs of slime.

The material component of this spell is the caster's holy symbol.

Slime Golem

Level: Shaman 5
Type: Alteration, Enchantment
Range: touch
Duration: see below
Area of Effect: self or other
Components: V, S, M
Casting Time: 5 segments
Saving Throw: N/A

This is a version of the 5th level clerical spell *Golem* that is only available to clerics of Jublex. The spell piles and pulls slimes together into a vaguely humanoid shape, a slime golem. The slime golem is quite weak in some respects, and the golem form can only withstand a small amount of damage before it is disrupted. Unfortunately, the slimes, oozes and jellies that make up the slime golem are not destroyed when the slime golem is disrupted, and

they may still attack or harm opponents. A 9th level caster is only able to fuse one slime, jelly or ooze into a slime golem form. However, at the 13th, 17th and successive 4th levels, an additional slime, jelly or ooze may be fused into the slime golem.

The base slime golem animating force has the following attributes: Slime Golem (x 1) AC 8, HD 2+4, HP 20, M 9", ATK 2, Dmg 1d4/1d4 + slime effect, SA slime effect, SD immune to sleep, charm, hold, fear, MR Standard, AL N, Size M, XP 205 (golem) plus slime.

A slime golem formed out of a green slime would have the following attributes: Slime Golem (x 1) AC 8, HD 2+4 (2), HP 20 (16), M 9", ATK 2, Dmg 1d4/1d4 + slime effect, SA green slime metal corrosion & flesh transmutation, SD immune to sleep, charm, hold, fear, MR Standard, AL N, Size M, XP 205 (golem) & 632 (slime)

The effects of the slimes, oozes and jellies stack in a fused slime golem, so a slime golem made from a gelatinous cube and green slime would both paralyze and dissolve its targets.

The slime golem can remain dormant for a long period of time (1 week/level of the caster), and upon activation (keyed to an event, such as someone entering a room) or a command, the slime golem will remain active for 1 turn + 2 rounds/level, and will follow the commands of its creator. If its creator flees or is incapacitated, the slime golem will continue to follow its last command to the best of its ability.

The material components of this spell are a holy symbol of Jublex and a supply of slimes, oozes or jellies.

Frost Giant Shaman Spells

Author's Note: These spells were designed for use by frost giant shamans; providing the frost giants with a little more battle magic, and hopefully leading to a nasty surprise or two for over-confident players.

Level 1

Killing Frost

Level: Shaman 1
Type: Invocation
Range: 0"
Duration: 1 round/level
Area of Effect: 1"/level radius

Components: V, S, M
Casting Time: 4 segments
Saving Throw: see below

This spell causes a wave of hard frost to radiate outwards from the caster, killing flowers, grass, etc. The ring of frost will reach a maximum size of 1"/level in radius. The frost advances at a rate of 1" per round, radiating outward from the point at which the caster was standing when the spell was cast. The caster can walk away once the spell is cast, and the ring will continue to radiate outwards.



While the air temperature drops to a few degrees below freezing, this is not a combat spell and it does not cause damage to characters or creatures (other than fire based creatures like fire elementals, magmen, salamanders, etc. which suffer 1d4 hp per round that they are within the ring of frost).

The killing frost will kill grass, deciduous vegetation, flowers, etc. making this a damaging spell if cast in an orchard, garden or druidic grove.

Level 2

Bellow

Level: Shaman 2
Type: Invocation
Range: 0"
Duration: 1 round
Area of Effect: melee range
Components: V, S, M
Casting Time: 4 segments
Saving Throw: see below

The *Bellow* prayer allows a giant shaman to make a great battle cry. This battle cry is so loud and filled with rage that it causes fear in one target directly in front of the giant (as per the 1st level cleric spell cause fear, although the target has a +2 bonus to their save against the fear effect). Typically this target is also engaged in melee with the giant, or is being charged by the giant.

The bellow also gives the giant shaman a temporary burst of strength, making their next melee attack more dangerous (+2 to strike and +1/die damage).

The giant must be carrying a holy symbol on their person, but the prayer may be cast while in combat.

Note: this spell is most commonly used by frost giants, but there are reliable reports of fire and hill giant shamans using this or a similar spell. It would not be inappropriate for ogre shamans, human clerics worshipping gods of battle, or barbarian & berserker clerics to have access to this spell.

Breath of the Winter Wolf

Level: Shaman 2
Type: Conjuraton
Range: see description
Duration: 1 round
Area of Effect: see description
Components: V, S, M

Casting Time: 5 segments
Saving Throw: 1/2 damage

A spell used by some frost giant shamans who worship Thrym, the Breath of the Winter Wolf spell allows the caster to make a single ice-cold exhalation, effectively an ice breath weapon. The breath weapon will affect a cone in front of the caster with a length equal to 6' + 1'/caster level. It is possible that 2 or even 3 creatures engaged in melee with a frost giant shaman will be affected.

The breath weapon causes 1 hp damage per combined HD + caster level (i.e. a 3rd level frost giant shaman will cause 13 hp of damage, base). If the spell was to be used by human clerics, the *Breath of the Winter Wolf* spell would only cause 1 hp/level of damage. Victims of the breath weapon may make a save (vs. Breath Weapons) for half damage. Against fire based creatures, the spell does double damage

The material component is the shaman's holy symbol.



Freezing Rain

Level:	Shaman 2
Type:	Conjuration/Summoning
Range:	1"/level
Duration:	see below
Area of Effect:	30' + level diameter
Components:	V, S, M
Casting Time:	5 segments
Saving Throw:	none

The *Freezing Rain* spell summons rain in an area, which will fall for 2 segments per caster level, accumulating in an amount equal to the 1st level spell precipitation, but as the rain falls it immediately freezes, creating a slippery surface which hampers fast movement and combat. Moving at full speed or engaging in melee requires a successful Dexterity check (dexterity or lower on 1d20), or the individual will fall prone. Movement at 50% speed is possible without a Dexterity check. In addition to the falling hazard associated with melee, attack and damage rolls suffer a -1 penalty (it's difficult to put a lot of weight behind a blow).

In a sub-zero environment, the ice created by freezing rain will last for several days. In a cold environment (1 to 5C), the ice will last 1 turn/caster level. In a warm environment (>6C), the ice will last for 1 round per caster level.

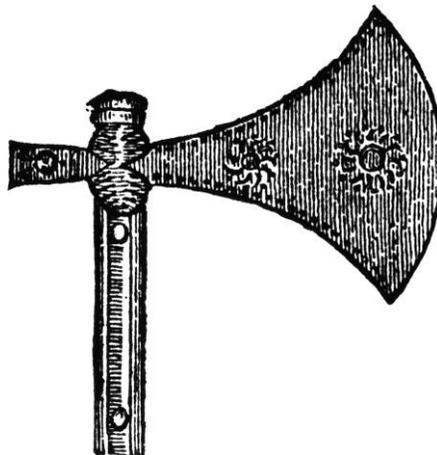
The DM should note that frost giants, white dragons, yeti, and similar polar adapted monsters have adapted to movement on ice, and as a result do not suffer movement or combat penalties on ice.

Ice Axe

Level:	Shaman 2
Type:	Conjuration
Range:	0"
Duration:	1 round/level
Area of Effect:	creates one axe
Components:	V, S, M
Casting Time:	5 segments
Saving Throw:	N/A

The Ice Axe spell forms an axe from ice; the shaman casts the spell, touches ice, and draws an axe forth from the ice. The ice axe is as strong and durable as steel, and radiates unearthly cold. In the hands of a frost giant the Ice Axe causes 4d6+4 hp of melee damage (+4 damage over base). Against fire based or cold vulnerable creatures the ice axe causes 4d6+8 hp of damage. The Ice Axe does not provide a bonus to strike.

The material component of the ice axe spell is the caster's holy symbol, which is touched to the ice and encased in the form of the ice axe during the spell's duration. The holy symbol is undamaged by the spell.



Level 3

Ice-Bite

Level:	Shaman 3
Type:	Enchantment
Range:	0"
Duration:	1 round/level
Area of Effect:	1 axe
Components:	V, S, M
Casting Time:	6 segments
Saving Throw:	see below

The *Ice Bite* spell enchants an axe or club, giving the weapon an aura of extreme, numbing cold. The weapon will cause an additional 1d6 hit points of damage on a successful blow (maximum damage, 6 points, vs. fire or heat based creatures like fire giants, fire elementals, magmen, salamanders, efreeti, etc.). In addition, the struck individual must save vs. death magic or suffer numbing and weakness (losing 1 point of Strength for 1d4+1 rounds, or -1 to hit & damage for creatures without strength).

Cold loving or ice based creatures (e.g., ice trolls, frost giants, yeti, white dragons) are immune to the effects of this spell.

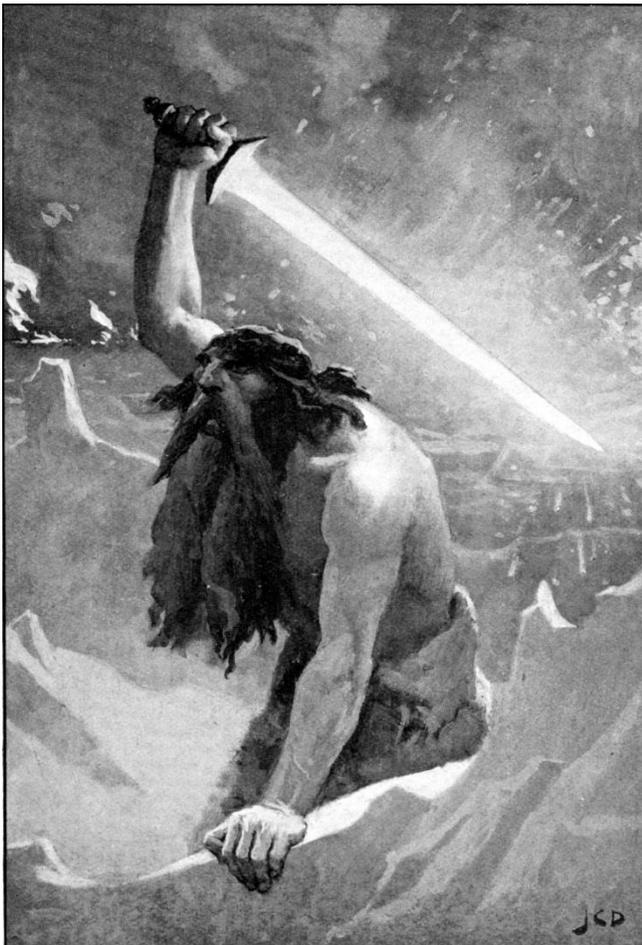
Storm Front

Level:	Shaman 3
Type:	Conjuration/Summoning
Range:	centered on caster
Duration:	1d6 + 1 round/level

Area of Effect: see below
Components: V, S, M
Casting Time: 6 segments
Saving Throw: none

The *Storm Front* spell summons a wall of rolling, whipping, blinding snow in an area 20' high by 20' deep, with a face of 10'/caster level. The storm front moves with the caster, and it obscures those figures within the storm front. Concealed by the driving snow, those inside the storm front are protected from any spell that relies on line of sight or a visual target, as they also benefit from 90% concealment (-4 to AC against missile fire) if attacked with missile weapons.

Of course, those concealed by the storm front also have their visibility hampered, and they suffer similar penalties for attacking out of the storm front. The storm front spell is typically used by frost giant shamans when closing with a fortified position to protect themselves and other frost giants from archers, magic-users or similar defenders.



Level 4

Great Bellow

Level: Shaman 4
Type: Invocation
Range: 0"
Duration: instantaneous
Area of Effect: cone, 4'/level long, 2'/level wide
Components: V, S, M
Casting Time: 7 segments
Saving Throw: negates, see below

The *Great Bellow* allows the caster to emit a monstrously loud, forceful and frightening bellow. Every creature within the area of effect (a cone originating at the caster, the cone being 4'/level in length, with a base 2'/level in diameter) is affected by a cause fear effect (as per the 1st level clerical spell) and a wave of force that causes 1 hp/level of damage to everyone in the cone.

A saving throw vs. spells is required, or the affected creature will flee in fear (for 1 round/level of the caster). A second saving throw (vs. spells) is allowed for the shockwave. On a successful save the individual suffers no damage from the *Great Bellow*.

There is credible evidence that this spell is also used by fire giant and mountain giant shamans. It is possible that other giant-kin able to develop advanced shamanistic abilities are also able to pray for this or a similar spell.

Ice Skin

Level: Shaman 4
Type: Abjuration, Conjunction
Range: 0"
Duration: 1 round/level
Area of Effect: caster
Components: V, S, M
Casting Time: 7 segments
Saving Throw: N/A

The ice skin spell grows a skin of ice over the caster; the ice is flexible and does not hamper movement, nor does it harm the caster. This thick icy coating (over 2" thick) acts as tough armor (-2 AC bonus) able to soak up damage (the ice skin has 1d8 hp + 2 hp/shaman level). When the ice armor has taken been reduced to 0 hit points (or the spell duration expires) the icy coating cracks and falls away.

Fire based attacks cause double damage to the Ice Skin.



Ice Trap

Level: Shaman 4
Type: Conjuraction
Range: 6"
Duration: 7 rounds
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 7 segments
Saving Throw: negates

This spell manifests when the frost giant shaman hurls a handful of snow or ice at a target. The snow or ice strikes unerringly, and erupts into large, icy clamps of jaws that hold the target fast (unless the target makes a successful save vs. spells, in which case they escape the *Ice Trap*, negating the effects of the spell. The effects of the *Ice Trap* are two-fold. First, on a failed save, the victim is trapped in ice and unable to move (including cast spells) for the duration of the spell (7 rounds). Secondly, they suffer cold damage for the duration of the spell (1d4 hit points of freezing damage each round).

The ice melts over the spell's duration, allowing the victim to break free on the 8th round. The ice can be chipped or hacked away; two rounds of effort will reduce the spell's duration by 1 round (e.g., two fighters hacking at the ice for 3 rounds ($2 \times 3/2 = 3$ rounds) will reduce the duration to 4 rounds. Similarly, carefully applied fire or heat will reduce the duration of the *Ice Trap* by 1 round per 10 hit points of fire damage. (DM's **Note:** a *Burning Hands* spell can be carefully applied, as can a carefully positioned *Wall of Fire*, a *Fireball* cannot be carefully applied). Any excess fire damage will be applied to the

Ice Trapped victim (e.g., a 14 hp *Burning Hands* spell is applied to an *Ice Trap* with 1 round remaining, the victim takes 4 hp (14 - 10) of fire damage.

Incite Frenzy

Level: Shaman 4
Type: Enchantment/Charm
Range: 0"
Duration: 1d4 rounds + 1 round/level
Area of Effect: 1" radius per level
Components: V, S, M
Casting Time: 6 segments
Saving Throw: none

This spell affects all frost giants in a 1"/level radius (centred on the shaman). It drives them into a mad, berserk frenzy, causing them to attack with reckless abandon. The frenzied frost giants may attack either twice per round, or gain a +2 bonus to strike. They also remain capable of fighting past the point of death, remaining functional until their hit points are (10 + caster level) below zero. The affected frost giants are immune to fear effects and never need check morale.

At the end of the *Incite Frenzy*, the affected frost giants will be fatigued, and suffer a -2 penalty to hit & initiative until they have had the opportunity to rest for 6 turns. If a frost giant is under 0 hit points but still functional, they expire upon the end of the spell.

This spell can be very dangerous to the affected giants, and is normally used by shamans to stiffen the fighting resolve of shock troops or bodyguards (particularly when the bodyguards are covering a shaman's retreat).

Gnoll Shaman Spells

Author's Note: These spells were previously published in *Footprints* #18, and the version in that magazine may be slightly different from what is here. Once again, that's what happens when different editors look at the same thing.

These spells were designed for use by gnoll shaman and witch-doctor NPCs. These spells assume that the gnolls worship Yeenoghu, and as a result have linkages to ghouls, as well as gnolls and hyenas.

Readers will note there are spells above the 3rd level, while gnoll shamans are normally limited to 5th level, and are unable to pray for and receive 4th level or greater spells. The author allows flind and ghuuna to exceed the 5th level of shaman ability (reaching 7th and 9th, respectively). In addition, Yeenoghu may allow his shamans access to more powerful spells through the use of scrolls, one time "divine inspiration", magical items, etc. Nor is there any reason that an exceptional gnoll could not attain a higher level of spell-casting ability. As always, each DM will choose what suits his or her campaign.

Note: The ghuuna was created by Tomas Willis, and published in the *Creature Catalog* in *Dragon Magazine* issue 89, September 1984. The ghuuna is a lycanthropic gnoll, with a form of quasi-lycanthropy created by Yeenoghu. The ghuuna would be powerful enough to dominate a gnoll tribe. Some of the spells described here would provide a means of allowing a shaman to maintain primacy in a tribal setting.



Level 1

Track Prey

Level:	Shaman 1
Type:	Divination
Range:	see below
Duration:	1 turn/level
Area of Effect:	one target
Components:	V, S, M
Casting Time:	4 segments
Saving Throw:	negates

The *Track Prey* spell allows the gnoll shaman to unerringly track fleeing prey for the duration of the spell, but the gnoll must have seen the prey flee.

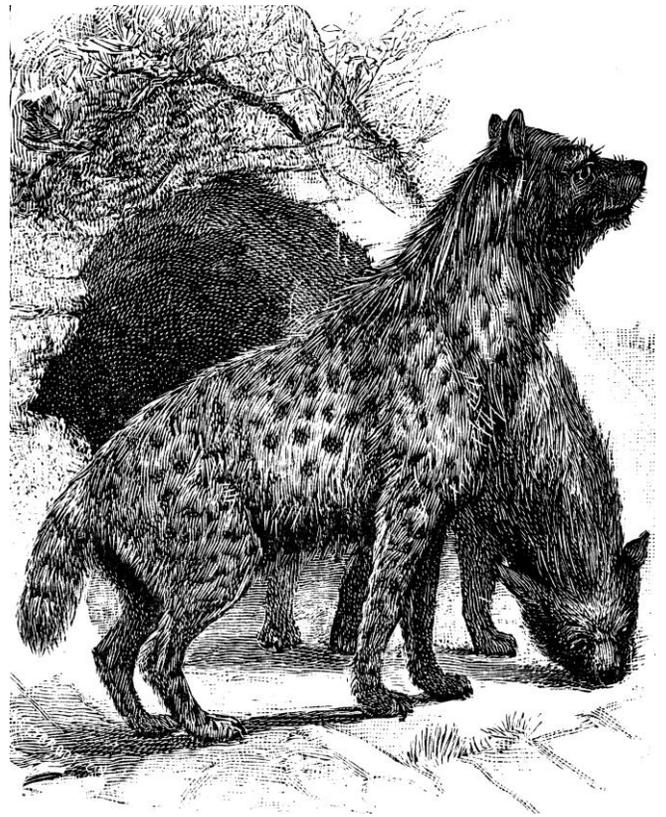
Once the spell has been cast, and assuming that the target fails a saving throw vs. Spells, the gnoll will be able to unerringly home in on the prey, with a precise sense of their quarry's speed, direction, distance, regardless of any intervening physical obstacles. Thus, the gnoll will be completely aware of his quarry's location, even if hiding in shadows, under water, or invisible. Upon the expiration of the spell, the gnoll shaman will lose "contact" with its quarry.

Level 2

Bond Hyena

Level:	Shaman 2
Type:	Enchantment
Range:	0"
Duration:	permanent
Area of Effect:	one hyena & shaman pair
Components:	V, S, M
Casting Time:	1 hour
Saving Throw:	none

The *Bond Hyena* spell is similar to the 1st level magic-user spell *Find Familiar*, with the exception that it is limited to use on a hyena and no other creature. The spell creates a powerful bond that has benefits for both the shaman and the hyena. The shaman must already have a trained hyena available; the spell does not summon one.



The hyena gains bonus hit points equal to the shaman's level. If the hyena gains 4 or more hit points (i.e. the shaman is 4th level or higher), the hyena gains another hit die (for purposes of "to hit" rolls) and a +1 bonus to any damage rolls. If the hyena was to gain 8 or more hit points (unlikely as that would require a shaman of 8th level or higher), they would be treated as having +2 hit dice and gain a +2 damage bonus. Furthermore, the hyena saves versus all attacks forms as either its adjusted hit dice or the shaman it is bonded to (whichever is better).

The shaman gains the benefits described in the 1st level magic-user spell *Find Familiar* with one exception; the bonus hit points. The shaman gains a hit point bonus equal to 1/2 the hyena's base hit points (prior to the bonus hit points).

Should either the hyena or the shaman be slain, the bonded partner suffers the negative consequences as described in the 1st level magic-user spell *Find Familiar*.

Command Ghoul

Level:	Shaman 2
Type:	Enchantment
Range:	6"
Duration:	see below
Area of Effect:	as per Turn Undead



Components: V, S, M
Casting Time: 5 segments
Saving Throw: none

This spell gives a gnoll shaman an increased chance of success when commanding ghouls and ghouls. The gnoll will command ghouls and ghouls as if they were (1 + 1/2 caster level, rounded up) higher in level. For example, a 3rd level gnoll shaman will command ghouls and ghouls as if they were (1 + 3/2, rounded up, = +3 levels higher) 6th level. Thus in normal circumstances, attempts to command ghouls will be automatically successful.



In addition to the increased chance to successfully command ghouls and ghouls, the duration of the "turn undead" is doubled and the number affected increased by 50%. As well, additional attempts to command ghouls or ghouls may also be made (exceeding the "one turning attempt" rule described in the *DMG*); one additional attempt may be made per 2 caster levels, rounded up.

In any case where the gnoll shaman fails to successfully command the ghouls or ghouls, these undead creatures will turn on the shaman, tearing him to shreds. This is a clear (and fatal) sign of Yeenoghu's disfavor; and not an unexpected consequence of worshipping an entity as fickle as a Demon Lord.

Command Ghuuna

Level: Shaman 2
Type: Charm
Range: 6"
Duration: see below
Area of Effect: 1 ghuuna
Components: V, S, M
Casting Time: 5 segments
Saving Throw: negates

This spell acts as a charm person (as per the 1st level magic-user spell), including the duration and ability to "break" the charm, with the exception that it only works on ghuuna, and that ghuuna suffer a saving throw penalty of -1 for each level of spell-casting ability possessed by the shaman. This saving throw penalty applies to both the initial saving throw, and subsequent saving throws to break the effects of the "command ghuuna" spell.

The one significant difference between "command ghuuna" and "charm person" is that the ghuuna under the effects of the spell will be aware of the magical compulsion, but unable to do anything about it, as they must act as a loyal friend and ally of the shaman's during the duration of the spell. This awareness will make the ghuuna bitter, and makes the use of this spell a very dangerous proposition for a weak shaman.

The material component is a unholy symbol of Yeenoghu.

Dominance

Level: Shaman 2
Type: Enchantment/Charm
Range: 0"
Duration: 1 turn/level
Area of Effect: 3" + 1"/level radius
Components: V, S, M
Casting Time: 5 segments
Saving Throw: none

The *Dominance* spell powers up a shaman, allowing it to physically and socially dominate other gnolls. For the duration of the spell, the shaman gains a bonus of (1d3 + level) to their Charisma spell when dealing with gnolls (including flinds & ghuuna). The increase in Charisma may increase the gnoll's effective Charisma to greater than 18, and will allow the gnoll shaman to use force of personality to cow other gnolls (as per a reaction check indicating a "friendly" result, as per page 63 in the *DMG*) and compel them to action. If the adjusted Charisma exceeds 18, the gnoll shaman will gain the awe ability as described in the *Deities & Demigods* reference (page 7). The gnoll shaman is able to use this spell to dominate gnolls from rival clans, making the spell a powerful tool. It can also be used to give gnolls the back-bone (morale bonus from high Charisma) to stand and fight when their normal inclination would be to flee.

Note: if required, a shaman should be considered as having a base Charisma of 13 to 18 in regards to members of their own race (a shaman is a powerful individual, and humanoids generally respect power).

Note: other humanoid shamans and clerics are likely to have access to this spell, which would be limited to members of their own races, or possibly closely related races (e.g., a hobgoblin shaman affecting goblins, or a shaman of Vaprak affecting both ogres and trolls).

Level 3

As The Ghoul

Level: Shaman 3
Type: Alteration
Range: 0"
Duration: 1 round/level
Area of Effect: caster or 1 individual
Components: V, S, M
Casting Time: 6 segments
Saving Throw: see below

The *As The Ghoul* prayer allows the shaman to bestow the traits of a ghoul to one individual for the duration of the spell. Typically, the shaman takes on the traits themselves, or empowers a loyal bodyguard. For the duration of the spell, the affected individual grows wicked claws (1d3 hp damage), and is able to attack with 2 claws (1d3 hp damage per claw) and a single bite (2d4 hp for a gnoll, 1d6 hp for other humanoids) each round. Each successful strike requires the target to save vs. Paralysis or be paralyzed for 1d6 rounds (less than the 2-8 turns that true ghoul paralysis lasts, but enough to give a gnoll shaman a significant advantage in a fight). In addition to these physical attacks, the creature under the effects of the *As The Ghoul* spell is also immune to sleep and charm effects, and will be kept at bay by a protection from evil/good spell (they are an enchanted creature), but they are not subject to turning by clerics.

The material component of this spell is some ash from a cremated ghoul and a holy symbol of Yeenoghu.

Hunting Pack

Level: Shaman 3
Type: Enchantment, Necromantic
Range: 2" radius
Duration: 1 turn/level
Area of Effect: 1 pack member/level & see below
Components: V, S, M
Casting Time: 6 segments
Saving Throw: none

This powerful spell allows a band of gnolls (1 per caster level) to function as a hunting pack. While under the

effects of the spell, each gnoll tracks as a 5th level ranger, gains the benefits of an *Aid* spell, and their constant baying, yipping, etc. causes fear in their quarry or enemies (as the 1st level spell cause fear, limited to the 1st level of effect).

The gnolls to be affected must be within a 2" radius at the time of the spell casting, and they must remain within a 6" radius of the caster during the spell's duration. Moving beyond the 6" radius will cause the spell to terminate for that individual.

Summon Ghouls

Level: Shaman 3
Type: Conjuraction/Summoning
Range: see below
Duration: 10 rounds + 1 round/level
Area of Effect: see below
Components: V, S, M
Casting Time: 6 segments
Saving Throw: none

This spell allows the gnoll shaman to summon a pack of loyal and obedient ghouls. The ghouls will materialize within 6" of the shaman 1d3 rounds after the spell is cast. The ghouls will fearlessly obey the commands of the shaman, and are turned as if they had a number of Hit Die equal to the shaman's spell casting level.

The *Summon Ghouls* prayer conjures 1 ghoul + 1 ghoul/3 levels of the caster (rounded down).

The material component is a holy symbol of Yeenoghu.

Summon Hyenas

Level: Shaman 3
Type: Conjuraction/Summoning
Range: 6"
Duration: 2 rounds + 1 round/level
Area of Effect: special
Components: V, S, M
Casting Time: 6 segments
Saving Throw: none

This spell summons (or conjures) a pack of hyenas to do the shaman's bidding, and the hyenas appear within 6" of the caster 1d4 rounds after the *Summon Hyenas* spell is cast. The conjured hyenas will be unshakably loyal to the shaman (and are immune to Charm Animal effects), and act as directed by the shaman.

The spell conjures 1d4 hyenas, + 1 hyena/2 caster levels (round down) up to a maximum of 9 hyenas.



When the spell duration ends the conjured hyenas will disappear. Should a hyena be slain, it will vanish in a cloud of foul smelling smoke.

The material component of the spell is a tuft of hyena fur and a unholy symbol of Yeenoghu.



Level 4

Hyena-skin

Level: Shaman 4
Type: Alteration
Range: 0"
Duration: 1 hour/level
Area of Effect: caster only
Components: V, S, M
Casting Time: 7 segments
Saving Throw: none

This spell is a limited form of *Polymorph Self*, which allows the shaman to take the form of a hyena or hyaenodon. The shaman must have a hyena (or hyaenodon) pelt, worn as a cloak or garment as part of the casting. In hyena form, the shaman retains his own hit points and base "to hit" score, but gains the base AC, movement rate, and damage capability of the hyena (7,

12" and 2d4 for a hyena or 7, 12" and 3d4 for a hyaenodon, respectively), with a bonus of +1 to AC & damage for each 3 caster levels (rounded down). In hyena form, the gnoll is able to track as a ranger at a level equal to the shaman's level.

In addition, the transformation to hyena form, or back to gnoll form at the end of the spell, cures 1d12 hp of damage each transformation.

Level 5

Demonic Hyena

Level: Shaman 5
Type: Enchantment
Range: touch
Duration: 1 turn/level
Area of Effect: one hyena
Components: V, S, M
Casting Time: 8 segments
Saving Throw: none

The demonic hyena spell summons a demonic spirit to empower a hyena or hyaenodon host. The possessed hyena is loyal to the shaman for the duration of the spell (although there is a 1% chance per casting that the demonic entity will not relinquish the hyena host and return to the Abyss at the spell's duration), and is immune to charm or animal command type effects.

The possessed hyena becomes bigger, tougher, and stronger for the duration of the spell. The hyena receives +2 hp/level of the shaman, attacks and saves as if they were one HD greater per 2 caster levels, has a -3 bonus to AC and is struck by +2 or better weapons, and gains a damage bonus equal to 1/2 the caster level (rounded up). In addition to immunity to charm & animal control, the demonic hyena also suffers only 1/2 damage from cold, electricity, fire and gas. The demonic hyena is also immune to sleep, fear, and polymorph or shape change effects.

The material component of the spell is blood from a human, demi-human or humanoid sacrifice (preferably fresh, but blood collected earlier is acceptable).

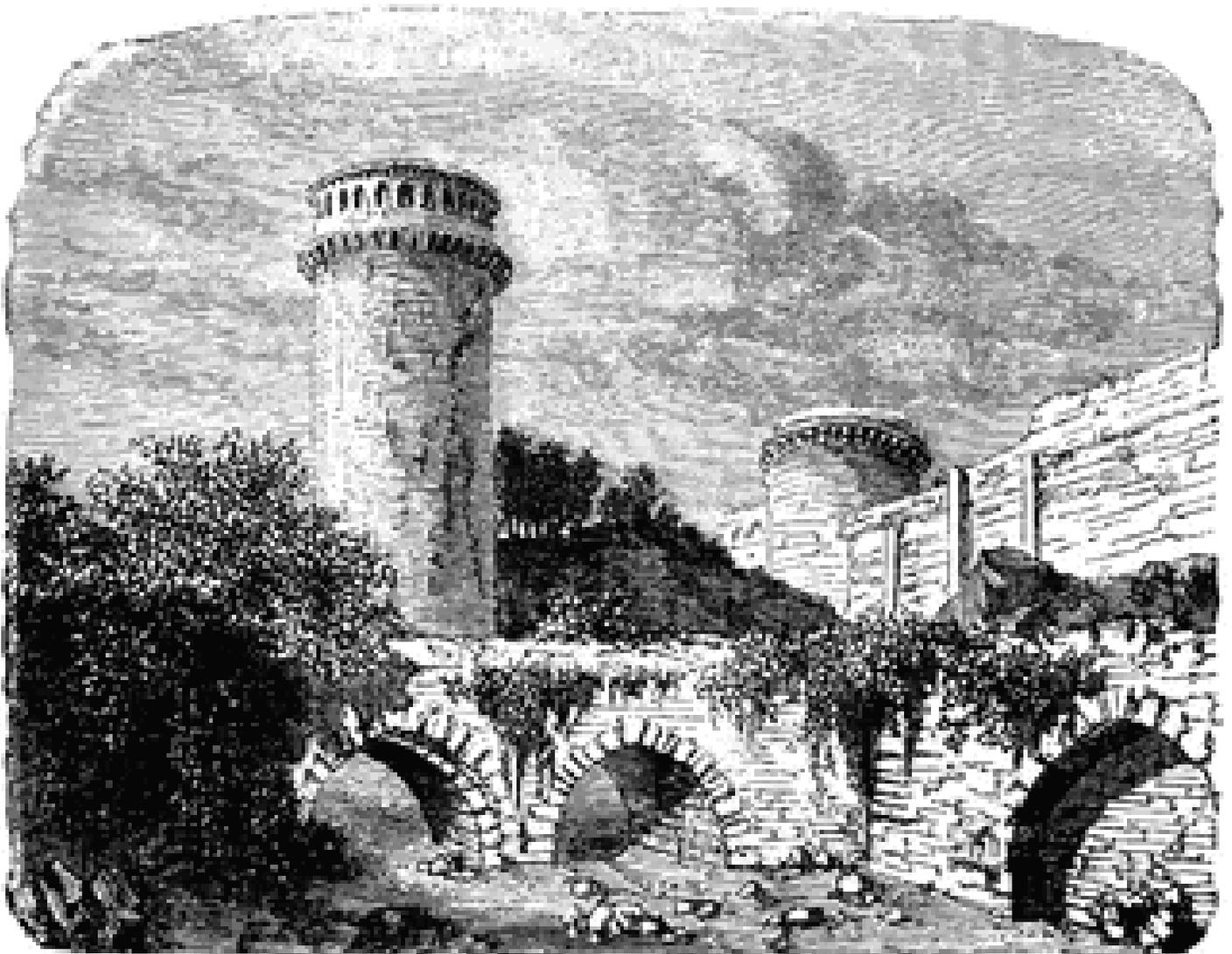
Note: there are tales told in the Elven Courts that this spell, or one very similar to it, was used by a very powerful gnoll shaman (known as the Tongue-Taker) to create demonically possessed ghuuna shock-troops. Whether these tales are true, that it was this spell and not some artifact, etc. is uncertain; although the elves of the Elven Courts are generally considered reliable sources.

Appendix A: Sources

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