**Chapter 2: Arcane Spells**

This section gives the descriptions of all the spells presented in the lists of the spells of the various arcane schools and traditions, including the new spells introduced in this manual and those described in the *Basic*, *Expert*, *Companion*, and *Master* rule sets, in the *Rules Cyclopedia,* and in the various official manuals ofMystara with the intent of clarifying the obscure points that the official sources have left and limit or increase (if it is necessary) their power. The use of the revised spells in any campaign is subject to the previous approval of the DM, but I should mention that in some cases the modifications are official (or made on the basis on corrections given in official D&D supplements, of any edition) and have however been studied to balance those spells that are normally too powerful or weak for their level.

The spells listed here are divided by spell level and listed in alphabetical order. The legend below is to help the reader better understand each spell’s entry (for information regarding the acronyms of the supplements from which the spells were taken, refer to the *List of Sources* published in the Introduction).

**Legend:**

**Spell Name**

School: the school of magic that the spell belongs to.

Range: the spell’s range, or the distance that the spellcaster can make its effects felt (therefore the range within which its area of effect or victim must be). If the range is “Touch”, the spellcaster must make an Attack Roll with his bare hands, but the victim’s AC is calculated without considering his armour, only bonuses derived from his shield, Dexterity, magic, and weapon mastery apply.

Area of effect: the spell’s area of effect, or in what area it manifests or how many subjects it can affect. When this paragraph gives the entry “only the spellcaster”, the spell is personal (acting only on the cleric and no one else).

Duration: the amount of time that the spell’s effect remains active. If ‘instantaneous”, its effect only manifest in the round of activation. If “permanent”, the effects last forever (or until it is removed in, the appropriate manner described in the spell).

Effect: the summary description of the spell’s effects (the detailed description is given below).

**Note on the spells that cannot be made permanent**

In some cases at the end of the spell is an entry that the effect cannot be combined with a *permanency* spell, or that cannot be made permanent. The two entries are different as they have two significant differences:

* The effect cannot be combined with *permanency*: in this case, the spell cannot be made permanent simply by adding the permanency spell, but this doesn’t prohibit the spellcaster from enchanting an item with that type of power in a permanent manner (using *bull’s strength* to make gauntlets of ogre power);
* the effect cannot be made permanent: in this second case instead, the entry indicates that the spell’s effects cannot only not be combined with a *permanency* spell, but can also not be permanently enchanted in an item (e.g.: *haste*); so the item must be limited to a number of daily uses or have charges (see Volume 3 for the rules regarding item creation).

Finally, remember that spells whose duration is instantaneous (like *fireball*) or already permanent (like *continual light*) or determined by the spellcaster’s concentration (like *summon elementals*), or spell of 8th or 9th-level cannot be made permanent or combined with a *permanency* effect unless the spell’s description explicitly says otherwise (as in the case of *force field*).

**Note on Divination spells**

Any divinatory spell that can either spy on places or creatures at distance (e.g. *clairaudience/clairvoyance*, *scry*, *wizard eye*) can be neutralised, as well as by the right spells (e.g. *magic sanctum*) also by the presence of a layer of at least 2 inches of lead that entirely surround the place or person that is the target of the spying. As such, many spellcasters or powerful lords have a room, in which they hold secret councils or perform secret research, whose walls are covered in thick sheets of lead that isolate it from attempts of ranged divination. Only the divinatory spells of 8th and 9th-level are powerful enough to penetrate these physical barriers.

***First Level***

**Analyse**

**School:** Divination

**Range:** touch

**Area of effect:** an object

**Duration:** instantaneous

**Effect:** reveal a property of an item

Thanks to this spell, the mage can analyse an item by just wearing (if it is clothing or a jewel) or holding it (for weapons or other unwearable items), also eventually know the type of magic that permeates it. However, any consequence derived from wearing or holding it (if for example the item is cursed), is applied normally to the spellcaster that seeks to discern the item’s nature (although he has the benefit of any normally allowed Saving Throw).

The spellcaster has a base chance of 25%, plus 5% for each experience level, of learning one characteristic of the object, either a piece of data relating to its magical nature or simply to its mundane nature (in this latter case, it is up to the spellcaster to determine the type of information desired). This spell doesn’t permit the spellcaster to learn the exact number of charges in a magic item, but only an approximation within 25%, while it does give the exact bonus of weapons, armour, rings, and so on. If a magic item has more than one power (for example a sword +3, +6 vs. dragons, breathing), only one is given with each casting of this spell, along with its activation word. *Analyse* doesn’t however reveal the powers of artefacts.

If the spell is used to enchant an item with the usual procedure (see Volume 3), each use gives one characteristic of another touched magic item; if *analyse* is made permanent, then all the magic characteristics of the touched item are immediately known, although the number of charges is always imprecise (see above).

**Arcane Mark**

**School:** Abjuration

**Range:** touch

**Area of Effect:** an object of up to Large size

**Duration:** special

**Effect:** mark object and warn mage if it is altered

Casting this spell the mage touches an inanimate object of up to Large size, which acquires a small magical glyph, detectible if it is closely examined or with spells that reveal magic. The sigil lasts until it is magically dispelled and is usually used to mark the personal property of a spellcaster.

The sigil also transmits a magic impulse into the spellcaster’s mind, who is warned if the item is damaged or manipulated by anyone else without uttering the mage’s chosen password (e.g. if placed on a book, he is warned if it is read or ruined, on a gem if it is worn or stolen, etc.). The signal is only perceived if the mage is within ½ mile per level of the item, and it warns him even if the mage is deaf or in an area of magical silence, but not if he is in an area of anti-magic or on another plane. The alarm signal is only given off once, the sigil then becomes inactive although the alarm function can be reactivated if the mage touches the item again.

The effect cannot be made permanent.

**Burning Hands**

**School:** Evocation

**Range:** 10 feet per level

**Area of effect:** one target

**Duration:** instantaneous

**Effect:** produce a tongue of flames that strikes a target and causes 1d6 hp + 2hp per level (max +20)

The spellcaster evokes the power of fire to create a 3 foot long arc of fire that springs from his hand and always hits (no Attack Roll needed) a fixed target that must be with a 180° arc of the spellcaster’s front, and within 10 feet per level. The arc of flame causes 1d6 hp, +2 hp per mage level (max. 1d6+20 at 10th-level), but the victim can attempt a ST vs. Spells for half damage. If the ST fails, all the inflammable items he carries catch fire, and need a full round to extinguish to avoid suffering another 1d6 hp per round from the flames.

Individuals protected by *resistance to fire* and beings of fire (like red dragons and creatures from the plane of fire) automatically take half damage.

**Charm Person**

**School:** Enchantment

**Range:** 120 feet

**Area of effect:** a living humanoid creature

**Duration:** special

**Effect:** a humanoid is fascinated by the spellcaster and becomes his friend

This spell only affects living humanoid creatures of Medium size or smaller with an intelligence greater than that of animals (at least 3 points). The victim can make a Saving Throw vs. Mental Spells to resist the effects of the *charm*: if it is a creature who is already openly hostile to the spellcaster it benefits from a +2 bonus to its ST, while if he is in combat with the mage or with beings perceived as his allies the target is automatically immune to the effect. If the ST fails, the victim believes that the spellcaster both a faithful friend and a loyal ally, therefore enduring his influence (the being is considered magically controlled, for the means of determining his status for other spells). If the spellcaster knows a language that the victim understands the mage can suggest actions for him to undertake, which must be presented as favours to do for a friend. The victim will not consent to obligatory demands, while for the more demanding it is necessary for the spellcaster to make a successful Charisma check. The victim always refuses to follow suggestions contrary to his nature (alignment and habits) or undertake suicidal actions, without making a ST to resist. This spell doesn’t permit the *charmed* subject to be controlled as if he was a robot: he only interrupts the spellcaster’s actions and words in the most benevolent way possible.

The duration of the *charm* spell depends on the victim’s Intelligence, as a new ST vs. Mental Spells to escape the spell’s effects can be made at regular time intervals, as shown in Table 2.1:

**Table 2.1: ST Frequency versus Charm**

|  |  |
| --- | --- |
| ***Intelligence*** | ***New ST every...*** |
| 3 | 7 days |
| 4-5 | 5 days |
| 6-8 | 3 days |
| 9-12 | 24 hours |
| 13-15 | 12 hours |
| 16-17 | 6 hours |
| 18 | 2 hours |
| 19-20 | 1 hour |
| 21-23 | 1 turn |
| 24+ | 1 round |

A victim that receives conflicting suggestions from a person considered a friend reacts like anyone in real life: with confusion. The individual will have to evaluate the course of action to undertake based on real data and his own sensibilities.

The *charm* automatically disappears if the spellcaster, or someone that the victim considers a friend of the spellcaster, attacks the victim (either with weapons or spells), or if it is magically dispelled, or when the victim’s ST succeeds. At the end of the effect, the victim doesn’t resent or suspect his dealings with the spellcaster, but no longer feels the profound sense of confidence and respect that he had before, although, if the spellcaster has behaved kindly in their dealings, the individual should continue to think of him as a friend.

This effect cannot be combined with *permanency*.

**Chill**

**School:** Transmutation

**Range:** 30 feet

**Area of effect:** a creature

**Duration:** concentration

**Effect:** –1 hp/rnd from hypothermia and –1 to Dexterity/6 rnds

This spell causes damage to a single victim, slowly reducing his body temperature. The victim suffers 1 point of debilitating damage per round and his Dexterity falls by 1 point every 6 rounds because of the cold: if his hp are reduced to zero, the victim faints, while if his Dexterity drops to zero, the victim dies of hypothermia.

From the third round, the subject can make a ST vs. Spells each round to avoid the damage, but the effect lasts as long as the spellcaster concentrates on the victim and he remains within range.

The Dexterity points lost return at a rate of one per hour from the moment the spell ends, while the hp return at the rate of 1 per minute. Creatures immune to cold damage, protected by *resistance to cold* spell or similar are immune to this spell.

**Choke**

**School:** Necromancy

**Range:** 10 feet

**Area of effect:** a living creature

**Duration:** concentration

**Effect:** 1d6 +1/lvl debilitating damage per round and paralysis

Casting this spell on a living creature, the mage blocks its respiratory system and causes 1d6 debilitating damage +1 per level (max 1d6+5) per round and completely paralyses it whilst he concentrates and the victim remains in range. The victim can make a ST vs. Paralysis each round to act; otherwise, he remains paralysed by the asphyxiation and cannot speak or move.

When the mage stops concentrating or the subject leaves, the effect ceases.

**Colour\***

**School:** Transmutation

**Range:** touch

**Area of effect:** a maximum surface of 400 ft2

**Duration:** permanent; the casting time can require up to 12 turns (2 hours)

**Effect:** colours an area or creates a design; inverse completely cancels the colours in the area hit

This spell allows the spellcaster to spread a coat of magic colour or to create a design on a surface. The surface can be as small as a miniature in Ochalese porcelain, or up to 400 ft2 large; for an unconsenting creature, a ST vs. Spells negates the colourisation. The casting time can vary from one round for a uniform colour up to two hours to give different shades to various parts of an item or a setting, or create a fresco. During this time, the spellcaster can vary the colour of the entire area, or can colour different parts in different ways.

The spellcaster can paint for a maximum period of two hours, creating colours that are permanent and immune to the ravages of time and inclemencies. *Dispel magic* doesn’t remove the effects of *colour*: only *bleach* or a *wish* can do that.

Spellcasters use this spell for different aims. Artists use for paintings that won’t fade, or to decorate himself and others with body painting. Builders instead use it to colour stone and wood to make it more beautiful, and so on. To use the spell in a truly artistic manner, it is necessary to possess the appropriate general skill (*Paint*). Anyone without such a skill can only colour without artistic ability.

If *colour* is cast on an area previously affected by another *colour* spell, the second application only has effect if the mage is of equal or higher level to the first: in this case the second application is overlaps the first, masking it.

However, the first spell isn’t dispelled: to eliminate it, he would have to cast *bleach*. Mages can cast hidden messages in this way: after agreeing on the place, the first mage uses *colour* to write the message, and another to cover it. The other mage uses *bleach* to reveal the communication, and can then hide it or remove it with *bleach*.

*Colour* can also be used to create magical tattoos of various sizes that can move and is permanent (it can only be removed with *bleach*) on the skin of a consenting creature. During the work the mage can add a 1st or 2nd level Abjuration, Divination, or Illusion spell that he knows to a tattoo, and can use the effect once per day as long as the tattoo remains (a subject can have only one enchanted tattoo). The ritual to add the spell to the tattoo is expensive (1,000 gp per spell level) and the procedure takes 1 hour per spell and covers an entire limb for a 1st-level spell, and half the body for a 2nd-level spell.

The reverse spell, ***bleach*** causes a certain amount of material to return to its original colour – a hamper of laundry, a painting, an application of the *colour* spell, a tattoo, etc. Mundane marks are automatically removed. When it is cast on a *colour* spell, it only works if the spellcaster is of a higher or equal level to whoever cast *colour*. When it is cast on a magic tattoo or work of art, there is a chance that it will resist the destruction. The larger and more valuable the work of art, the greater the chance that is undamaged: the exact chance is decided by the DM within a range between 10% per level for an enchanted tattoo or 30% for a work of art.

The spell doesn’t discolour the surface that is behind the design or pigment. If it is cast on a tattoo for example, it eliminates it, but the skin under it remains its normal colour.

**Command Word**

**School:** Enchantment

**Range:** 10 feet

**Area of effect:** a creature

**Duration:** 6 rounds

**Effect:** a creature obeys an order

This spell allows the spellcaster to give a command each round as a free action whilst the spell is active, speaking a single word. The word must be expressed in a language known by the being the order was directed at. The recipient tries to follow the order in the best way possible (as well as his skills allow him). A command of the type: “Die!” causes the recipient to faint for a full round, but without further adverse effects (unless, obviously, he is walking across a rope suspended 300 feet high). Typical command words include: Stop (remain still), Run (run in the indicated direction avoiding obstacles), Flee (flee in a random direction at full speed), Surrender (drop weapons and not attack), Turn back (make a normal move backwards), etc.

Undead cannot be affected by *command word*. Creatures with Wisdom 13 or higher and creatures with 5 or more HD or experience levels can make a ST vs. Mental Spells to avoid the effects; if a creature meets both these conditions, it only makes one Saving Throw.

**Compass**

**School:** Divination

**Range:** touch

**Area of effect:** a creature or a metal item of less than 3 ounces

**Duration:** 8 hours or permanent

**Effect:** a subject identifies a course to a point or a metal object becomes a magnet. This spell can be used in one of the following two ways, chosen by the mage who casts it.

***Guide***: casting the spell on a subject, he is able to perceive without error the direction (but not the exact way) in which a specific fixed place (not vehicle) is found from somewhere is has already seen. The effect lasts for 8 hours or until the subject reaches the destination.

***Magnetise***: casting the spell on a metallic item of less than 2 cn weight the spellcaster transforms it into a magnet, capable of attracting other small iron items, which can be used as a compass if worked in the right way (the simplest way is that of shaping the item into a needle and placing it on a float immersed in water or mercury). The compass thus obtained indicates magnetic north, which doesn’t necessarily correspond with geographic north. The spell has no effect if cast in places where the definition of geographic or magnetic north has no meaning (for example in the astral plane). The effect is permanent and cannot be dispelled by magic means.

**Cough**

**School:** Necromancy

**Range:** 60 feet

**Area of effect:** 1 creature

**Duration:** 1 round per level

**Effect:** victim coughs and has –2 to Attack Rolls and AC

This spell gives rise in the victim to an unexpected and powerful coughing attack that impedes speech and acting normally for its duration (1 round per level of the mage). The victim can negate the effect with a successful ST vs. Paralysis; otherwise, he suffers a –2 penalty to his Attack Rolls and Armour Class. Moreover, he must make a Concentration check with a –2 penalty each time he attempts to cast a spell: if the check fails, the spell is wasted because of the coughing.

The spell is effective against any living being, as well as in the non-living (constructs and undead) provoking spasms similar to coughs that shake the body and make it difficult to speak and coordinate movement.

**Detect Magic**

**School:** Divination

**Range:** 0

**Area of effect:** 60 foot long, 20 foot wide cone

**Duration:** 2 turns

**Effect:** detect magic auras, creatures, or items

When he casts this spell, the spellcaster sees an aura surrounding the area, objects, and creatures on which some type of spell is active and that is within the area of effect. The aura’s colour varies based on its school of magic: orange for Abjuration, blue for Enchantment, yellow for Divination, indigo for Conjuration, red for Illusion, green for Evocation, and violet for Transmutation (treat the *cures* as transmutation). The spell gives different information based on the number of rounds the he continues to concentrate on the same area, as follows:

*1st round:* presence or absence of magic auras.

*2nd round:* number and precise position of magical auras in the area (if the source of the aura is out of his field of view, it reveals the direction it is found in).

*3rd round:* strength and school of each aura (with necromancy it is always uncertain, use *detect evil* for a definite analysis).

The power of an aura and its luminosity depends on the spell level that generated it (or from the sum of spell levels, if there are several spells on the same item/person), as follows:

|  |  |  |
| --- | --- | --- |
| **Spell lvl.** | **Power** | **Aura** |
| 1-3 | Weak | Dim |
| 4-8 | Medium | Bright |
| 9+ | Strong | Dazzling |

Every magic aura persists in a place after the being, spell, or item that it emanated from left the area or was destroyed. If the spell is used to examine an area in which a source of magic was, the spell registers an intermittent aura, to indicate that the source of magic is no longer within the area, but without giving any other details. A magic aura remains detectable in an area for a certain time, based on the source’s power:

|  |  |
| --- | --- |
| **Power** | **Aura vanishes in:** |
| Weak | 1d6 rounds |
| Medium | 1d6 minutes |
| Strong | 1d6 hours |

The spell lasts for 2 turns, and as long as it is active, the spellcaster can concentrate each round to examine a new area for magic beings and items, but loses concentration if he fights or casts other spells (can only speak slowly). The spell cannot reveal the presence of things or being that are hidden or generally invisible to the spellcaster’s eyes. The spell cannot penetrate barriers of rock or stone thicker than 1 foot, barriers of wood thicker than 3 feet, or layers of metal or lead thicker than 1 inch.

**Detect Secret Passages**

**School:** Divination

**Range:** 0

**Area of effect:** 10 foot radius

**Duration:** concentration

**Effect:** detect secret passages within 10 feet

This spell allows the spellcaster to detect the presence of any non-magical construction this has been hidden by mundane means. As long as he concentrates, the spellcaster can move at walking speed and be immediately alerted to any secret door or passage, hidden room, trapdoor, or other hidden construction within 10 feet; the spell ends when the concentration is broken.

**Detect Shapechangers**

**School:** Divination

**Range:** 0

**Area of effect:** 60 foot long, 20 foot wide cone

**Duration:** concentration

**Effect:** detect the presence of shapechangers

This spell allows the detection of creatures who can change (like lycanthropes, polymars, metamorphs, etc.) within the area of effect. The spell gives different information based on the number of rounds the mage spends concentrating on the same area, as follows:

*1st round:* presence or absence of shapechanger.

*2nd round:* number of shapechangers present.

*3rd round:* magnitude and precise location of each shapechanger within the area. If the shapechanger is outside the spellcaster’s field of vision, he knows in which direction it is.

*4th round:* race of each shapechanger. The magnitude of the aura depends on the shapechanger’s Hit Dice:

|  |  |
| --- | --- |
| **HD** | **Magnitude** |
| 1-2 | Weak |
| 3-5 | Moderate |
| 6-10 | Strong |
| 11+ | Powerful |

The spellcaster can continue to move normally whilst maintaining concentration, and thus move the examined area each round, but loses concentration if he fights or casts other spells (he can only speak slowly). The spell cannot penetrate barriers of rock or stone thicker than 1 foot, barriers of wood thicker than 3 feet, or layers of metal or lead thicker than 1 inch.

**Detect undead**

**School:** Divination

**Range:** 0

**Area of effect:** 60 foot long, 20 foot wide cone

**Duration:** concentration

**Effect:** detect the presence of undead

This spell allows the detection of undead creatures within the area of effect. The spell gives different information based on the number of rounds the mage spends concentrating on the same area, as follows:

*1st round:* presence or absence of undead.

*2nd round:* number of undead present.

*3rd round:* magnitude of each undead and its location within the area. If the undead is outside the spellcaster’s field of vision, he knows in which direction it is. The magnitude of the aura depends on the undead’s Hit Dice:

|  |  |
| --- | --- |
| **HD** | **Magnitude** |
| 1-2 | Weak |
| 3-5 | Moderate |
| 6-10 | Strong |
| 11+ | Powerful |

An undead creature’s aura lasts in a place even after the being has left or been destroyed. If the spell is used to examine an area in which an undead was present, the spell registers an intermittent aura, to indicate that the creature is no longer in the area, but without giving the magnitude. An undead creature’s aura remains detectable for a period of time, based on the creature’s magnitude:

|  |  |
| --- | --- |
| **Magnitude** | **Aura vanishes in:** |
| Weak | 1d6 rounds |
| Moderate | 1d6 minutes |
| Strong | 1d6 hours |
| Powerful | 1d6 days |

The spellcaster can continue to move normally whilst maintaining concentration, and thus move the examined area each round, but loses concentration if he fights or casts other spells (he can only speak slowly). The spell cannot penetrate barriers of rock or stone thicker than 1 foot, barriers of wood thicker than 3 feet, or layers of metal or lead thicker than 1 inch.

**Dig**

**School:** Transmutation

**Range:** 10 feet

**Area of effect:** a digging tool

**Duration:** 1 minute per level

**Effect:** a spade digs 1 ft3 per round

When the spellcaster casts this spell on a digging tool (like a pick, spade shovel, etc.), which animates and begins to dig at that location 1 cubic feet of earth (not rock or stone however) al round for 1 minute per level. The excavated earth can be disposed of as the spellcaster likes, and it isn’t necessary to continue to concentrate to control the tool, although he must concentrate if he wants to change the direction of the digging or stop the tool early, bringing the spell to an end.

**Disguise Self**

**School:** Illusion

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1d6 turns + 1 turn per level

**Effect:** alter the spellcaster’s appearance

The spellcaster can make himself (including clothes, weapons, and worn equipment) appear different. He can alter his height by up to 12 inches in either direction, change his weight by up to 40 lbs, but the assumed form must always be of the same type and sex (for example a human cannot grow a tail). The extent of the change is at his discretion and can add or remove small details (like a beard, scar, clothes, hair or eye colour) to appear different, although he remains recognisable to those who know him (1 on 1d6).

The spell doesn’t confer any abilities, nor alter the individual’s senses and those of his equipment (a sword can be altered to make it resemble a dagger, but when it is used it remains a sword). The spell moreover doesn’t allow the spellcaster to assume the features of another specific individual. For the spell’s entire duration however, the spellcaster can always use his own abilities (and therefore cast spells) without any impediment.

Creatures that physically interact with the individual (e.g. touch it and feel that its form doesn’t correspond to what he can see) can make a ST vs. Mental Spells to pierce the illusion, each time that the interaction is repeated.

**Dying Breath**

**School:** Necromancy

**Range:** 240 feet

**Area of effect:** a creature

**Duration:** special

**Effect:** inflict a minor curse

When the spellcaster casts this spell, it remains active until it is used, or the moment of the spellcaster’s death (reduced to 1 hp or less). With his last breath of life, he can evoke a curse (whether or not he has already acted in the round in which he dies) and cast it on anyone within 240 feet (usually his killer): the victim must make a ST vs. Spells to avoid all the effects, otherwise the spellcaster can impose a small deficit on the victim, like a –1 penalty to any one type of ST, or to Attack Rolls, or damage, or a skill check, or a 10 feet reduction to movement, and other similar penalties (it is up to the DM to judge, but he should remember that it shouldn’t be comparable to the effects of a 4th-level *curse*). The curse remains until it is removed with *remove curse*.

**Elemental Explosion**

**School:** Conjuration

**Range:** 120 feet

**Area of effect:** 10 foot radius circle

**Duration:** instantaneous

**Effect:** an element deflagrates and causes 1d8 hp +1 hp per level (max +20, ST for half) to all within 10 feet

When the spellcaster evokes *elemental explosion*, he must select a source present within range, based on the element he intends to use: for fire, a source of flame at least as big as a torch; for water, a mass of water of at least 2 pints; for earth, earth, stone, or rock of at least 3 cubic feet of volume; for air, a volume of air of at least 3 cubic feet. Casting the spell, the chosen element burns and automatically damages all the creatures and things present within 10 feet causing 1d8 points of damage plus one point for every mage level (max 1d8 + 20 hp at 20th).

The spellcaster can choose to vary the intensity of the explosion from a minimum of 1d8+1 hit points to the maximum allowed by his level. The victims can halve the damage with a successful ST vs. Spells, but only if they can react. Sleeping creatures and items within the area of effect automatically suffer the damage. The explosion of fire releases tongues of fire and sparks, that of water small needles of congealed water, that of earth stone and rock shrapnel, and that of air a sonic wave.

*Elemental explosion* doesn’t significantly damage its source, but is limited to cause scratches to stone, earth, and rock (on fire, water, and air there are instead no effects of note).

**Elemental Ray**

**School:** Evocation

**Range:** 60 feet

**Area of effect:** one target

**Duration:** instantaneous

**Effect:** ray causes 1d6 per level (max 3d6) + special

The spellcaster fixes the target within 60 feet whilst casting the spell and from his eyes emerge a ray of energy that automatically hit the target (no Attack Roll needed), causing it 1d6 damage per level (max 3d6 at 3rd level) with no chance of halving the damage. The target must be within the spellcaster’s line of sight, and the ray travels in a straight line to hit him, so if there is something between the point of origin (mage) and the target, the ray is stopped by the obstacle and damages it. Based on the energy selected (cold, electricity or fire) there is a secondary effect to avoid.

**Buring Ray:** The target must make a ST vs. Spells to avoid catching fire and suffering an additional 1d6 damage per round until the fire is extinguished (this takes a full round, using water or other methods).

**Freezing Ray:** The target must make a ST vs. Spells to avoid being slowed for 1d6 rounds (see the reverse of *haste*).

**Lightning Ray:** The target must make a ST vs. Spells to avoid being stunned for 1d6 rounds.

**Endure Elements**

**School:** Abjuration

**Range:** touch

**Area of effect:** 1 creature

**Duration:** 1d6 hours

**Effect:** allow 1 creature to cope with the heat or cold

When casting this spell, the spellcaster touches a creature that for the following 1d6 hours can cope with any conditions of cold or heat (from –20°C to +40°C) selected by the spellcaster. The subject’s body temperature remains constant and stable based on his physiology, without suffering from the external cold or heat. The spell doesn’t protect from damage derived from these two elements, or from environmental effects like smoke, lack of air and so on.

**Entangle**

**School:** Transmutation

**Range:** 120 feet

**Area of effect:** 40 foot radius circle

**Duration:** 1 round per level

**Effect:** plants entangle everyone within 40 feet

Thanks to this spell shrubs, vines, weeds, and even trees entangle and tighten around to all the creatures that are within or enter the spell’s area of effect (a 40 feet radius circle), quickly imprisoning them and hampering their movement. The spellcaster cannot select the victims: all those within the area or that enter it later are entangled.

Each victim can free himself and move at half speed with a successful ST vs. Paralysis, or with a Strength check with a –5 penalty; if he has the *Escape artist* skill he can try to use this skill in place of the Strength check with the same penalty. If the ST or check fail, the victim cannot move for that round, but it is possible to perform any other action that doesn’t involve movement. Moreover, it is possible to attempt an escape each round, until they leave the entangled area or the spell ends.

**Evaluate**

**School:** Divination

**Range:** 10 feet

**Area of effect:** an object or container

**Duration:** instantaneous

**Effect:** calculate size, weight, or quantity

With this spell it is possible to know with precision the dimensions and weight of the object analysed, or the amount of material in a container (if different items are present, the spell gives the individual and total amounts). The spell is used for example to count large sums of money, while in the Savage Coast it is used to know for how long a cinnabryl item will stop the detrimental effects of the Red Curse based on its weight.

**Faerie Lights**

**School:** Evocation

**Range:** 40 feet + 10 feet per level

**Area of effect:** 1-4 faerie lights

**Duration:** 2 rounds per level

**Effect:** each light illuminates a 20 foot radius area

This spell creates from 1 to 4 lights that are similar to torches or lanterns and emit light with the same intensity, although the spellcaster can modify the brightness at any moment by concentrating for a round. The mage can only create the lights in a place he can see, he can then move to his liking (without passing through solid objects), as long as it remains within the spells range.

**Faerie Mount**

**School:** Conjuration

**Range:** touch

**Area of effect:** a rush, reed, or branch

**Duration:** 1 hour per level

**Effect:** transform a small plant into a mount

This spell enchants a rush (a common marsh plant), reed, or branch of medium size in a particular way. Once cast, the spellcaster can uproot the plant and take it with himself or give it to someone else, and until the end of the spell’s duration, if the rush (or reed or branch) is placed between an individual’s legs, and he loudly exclaims three times the activation word chosen by the spellcaster, the item is magically transformed in to a mount of the spellcaster’s choice from amongst riding horse camel, pony, or riding dog. The mount appears with both bridle and saddle, has all the characteristics and statistics of an animal of that type, and always follows the orders of its rider, but cannot attack.

If the magic word is spoken by those in the mount’s saddle, it returns to original form, and this procedure can be repeated once per round, until the end of the spell’s duration, or until the mount is killed or magically dispelled. If the mount is wounded, it can only be healed via *cure wounds* if in animal form, or with *renew* if in plant form.

**Feather Fall**

**School:** Transmutation

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 round

**Effect:** slow a fall

The spellcaster can evoke this power while falling to reduce the falling speed and avoid or reduce the damage. In practice, the spell is instantaneous and doesn’t require the usual round of concentration to be cast, but it is enough to speak an activation word that takes a second, which makes it useful when falling from heights greater than 15 feet (as in a second he can fall 15 feet). *Feather fall* slows the speed of the spellcaster so that he floats to the ground like a feather for a round. If in this period of time the spellcaster touches the earth, there is no risk of damage due to the fall, other than the fear of falling. If instead at the end of the round the mage has still not landed, it again falls based on the normal laws of gravity, but the height that is reached in that round is considered the starting height to calculate the falling damage.

Example 1: a mage falls from a 30 foot high tower. In theory he wouldn’t have enough time to cast a spell to save himself as it only takes one and a half seconds to hit the ground (see the Table on Falling in the 7th-level spell *control gravity*). However, using *feather fall* that only needs a second, he can slow the fall for the rest of the round, and land without taking any damage.

Example 2: a mage falls from a 1,200 feet tall cliff, and although he has a round to utter a spell before he reaches the ground, he doesn’t have any spell available that can save him except *feather fall*. So he glides for the distance that he would cover in 1 round (10 seconds), or 1,000 feet, but at the end of the round he again falls at full speed. However, reaching the ground he suffers damage for a fall from 200 feet (1,200 ft. less the 1,000 ft. absorbed by *feather fall*), which would be 10d6 points of damage, unless he uses another *feather fall*.

**Find Information**

**School:** Divination

**Range:** 120 feet

**Area of effect:** a written text

**Duration:** 6 turns

**Effect:** detects text with specific information

This spell detects the location of a written text on a subject chosen by the spellcaster (for example “the nation of Vestland”, “the hero Bemarris”, or “the trained horses”), but cannot find a scroll containing a specific spell. If the text is within 120 feet, the spellcaster automatically knows in which direction it is found, although the spell doesn’t reveal the exact distance. If instead the book is not within range, the spellcaster can continue to act normally without having to concentrate, and if the text enters his area of effect before the spell ends, he immediately knows in which direction it is. When there are more than one pertinent book within range, the spell identifies them all.

**Float**

**School:** Transmutation

**Range:** touch

**Area of effect:** an object of max weight 200 lb. x lvl

**Duration:** 1 hour (6 turns) per level

**Effect:** an item (maximum weight: 2,000 cn per level of the spellcaster) floats on a liquid

This spell allows the creature or object on which it is cast to float without difficulty on any. The target, to move, must then be pushed or pulled, unless he can swim or has his own system of propulsion.

If the spell is cast on an item or creature located underwater, it is pushed to the surface by the spell; the victim can make a ST vs. Spells to avoid the effect, if he wishes. The spell can affect any creature or object (including carts, war machines, and boats that are fully loaded) whose weight doesn’t exceed 2,000 coins (200 lb.) per spellcaster level. If a floating mount or an object (for example a cart) is then encumbered with equipment or cargo, it doesn’t sink unless the total weight is more than that allowed by the spell.

**Float in Air**

**School:** Transmutation

**Range:** touch

**Area of effect:** an object of max weight 200 lb. x lvl

**Duration:** 6 turns + 1 turn per level

**Effect:** an item weighing 200 lb./lvl floats in the air

This spell allows an object or creature to float in the air as if it was underwater. It begins to *float* as soon as it receives the spell’s effect, but it must then be moved manually (not levitate at command, unlike the *levitation* spell). For the spell’s duration, its encumbrance is effectively reduced by 80% (the maximum weight affected is 2,000 cn or 200 lb. per level), allowing heavy cargo to be moved both vertically and horizontally.

The air around the item acts like water: the item rises and remains immobile but suspended 2 inches from the ground (without oscillating), until it is moved by a being with sufficient strength to push or lift it, or by a wind of sufficient intensity to move it (based on its weight).

If the spell ends or is dispelled (with *dispel magic*) while the target is carrying a weight greater than his maximum load, it can be truly inconvenient: at the DM’s discretion, a creature could be crushed and injured, a cart could fall apart, etc.

**Floating Disc**

**School:** Evocation

**Range:** 5 feet

**Area of effect:** N/A

**Duration:** 6 turns

**Effect:** creates a disc of force that remains within 5 feet and can carry up to 5,000 cn

This spell creates a round, invisible, horizontal magical platform, of about 3 foot in diameter, which appears within 5 feet of the mage and moves with him, always remain at that distance. The mage can only alter the height at which it levitates, raising it to a maximum of his own height or lowering to foot level. The disc cannot be created in a space already occupied by another solid, nor can it be used as a weapon or as a proper shield, as its edge isn’t sharp and tends to bend away if it encounters a solid object, and that it remains a constant distance from the spellcaster, so he cannot use it to parry blows.

The disc is used to carry materials up to a weight of 5,000 cn (500 lb.), which cannot be larger than 3 feet at the base (this includes coins, cases, and even individuals sitting on it). When its duration ends, the *floating disc* vanishes, causing its cargo to fall to the floor.

**Friendship**

**School:** Enchantment

**Range:** 60 feet

**Area of effect:** 1 creature per level

**Duration:** 1d6 hours

**Effect:** increase the Charisma score

This spell affects all intelligent beings within 60 feet of the spellcaster at the moment of casting. For each victim that fails its Saving Throw vs. Mental Spells the mage’s Charisma increases by 2d4 points while dealing with him (the spell’s duration is 1d6 hours); If instead the ST succeeds, the spellcaster just gains a +2 bonus to the Reactions of the victims. Those that are under the effect of *friendship* are always disposed to listen to the words of the spellcaster for the spell’s duration, although it doesn’t necessarily mean that they follow his advice. At the end of the spell the ascendency of the mage on the victims vanishes without those affected feeling any resentment for their part. This spell doesn’t affect creatures with an animal or lower intelligence, or modified by Charisma-based special abilities. Its effects can only be broken by casting *dispel magic* on the spell’s victims: casting it on the spellcaster doesn’t affect *friendship*.

This effect cannot be made permanent.

**Ghost Sound**

**School:** Illusion

**Range:** 90 feet

**Area of effect:** N/A

**Duration:** 1 round per level

**Effect:** creates illusionary sounds

This spell allows the creation a continuous sound that can rise or descend in tone, move towards and go away from the point in which it was created (within 90 feet of the spellcaster). The mage selects the type of sound as he casts the spell and cannot change it later. The volume of the sound that he can create depends on the spellcaster’s level: in general it is possible to create the noise produced by a person of medium for each spellcaster level, treat noises like the roar of a wild animal as equal to at least the sound produced by four people, while a medium size creature develops the same volume as a bunch of eight smaller creatures (like rats, squirrels, cats).

**Ghoul Touch**

**School:** Necromancy

**Range:** touch

**Area of effect:** 1 living creature

**Duration:** 2d6 rounds

**Effect:** paralyse a living creature

When casting this spell, the spellcaster must touch a living being (the victim’s AC is calculated without his armour), and the victim can negate the effect with a ST vs. Paralysis. If the ST fails, the creature touched is immobilised for 2d6 rounds because of the negative energy that pervades its muscles, and its body begins to emit the stench of decaying flesh. This effect causes to all those that come closer than 10 feet and that fail the ST vs. Spells a strongish nausea, which translates into a –1 penalty to all Attack Rolls, skill and characteristic checks, as long as the individual remains within the area of the stench. Undead and constructs are completely immune to this spell.

**Grease**

**School:** Transmutation

**Range:** 30 feet

**Area of effect:** 30 ft2 area

**Duration:** 1 round per level

**Effect:** makes a surface greasy

The spell makes the area of effect slippery for the spell’s duration. This means that all the creatures that go through it tend to slip and fall heavily to the ground, unless he makes a successful *Balance* check to maintain his balance (or hold, for vertical surfaces). To stand up and regain their footing, once fallen, requires a Dexterity check; otherwise, the victim falls to the floor again, unable to do anything else. A creature can move at ⅓ walking speed through the slippery area with no risk of falling. *Grease* vanishes at the end of the duration or when magically dispelled.

**Heat Air**

**School:** Transmutation

**Range:** 120 feet

**Area of effect:** 100 foot diameter sphere

**Duration:** 3 turns per level

**Effect:** heat a 100 foot diameter sphere of air

This spell heats a 100 feet diameter sphere of air up to a sufficient temperature to supply the thrust for upward movement. The spell doesn’t have to continually heat the air: it is possible to stop and start it once an hour, thereby doubling its effective duration (for example, a 5th-level spellcaster could activate it once for a maximum duration of 15 turns, or could deactivate and reactivate it five times, each with a half hour duration, only ending after 5 hours).

The volume of air heated every half hour (3 turns) locked in a container like a rubber balloon can produce a thrust to a height of 1,000 feet (333 feet per turn), with an ability to raise 80,000 lb.; for each half hour in which the spell is inactive, there is a corresponding decrease in altitude of 1,000 feet.

If the spell is used to heat a lesser volume of air, increase the ascent speed by 60 feet for every 1,800 ft3 of difference; the descent speed, however, remains unchanged.

**Hesitation**

**School:** Enchantment

**Range:** 100 feet

**Area of effect:** 2d8 HD of creatures or 1 being

**Duration:** 2d6 rounds

**Effect:** −2 to Initiative for 2d6 rounds

This spell can affect a creature or a group of beings. In the first case, there is no limit to the level or Hit Dice of the victim, while in the second the spellcaster can affect a maximum of 2d8 HD of creatures that must be within 100 feet and in his line of sight. The effect produces in the mind of each victim an annoying series of disturbing thoughts that distract him at the start of each round, giving the subject a −2 penalty to his Initiative rolls for 2d6 rounds. The victims cannot avoid the effects unless they are magically protected against mental effects.

**Home Help**

**School:** Transmutation

**Range:** 10 feet

**Area of effect:** varies according to effect

**Duration:** permanent

**Effect:** varies (see description)

This spell gathers together a series of magic cantrips conceived to aid domestic matters and make the person’s life more comfortable (indeed minor magic items are often made that reproduce these powers).

Each time that he casts this spell, the spellcaster must select which of the following different effects it produces:

***Clean*:**this spell is normally used to instantly clean and tidy a room. Once cast on an area of 1,000 cubic feet, it removes the dust, sweeps floors and walls of dirt, removes cobwebs, and put in their right place all the furniture and furnishings, to leave the area perfectly tidy. Naturally, the area remains clean and tidy until someone untidies or soils it, and will surely fill up with dust and cobwebs if it is left to itself (the spell doesn’t permanently protect from these effects).

If instead it is cast on a person, it instantly cleans the individual and his clothing of any type of dirt (excluding magic effects) and of skin parasites (non-magic) present; it can also be cast on a single item of clothing with the same effect.

***Cook*:**this spell allows the perfect preparation of a complete meal for 1 person per spellcaster level. There must be enough ingredients available within 30 feet to prepare the dishes, and the spellcaster must know the recipe that he wants to prepare, for the spell to have effect. If he doesn’t have the *Domestic arts* general skill, he must make an Intelligence check with a –4 penalty to perfectly prepare the food, otherwise he succeeds in only cooking enough for half the people (1 individual every 2 levels), whilst consuming all the ingredients.

***Cut*:**this spell permits the instant cutting of a specific item in the way that he wants and its application ends the moment in which the cut is executed. It can be used to cut cloth into a certain form, or to cut rope and leather, or to slice cold meat or vegetables, or on other materials that are normally cutable with a sharp knife. If cast on a living being, it only causes 1 point of damage via a small injury (no ST allowed).

***Dry*:**this spell dries 3 cubic feet of matter per spellcaster level within 10 feet. This spell has no other applications.

***Erase*:**this spell erases up to 100 words per spellcaster level without damaging the document on which they are written, but cannot be used to erase magical writing or runes.

***Iron*:**this spell affects a mass of 20 lb. (200 cn) of cloth or clothing, and immediately irons it and removes any wrinkles.

***Knot*:**this effect knots together any fibre within 10 feet that is already in contact with another, with permanent effect. It is usually used to tie string and rope, or to form braids in hair that remains intact for 4 months.

***Mend*:**this spell instantly and invisibly repairs a cut, as long as the two ends or parts of the cut item are present. It has no effect if cast on a living or animated creature.

***Purify*:**this spell only affects dirty or impure liquids, making them potable as long as no new external agent enters the container. It can purify up to two pints per level, which must be in one container within 10 feet. This effect can also remove any non-magical poison present in the liquid.

***Sterilise*:**the spell can be applied on a single item (either a bandage or a garment), on food, or on a wound to destroy any germs or bacteria present there, removing the chance of an infection. It is very useful for treating infected wounds, as well as to clean fruit and other food before eating it. It doesn’t remove any poisons present, only bacteria and microbes. The treated item remains sterile for 24 hours before being vulnerable to the possible presence of germs again.

***Wash*:**this simply spell instantly washes a volume of matter of 3 feet cube per spellcaster level, removing normal dirt. It has no effect on marks, writing, or runes (magical or not), if it cannot moisten the surface on which they had been placed; if it is in a scroll or similar, the writing can be erased (only if it isn’t magic).

***Untie*:**the spell instantly unties knotted fibres. It can be used to untie a knot, unravel a tangle or a hairdo.

***Write*:**Via this spell, the spellcaster can quickly write on a material (scroll, paper, papyrus, vellum, or even a stone slab). The spellcaster must simply think of the phrases he wishes written, and touch the surface on which he wants it done, and it immediately appears and becomes permanent (it cannot be magically dispelled except through the reverse of this spell). The spell can *write* messages of up to 500 words per level with each application. This spell however cannot create magic writing, only normal (also encoded).

**Inexhaustible Ammunition**

**School:** Conjuration

**Range:** touch

**Area of Effect:** one container

**Duration:** 1 minute per level

**Effect:** recreate the projectiles taken from the container

This spell must be cast on a container that contains projectiles of small size or smaller. The spell recreates in the container the same amount of projectiles that were removed from the container the previous round, which however once used (whether or not they hit the target) vanish and are not recoverable. The spell allows the container to always have the same number of projectiles for as long as the effect lasts, and any magic that upgrades one or more projectiles within the container is also applied to those created with *inexhaustible ammunition*, but this doesn’t happen to poison applied on the original projectiles.

This effect cannot be made permanent.

**Intuition**

**School:** Divination

**Range:** 120 feet

**Area of effect:** a living being

**Duration:** 1 turn

**Effect:** know intentions and emotions of a being

This spell allows the mage to know the precise and immediate intentions and emotions of a living creature within 120 feet, without it being able to oppose the spell (unless its mind is magically shielded against the reader of the thoughts). The mage can analyse the subject’s intentions for a round by concentrating for a full round: the spell doesn’t reveal the alignment or the precise thoughts of the target, only the current emotions and general intentions (or the predisposition to do a specific action within a short time).

**Invisibility to Undead**

**School:** Illusion

**Range:** touch

**Area of effect:** one subject per level

**Duration:** 1 turn per level

**Effect:** makes the subjects touched invisible to undead

Casting this spell, the mage can touch within the round a maximum number or creatures equal to his level that benefit from its effects and cannot be in any way detected by undead for the spell’s duration. No undead can in fact see, hear, smell the subjects protected this spell, and will not be able to perceive them even with extrasensory perceptions.

If however an individual that produces obvious changes in the setting is perceivable by any undead present (for example individuals speaking with someone that cannot be seen, or items that move in the air for no apparent reason), they can benefit from a ST vs. Spells: if the roll fails, they continue to ignore the presence, but if it succeeds they know that there is someone there and can try to attack him (even if they cannot see him).

The spell ends after 1 turn per level of the mage, or if it is magically dispelled. If one of the shielded subjects tries to control or turn undead, touches an undead or attacks any creature (physically or casting spells), the illusion ends for him alone. If instead it is the mage who cast the spell does one of the above actions, the effect ends for all.

This effect cannot be combined with *permanency*.

**Invisible Servant**

**School:** Conjuration

**Range:** 30 feet

**Area of effect:** N/A

**Duration:** 6 turns + 1 turn per level

**Effect:** a creature of force completes simple actions

The servant evoked by this spell is a pure magical force without thought, normally used to recover items, open unlocked doors, tidy up and carry out easy tasks. Blindly obeying the spellcaster’s verbal orders, it can only do one thing at a time and, not being very strong, move only relatively light items (it can handle, lift, drag, or push up to 40 lb.). It has no definite form unless its creator gives it one (it however remains a type of spectral creature), it can respond to simple demands, report short messages (Intelligence 9), and it moves by floating and can pass through any crack at a speed of 30 feet per round.

The servant cannot fight and is immune to Enchantment. It can be magically dispelled or destroyed by magic effects or enchanted weapons: to this end, the invisible servant has 6 hp and the Saving Throws of a 1st-level mage.

**Jump**

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** 6 turns +1 turn per level

**Effect:** the subject can jump up to a distance of 3d6+3 feet per level of the spellcaster in any direction

The subject on which the spellcaster casts this spell can complete long leaps in any direction (horizontal and vertical) for the spell’s duration. The maximum distance that a jump can cover is 3d6 feet +3 feet per spellcaster level, and when the subject decides to *jump*, he renounces his movement for that round to perform the jump. The leap also dampens any type of fall, allowing the subject to ignore the damage from the feet of the fall covered by the jump (for example, if an individual with the ability to jump 30 feet falls 45 feet, he only suffers damage for the remaining 15 feet, thus 1d6 hp).

**Lie**

**School:** Illusion

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 turn per level

**Effect:** can lie without being discovered

This spell allows the spellcaster to lie, without the lie being discovered by listeners. Any use of the *Detect deception* general skillis rendered useless by this spell, while if examined with *detect lies* or *ESP*, the spellcaster can avoid discovery with a successful ST vs. Spells. Any divination spell of 3rd-level or higher is however able to penetrate this illusion.

**Light\***

**School:** Evocation

**Range:** 120 feet

**Area of effect:** 15 foot radius sphere

**Duration:** 12 turns

**Effect:** creates light within a 30 foot diameter sphere; reverse creates shadow within a 30 foot diameter sphere

This spell creates a volume of light that perfectly illuminates a 30 feet diameter sphere. If the spell is cast on an area (like a ceiling), remains fixed in the area, while if cast on an object (like a weapon) the light moves with the object. If the object is held or worn by someone who wishes to oppose the spell, he can do so with a successful ST vs. Spells: the sphere appears above the object, remains fixed in place, and doesn’t move with it.

If the spell if directly cast against a creature’s eyes, the victim must make a successful ST vs. Spells or be blinded by the light for the spell’s entire duration, or until it is magically dispelled; if the ST succeeds, the area of light appears but remains fixed to the area the victim was in.

The reverse spell, ***darkness***, creates a 30 feet diameter sphere of darkness at the target point; if cast on a mobile object, it moves with it (see above for the other details). The darkness impedes normal vision within the sphere of shadow, except infravision (magic or natural). *Darkness* can cancel the effects of a *light* spell, but can be annulled by a *light* or stronger spell. If it is cast against an enemy’s eyes who fails a ST vs. Spells, the spell causes blindness until it is magically dispelled, or until its effects vanish with time; if the ST succeeds, the area of darkness appears, but remains fixed to the area the victim was in.

**Locate Metal**

**School:** Divination

**Range:** 0

**Area of effect:** 30 foot radius

**Duration:** 3 turns

**Effect:** detect the presence of a metal within 30 feet

This spell allows the spellcaster to detect the presence of a certain metal (chosen when casting the spell), including precious metals and metallic alloys. As long as he concentrates, the spellcaster can move at half speed and is immediately alerted if the sought metal is within 30 feet. The spell only indicates those deposits of metal of a certain amount (at least 100 pounds, or 1,000 cn). The spell ends after 3 turns, although in the meantime the spellcaster can interrupt his concentration and restart the search as long as the effect lasts.

**Locate Species**

**School:** Divination

**Range:** 0

**Area of effect:** 1 mile

**Duration:** 6 turns

**Effect:** detect a creature or plant

When this spell is cast, the spellcaster can identify the direction in which the closest animals or plants of a specific species are within 1 mile of him when casting the spell. The choice of species is limited by the type of magic school that the spellcaster belongs to: forests (normal elves), seas (marine school), or underground (shadow elves). To successfully detect animals or plants of one of the other two settings, the spellcaster must learn the spell version of the appropriate magic school.

The spell doesn’t allow the detection of fantastic creatures, monstrous plants, or intelligent beings, and the spellcaster must specifically nominate the type of animal or plant that he wants to find, and knows in which direction to go in to reach the nearest example up to the end of the spell; if there are no members of the sought for species within the area of effect, the spell doesn’t give any direction. The spell only allows the detection of one type of target: to detect a new species requires a new spell.

**Longsight**

**School:** Divination

**Range:** touch

**Area of effect:** a creature

**Duration:** 3 turns

**Effect:** see clearly a 60 ft. diameter area within 1 mile

This spell allows its beneficiary to be able to see clearly for up to 1 mile as if it was only 10 feet. The subject must select a 60 feet diameter area and focus his attention on it, seeing it as if it was at the end of his nose; once chosen the area cannot be changed.

**Longstride**

**School:** Transmutation

**Range:** touch

**Area of effect:** a humanoid creature

**Duration:** 1d4+4 hours

**Effect:** doubles a humanoid’s movement

The spell allows the being on which it was cast to move at double normal (walking) speed for 1d4+4 hours without tiring. Once the spell’s effect has elapsed however, the person on which it was used is forced to rest for the same number of hours; if he doesn’t, the subject temporarily loses 2-8 Constitution (recoverable with complete rest at the rate of 1 point per day, and only on condition that he has adequate rest).

The spell only functions on humanoid beings.

**Magic Missile**

**School:** Evocation

**Range:** 150 feet

**Area of effect:** one or more targets

**Duration:** instantaneous

**Effect:** creates 1 missile + 1 every two levels (max 3 at 5th-level), each causing 1d6+1 hp

This spell creates a certain number of bolts of scintillating energy, which, at the spellcaster’s command, fire at one or more targets within 150 feet, always striking them without fail (no Attack Roll needed). As long as the target is visible to and within 150 feet of the spellcaster, the dart doesn’t fail, and each magic missile causes 1d6+1 points of damage (no ST allowed for half damage). The number of darts created is one at 1st-level, 2 at 3rd-level, and a maximum of 3 darts at 5th-level. Each dart can be directed against a single target or against different targets, or in any other manner, the mage finds useful.

**Makeover**

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** 24 hours; the casting time is always 10 minutes

**Effect:** fascinates subject or create make-up

This spell serves to comb and style the hair of an individual according to the most currently fashionable trend in a specific civilisation, to perfectly cut and style a subject’s hair and maintain both his appearance and his clothes (neither dirty or untidy). In both cases, the effect lasts for 24 hours and grants the subject a temporary +1 bonus to Charisma. If the inks are available, the spell also allows the individual to be instantly made up (the make-up is always appropriate to the occasion), to make it appear more attractive and mask any physical imperfections until the end of the spell or the spell is dispelled, and gives the subject a +2 bonus to Charisma checks and Reaction rolls. If it is instead used to mask an individual, it adds a +2 bonus to *Disguise* checks*.* It isn’t possible to combine the effects of two applications of *makeover* on the same subject.

**Memory Visions**

**School:** Divination

**Range:** touch

**Area of effect:** an item

**Duration:** special

**Effect:** imprints memories of the past into an item

Once cast, this spell allows the subject to transfer part of his memories into a touched item. Afterwards, if the item is touched by anyone the visions, inserted by the spellcaster, appear on it and are visible to anyone watching the item: once all the contained memories are shown, the spell’s effect ends and the item returns to normal (until that moment ,if examined with *detect magic* it emanates a weak divinatory aura). The mage can for every three levels insert up to one vision related to a real event that he has personally witnessed. Each vision lasts up to 3 minutes, and can be speeded up or slowed down without altering the truthfulness of the memory.

**Example:** a mage wants to transmit the message that he was taken from his palace and brought to an unknown island that is three days away. The prepared visions show that the mage left his palace and embarked on a ship, then in the sky the sun and moon alternate three times (temporal jumps that don’t show what happened during the journey) until the ship is in sight of an island.

A magic item given this power allows anyone to insert his own memories until it is. Only those that have the activation word can later remove some memories to insert new visions.

**Mystic Aura**

**School:** Illusion

**Range:** touch

**Area of effect:** 1 item of max weight 5 lb. per level

**Duration:** 1 day per level

**Effect:** disguise an item’s magic aura

Casting this spell the spellcaster touches an item and can alter its aura so that divination spells are deceived by it. In practice it can be used to make a mundane item appear magical (the aura that it emits can be arcane or divine, dim or bright based on the mage’s wishes) or can mask the aura of a magic item to make appear mundane and impede the correct reading of its powers, or it can vary the type and power of the item’s aura (for example to make a ring of protection appear to have a cursed aura). The affected item cannot weigh more than 5 pounds per spellcaster level, and the spell linked to the item must be one that the mage knows. Moreover, if a spell like *analyse* or *lore* is used to determine the item’s characteristics, those that use it have the right to a ST vs. Mental Spells to know that the reading is falsified by the mystic aura (although they still don’t know the item’s true nature).

**Necromantic Healing**

**School:** Necromancy

**Range:** touch

**Area of effect:** a corpse

**Duration:** permanent

**Effect:** cures 1d6 hp +1/lvl (max +10) to the spellcaster

When casting this spell, the mage must, with his hand, touch an inanimate corpse (it doesn’t affect undead), and can then absorb its skin and what remains of its tissues to regenerate his own wounds, permanently recovering 1d6 hit points +1 hp per level (max 1d6+10 hp at 10th-level). Once the power is used on a corpse, it withers and completely loses all it organic tissue, just leaving the bare skeleton; this means that it can only be used once on each corpse. The spell cannot reconstruct amputated limbs or mangled organs, and cannot be used on corpses without organic tissues (e.g. skeletons).

**Oilskin**

**School:** Abjuration

**Range:** touch

**Area of effect:** a creature or object

**Duration:** 2 turns per level

**Effect:** protect from inclemicies

This spell impedes rain, snow, hail, and all the other forms of atmospheric precipitation from touching the creature or object on which it is cast. The precipitation is stopped 1 inch from the subject’s body, and is repulsed by an invisible barrier, without touching the surface of the body of the spell’s beneficiary. The barrier however, doesn’t affect projectiles or darts launched at the target of the spell. It also protects the subject when totally immersed (in a river, in the sea, under a waterfall), but only while the water pressure is low (not beyond 300 feet of depth).

*Oilskin* can do nothing against mud or other liquids derived from water, or against a *wall of water* or stronger water spell, or counter the indirect effects of precipitation (like the slipperiness of the soaked ground).

**Pass Without Trace**

**School:** Illusion

**Range:** touch

**Area of effect:** a creature

**Duration:** 6 turns + 1 turn per level

**Effect:** the creature doesn’t leave tracks

This spell allows those that receive it to move without leaving any signs of their passage; the character could for example walk across a dusty floor or a muddy expanse without leaving footprints. The spell only hides the tracks left by a creature: if for example it made a path through the middles of some bushes, it would still leave a trail of broken branches behind it.

**Precipitation\***

**School:** Transmutation

**Range:** 20 feet per level

**Area of effect:** 30 ft. + 10 ft. per level diameter sphere

**Duration:** 1 round per level

**Effect:** creates a small shower in the spell’s area or make 1 pint per level of water evaporate

This spell transforms all water vapour, in a sphere of a diameter equal to 30 feet + 10 feet per spellcaster level within the spell’s range, into rain. Obviously, a low-level caster can fall victim of his own spell.

When it is used by spellcasters of low to medium level, *precipitation* is limited to moisten clothing, to make stone pavements slippery (fall if running), to water plants and to extinguish minor fires (max 5 Incendiary Points or a pyre). When the rain encounters magical fire (like a *wall of fire*), it transforms into a blanket of dense fog that fills an area double that of the spell. If the air temperature is below zero, the rain turns into snow or hail (at below −5°C) and the water to ground ice, making the ground slippery like the effects of a *grease* spell.

The reverse spell, ***evaporation***, eliminates humidity in the area of effect. It can counter and annul the effects of a *precipitation* spell, or evaporate up to 1 pint of water per mage level, or even dissipate fog in the area of effect. If cast on a liquid-based living creature, it must make a ST vs. Death Ray with a +2 bonus to avoid suffering 1 point of damage for each of its Hit Dice.

**Protection from Evil**

**School:** Abjuration

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 12 turns

**Effect:** offers a +1 bonus to the spellcaster’s ST and a –1 penalty to his enemies Attack Rolls

This spell creates an invisible barrier around the spellcaster’s body at a distance of about an inch. For the spell’s entire duration, all the creatures that attack the spellcaster suffer a –1 penalty to their Attack Rolls, and he gains a +1 bonus to all his Saving Throws.

Moreover, magically animated, controlled, created, or summoned creatures, as well as *curse* victims, cannot physically touch the spellcaster. The barrier therefore protects the character from all melee attacks by these creatures; however, it doesn’t protect him from ranged attacks (the attacks still suffer the –1 to Attack Rolls, however), or from any form of attack that doesn’t require physical contact between the being and the spellcaster. If however the spellcaster attacks or touches a creature (or group of creatures) from which he is protected thanks to this spell, that creature can also touch and attack him in melee, although it still suffers the Attack Roll penalty.

**Psychokinesis**

**School:** Transmutation

**Range:** 20 feet + 3 feet per level

**Area of effect:** unattended items in 3 ft2 (weight 6lb)

**Duration:** 6 turns

**Effect:** can move unattended items

Pointing his finger at an unattended item, the mage can raise it and move it at his pleasure at a speed of 20 feet per round, as long as he concentrates and the item remains within range. The item cannot weigh more than 6 lb. (60 cn encumbrance) and must be free to move. Any bound, fixed, or held cannot be moved, and the mage cannot exercise control on objects he cannot see.

If the spell is used on more than one target simultaneously, at the moment of casting they must be within a 3 feet square space and their combined weight cannot exceed 6 lb. The mage can also move a weapon and attack with it at distance with a –2 penalty to the Attack Roll, but cannot use any mastery.

*Psychokinesis* remains active for 6 turns, and the spellcaster can use its effects by concentrating.

**Push**

**School:** Evocation

**Range:** 30 feet

**Area of effect:** one target max 400 lb. weight

**Duration:** 1 round per level

**Effect:** push an object or creature

As long as the spell lasts the mage can concentrate once per round and use air pressure to violently move any one target of up to 400 lb. (4,000 cn) present within 30 feet. If the target is an unattended item, it is thrown in the desired direction up to 6d6 feet + 3 feet per mage level (max +30). If the target is a held item (a weapon, a wand, etc.) or a creature, its wielder or the victim can oppose the effect with a successful ST vs. Spells.

Any creature pushed away must also make a Dexterity check or fall to the ground, suffering 1d6 debilitating damage for every 20 feet travelled and if it loses more than 50% of its current hp is stunned for 1 round.

**Read Languages**

**School:** Divination

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 6 turns

**Effect:** can read any non-magical writing

This spell allows the spellcaster to understand for a period of 6 turns any non-magical writing that is within his visual range, whether it is a map, runic alphabet, musical composition, and so on. The spellcaster can read any writing, but not write or speak any unknown language. However, any text written in a secret code can only be deciphered normally (or seize the hidden message) if he has the *Cryptography* skill.

**Read Magic**

**School:** Divination

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 turn

**Effect:** the spellcaster can read magical writing

This spell allows the spellcaster to interpret any text written in the magic language, including magic runes and symbols, although it cannot reveal the powers of magic items inscribed with runes of power or prayers, other than arcane scrolls. Once that the spellcaster reads a scroll or rune with this spell, he can also reread it later, without having to newly cast *read magic*.

All spellbooks are written in a magic language, and only their owners can read them without resorting to this spell.

**Resistance**

**School:** Abjuration

**Range:** touch

**Area of effect:** a creature

**Duration:** 6 turns

**Effect:** +1 bonus to all ST

This spell protects the subject from danger by granting him a +1 bonus to all his ST for 6 turns.

**Returning Weapon**

**School:** Transmutation

**Range:** touch

**Area of effect:** a weapon

**Duration:** 1 turn per level

**Effect:** a weapon or 10 projectiles

The mage can cast this spell by touching any one weapon (usually a throwing weapon, like javelin, spear, trident, dagger, throwing hammer, etc.) or 10 projectiles (arrows, bolts, sling stones and so on). For the spell’s entire duration if the weapon is thrown and misses the target, it automatically returns, at the end of the same round, to the character’s hand. The latter is able to catch the weapon without any difficulty, unless he was paralysed, petrified, stunned, or immobilised in some other way in the intervening time; in this case, the returning weapon falls at the character’s feet. If instead the attack hits, if the natural d20 result is an odd number the weapon hits and falls to the floor (but can be still used as a returning weapon for the remainder of the spell’s duration), if the result is an even number the weapon hits and returns to the character’s hands.

A returning arrow or projectile doesn’t function in the same way: indeed once, it hits it breaks and no longer returns, and so the spell ends on a successful hit.

**Sea Legs\***

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** 1 hour per level

**Effect:** an individual is immune to seasickness and can move on a ship; reverse causes nausea and tremors

This spell protects a creature from seasickness or interrupts his symptoms if already affected. Moreover it renders the subject capable of perfectly maintaining his balance while on a ship, even in the presence of strong winds or sea storms, and he can act as normal without the risk of falling.

The reverse spell, ***seasickness***, causes a tremendous nausea and continuous shaking in those struck. A successful ST vs. Spells negates any effect, vice-versa the victim suffers a −1 penalty to all Dexterity checks for the duration of the spell, and must make a Dexterity check at the start of every turn to avoid falling down because of the nausea and shaking legs.

**Shield**

**School:** Abjuration

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 2 turns

**Effect:** gives the spellcaster an AC5 protective barrier

This spell creates a magic barrier around the spellcaster’s body (less than an inch from him), which moves with him. For the spell’s duration, the mage’s natural AC is 5 against any attack, ranged or melee (the AC can be lowered further by other protections).

Moreover, *shield* alsopartially protects the spellcaster from all those attacks that create infallible darts of force. For every magic missile that is going to hit him, the spellcaster can make a ST vs. Spells, and if successful, the missile is magically deflected by the shield and vanishes without causing any damage, otherwise it hits the mage.

**Shocking Grasp**

**School:** Evocation

**Range:** touch

**Area of effect:** a creature

**Duration:** instantaneous

**Effect:** causes 1d6 hp per level (max 5d6)

Casting this spell, the mage must touch a victim in the same round (the victim’s AC is calculated without his armour) and if the attack succeeds, automatically inflicts 1d6 points of electric damage per spellcaster level (max 5d6 hp at 5th-level), not halved by any Saving Throw. The touch inflicts an additional 1d6 damage if the victim is wearing metal armour or has a metal body.

**Silver Tongue**

**School:** Enchantment

**Range:** touch

**Area of effect:** a creature

**Duration:** 1d6 turns + 1 turn per level

**Effect:** gain 1d4 extra points to a skill check to obtain favours or persuade someone

The beneficiary of this spell is able to speak in an incisive and convincing manner for the spell’s duration, gaining a 1d4 bonus to the value of all his language based skills (like *Persuasion*, *Storytelling*, *Bargaining* and so on) when it is used in conversation. This bonus is only applied to persuade intelligent beings (not animals) or obtain their attention and/or favour (therefore, it can also be used with a simple Charisma check if the creature lacks the appropriate skill).

**Sleep**

**School:** Enchantment

**Range:** 240 feet

**Area of effect:** 40 foot sided cube

**Duration:** 4d4 turns

**Effect:** put asleep 2d6 living creatures

This spell causes 2d6 living creatures with a maximum of 4 Hit Dice each (not counting levels) to fall asleep, for 4d4 turns. The creatures must all be within a 40 foot sided cube area, no further than 240 feet away from the spellcaster. Victims with 1 HD automatically fall asleep (no ST allowed), while those with 2-4 HD can avoid the effect with a successful ST vs. Spells. Beings with 5+ HD are automatically immune to the spell’s effects, as are undead, constructs, and all creatures that never sleep. The spell acts first against the weakest creatures (in HD terms) and the on the stronger.

**Example:** Feidus decides to cast *sleep* on a group of creatures that are 120 foot away to cause them to fall asleep. In the spell’s area of effect are 5 goblins (1 HD each), 3 horses (2 HD each), and 3 gnolls (3 HD each). He throws 2d6 and gets 6: so he affects the 5 goblins first (no ST), then 2 horses (ST allowed), for a total of 7 beings, and the rest remain wide awake.

When a character is hit by a *sleep* spell, he loses consciousness and slowly falls to the floor (without ill effect, unless he is balancing on a rope suspended in the air) and begins a deep sleep. Sleeping beings only waken if they are violently or abruptly roused (slapped or shaken), or if they are wounded; in the round in which he wakes up, the victim automatically loses the initiative. A sleeping victim can be killed with a single blow from a slashing or piercing weapon (which must be well aimed): such actions require an entire round, and the assassin must have vague idea of the victim’s hit points; if the well-aimed blow is performed with a bludgeoning weapon, is inflicts maximum damage plus a critical hit (determined case by case), then the victim awakens.

**Sonic Blast**

**School:** Evocation

**Range:** 0

**Area of effect:** 100 foot long, 33 foot wide cone

**Duration:** instantaneous

**Effect:** a sonic wave causes 2d6 damage and stuns

When casting this spell, the spellcaster casts a wave that is transformed into a destructive burst of sound, which spreads as a 100 feet long, 33 feet wide cone. All the creatures within the area of effect, (including items, constructs, and constructions), suffer 2d6 points of damage (not halved) and must make a ST vs. Paralysis to avoid being deafened for 1 turn. This gives a –1 penalty to Dexterity, –2 to all Surprise rolls (including the *Alertness* general skill, unless he has another exceptionally acute sense as well as hearing), and makes it impossible to use the *Hear noise* skill. Deafened spellcasters have a 30% chance of casting failure for any spell with a verbal component. Items of glass or crystal and beings composed of similar fragile materials suffer double damage (no ST for half).

The spellcaster is totally immune to the effects of this wave, like all those outside the area of effect, although they perceive an unexpected explosion in the area.

*Sonic blast* can only be blocked with an area of magic *silence* (which shields all those inside it), cannot pass through a vacuum, but works normally underwater. It can pass through any obstacle, causing half damage to the constructions, and its maximum length is reduced by 10 feet for every 3 feet of rock it must pass through.

**Spider Climb**

**School:** Transmutation

**Range:** 30 feet

**Area of effect:** a creature

**Duration:** 1 turn per level

**Effect:** the creature can climb walls like a spider; reverse make a being slip

This spell allows all those that receive it to climb walls, climbing on vertical surfaces or walking on the ceiling exactly like a spider. The affected creature must have hands and feet well supported on the surface, without holding anything in the hands; if one of the limbs slips from the surface, the subject immediately falls. The individual moves at half normal speed and cannot carry objects or people that cause him to exceed his maximum encumbrance. A strong wind (25 mph) or a creature with at least 18 Strength can pull the subject from the surface.

**Stone Bolts**

**School:** Transmutation

**Range:** touch

**Area of effect:** 3d6 stones

**Duration:** instantaneous

**Effect:** throw stones against targets within 100 feet

Casting this spell, the mage enchants stones or similar diminutive items held in the palm of his hand. Once the power is evoked, he points his hand towards one or more visible targets within 100 feet in a 180° arc, and the small items magically fly to the desired area at speed, automatically striking the objective and each causing 1 hp damage (no ST allowed to reduce the damage).

It is possible to animate a total of 3d6 projectiles with this spell (even if he is holding more stones), and each victim can avoid them if protected by a magic barrier that can deflect the projectiles. Moreover, these bullets count as magical and can damage creatures that can only be hit by +1 weapons, and any Armour Value is halved against these projectiles.

**Stun**

**School:** Enchantment

**Range:** 10 feet

**Area of effect:** a living being

**Duration:** 1d6+1 rounds

**Effect:** stuns victim for 1d6 rounds (ST negates)

This spell stuns for 1d6+1 rounds a visible intelligent being within 10 feet of the mage, unless it makes a successful ST vs. Mental Spells. Undead creatures, constructs, and oozes are completely immune to the effects of this spell. If the spellcaster is 20th-level or higher, the spell’s duration is doubled (2d6 rounds). The effects of the stun are a –4 penalty to AC, all ST, and skill checks, cannot attack or cast spells (excluding those from magic item that don’t require concentration), movement reduced to ⅓ normal, and any weapon mastery reduced to Basic rank.

This effect cannot be combined with *permanency*.

**Symbol of Weakness**

**School:** Necromancy

**Range:** touch

**Area of Effect:** one living creature

**Duration:** special

**Effect:** symbol gives –2 to Attack Rolls, damage and Str and Dex checks

When casting this spell, the mage causes a magic symbol to materialise on a surface or suspended in midair within 3 feet of his position. The symbol lasts until it is activated for the first time, although it can be removed earlier with a *dispel magi*c or similar spell, and remains fixed in the area in which it was created. If it is created on a living being or a moving object, when the surface moves, the rune remains suspended in midair. The symbol cannot be made invisible, although it can be covered or hidden using items present in the area. Anyone who read, passes through or touches the symbol activates the effects, which affect any living creature in the same way: in practice, his body suddenly ceases functioning and he faints slumping to the floor, if he didn’t make a ST vs. Death Ray. If the ST succeeds, the victim simply feels a shiver run up his spine; otherwise, he is weakened and he suffers a –2 penalty to Attack Rolls, damage, and Strength and Dexterity checks for 1 hour.

**Tar**

**School:** Conjuration

**Range:** 30 feet

**Area of effect:** one target

**Duration:** permanent

**Effect:** tar an item or creature

This spell tars a target within 30 feet, which is either an item or a creature of up to a maximum of large (L) size. It is particularly useful to caulk a ship’s hull and to make the rope resistant to inclemicies and humidity. The spell can tar a rope of up to 50 feet long or caulk a 20 feet square surface. Obviously, the tar produced is permanent and mundane (it cannot be magically dispelled) and is normally inflammable. A tarred creature (no ST to avoid) reduces its movement by ⅓ and automatically catches fire if it comes into contact with any flame until the tar is washed off (or completely immersed in running water for a minute, or washed in still water for a turn, or all the tarred clothing is removed). The victim must finally make a ST vs. Spells to avoid being blinded for one round by the tar.

**Time Marker**

**School:** Divination

**Range:** touch

**Area of effect:** a metal item

**Duration:** 6 turns (1 hour) per level

**Effect:** makes a metal item keep the time

This spell can only be cast on metallic items of limited size (weighing up to 1 cn per spellcaster level). The item at this point begins to mark the time according to two distinct method (see below) for the spell’s duration (or until the spellcaster decides to end it); the method is chosen when the spell is cast, and cannot be further modified for the spell’s duration.

***Sonic time marker***: the item emits an acute and penetrating ring at the moment that the spell is cast, and emits another ring after 6 turns (1 hour) and so on until the spell’s end; it isn’t possible to change the frequency of the ringing. The ringing is a very loud sound and can be clearly heard within a 200 feet radius, and up to a distance of 700 feet, if there are no walls or similar obstacles in the way (see the *Listen* general skillfor further details). The tolling cannot pass through an area of *silence*.

***Visual time marker***: the item marks the time by progressively changing colour from one end to the other (the colour is chosen by the mage). After an hour, the item has completely changed colour, and begins the reverse process, and so on until the end of the spell. With this method, the mage can evaluate the passing time in a more precise manner (for example when the colour is spread along a sixth of the total length, a turn has passed) and furthermore can vary the frequency of the *time marker* to his liking when the spell is cast. For example, the item can “mark” rounds (10 seconds), minutes (6 rounds) or turns (10 minutes) rather than hours; it cannot mark units of time less than a round, although this can be deduced by the spread of colour.

**Trip**

**School:** Transmutation

**Range:** 60 feet

**Area of effect:** a creature

**Duration:** 2d4 rounds

**Effect:** the target trips and falls, and cannot move well for 2d4 rounds

The spellcaster must select a victim within 60 feet, and then cast the spell. The target can make a ST vs. Spells to avoid all the effects, but if it fails it can no longer walk and falls awkwardly to the ground; if he was running, the impact causes 1d3 points of damage, unless he makes a successful Dexterity check to cushion the fall. For the next 2d4 rounds moreover, the creature cannot move well: its movement rate is reduced to ⅓ and it must make a Dexterity check at the start of each round to avoid tripping over his own feet and falling.

**Unmissible Shot**

**School:** Transmutation

**Range:** touch

**Area of effect:** a small sized arrow or bolt

**Duration:** 1 hour

**Effect:** the dart strikes ignoring the target’s cover

This spell can be cast on an arrow, bolt, stone, or any other common projectile (normal or magic) of small size or smaller usable by a missile weapon. The projectile remains enchanted for up to an hour, but once used (whether it hits or misses the target) the magic ends. Before firing the projectile, the firer must select any one target within sight, either an inanimate object or living creature, and then fire the bolt. According to whether it was used against a living creature or inanimate object, *unmissible shot* has different effects.

***Intermittent*:**If fired against a creature, *unmissible shot* heads straight towards the target, completely ignoring any type of cover that are between the firer and target, dematerialising to avoid the obstacles that are in its path and rematerialises once it has passed them, until it strikes the target. Make a normal Attack Roll, but ignore any cover penalties due to the environment around the target (if for example it is hidden behind a wall, bush, or individual) or any shield.

**Example:** an archer using *unmissible shot* sees an enemy sheltering behind the merlon of a tower, and fires his arrow at him (normal Attack Roll; if the roll succeeds, the arrow dematerialises before touching the merlon and reappears on the other side to penetrate the enemy’s body, while if it failed it doesn’t completely re-emerge from the wall and remains stuck.

***Searching:*** If directed against an object, the projectile automatically strikes the desired point, and this can prove very useful (it can indeed press a button, set off certain traps, pierce a bag, or cut a rope); if directed against a living being or object it always misses the target.

In both cases, the range of the missile weapon that uses *unmissible shot* determines the maximum range that the projectile can reach, while the damage inflicted depends on the attacker’s mastery with that type of weapon (the spell doesn’t influence the damage caused).

**Ventriloquism**

**School:** Illusion

**Range:** 60 feet

**Area of effect:** a place or object

**Duration:** 2 turns

**Effect:** alters the source of the voice

This spell allows the spellcaster to project his voice from another location, within 60 feet, altering the volume and tone from a simple squeak to a deep and resonant voice (from Weak to Loud sounds, according to the rules given in the *Manual of General Skills* under the *Listen* skill). The mage continues to speak normally for the spell’s duration, but anytime he wants to he can make his voice come from a selected place (like a corner, ceiling, or statue), rather than originate from his person, without moving his mouth. With an *imitate sounds* check (or an Intelligence check with a –4 penalty) it is also possible to perfectly reproduce a voice or call that he knows.

**Warding Sigil**

**School:** Abjuration

**Range:** 1 mile per level

**Area of effect:** 20 foot radius sphere

**Duration:** special

**Effect:** alerts the spellcaster if an event occurs

Casting this spell the mage touches an item no bigger than 3 feet cube, which acquires a small magic glyph (detectable only if carefully examined or if using spells that reveal magic). The spellcaster then specifies the event that activates the sigil (simple or complex at his choice), and from that moment the sigil remains active until the planned event happens within 20 feet of the item (or until it is magically dispelled). When the event occurs, the sigil transmits a magic signal to the mind of the mage who set it up, and then disappears. This signal can however only be perceived by the spellcaster if he is within 1 mile per level of the point where he set up the *warding sigil*.

Usually this effect is used to warn the mage of the proximity of a specific enemy to a particular place or creature, or to alert himself to danger.

This effect cannot be combined with *permanency*.

**Watcher**

**School:** Abjuration

**Range:** 10 feet

**Area of effect:** a plant or animal

**Duration:** 8 hours

**Effect:** plants or animals detect the presence of intruders

When casting this spell, the spellcaster enables a plant or animal that is within 10 feet to alert him to the presence of any living creature larger than a rat, which is a being of a volume greater than 4 in³ and that weighs more than two pounds. If a living being approaches to within 20 feet of the plant or animal or touches it (with the exception of the spellcaster and all those beings that were less than 20 feet from the creature at the moment of casting), the plant or animal emits a long cry clearly audible in a 60 feet radius (subtract 10 feet for any doors and 20 feet for walls that are between the spellcaster and the source of the cry). The sound continues for a round, and then slowly vanishes. All the flying creatures that attempt to fly over the plant or animal in question, but remain within the spell’s area of effect, are equally seen, setting the alarm off. Undead cannot be detected with this spell, but invisible beings can be.

***Second Level***

**Acid Arrow**

**School:** Conjuration

**Range:** 240 feet

**Area of effect:** a creature

**Duration:** special

**Effect:** causes acid damage to target

By means of this spell the spellcaster creates a magic arrow that immediately flies towards a target within 240 feet and automatically hits it (unless it is magically protected, as the arrow is considered a bolt of energy) causing 3d6 points of acid damage. The target at this point must make a ST vs. Spells (ST vs. Acid for objects) and if it fails the *Acid Arrow* continues to corrode it for 1 round for every two spellcaster levels (for a maximum of 5 rounds at 10th-level), inflicting another 1d6 points of damage each round, unless it is neutralised in some manner (*neutralise poison* or *dispel magic* can work).

**Affect Normal Fires**

**School:** Transmutation

**Range:** 100 feet

**Area of effect:** 10 foot radius sphere

**Duration:** 1 round per level

**Effect:** influence the intensity of normal fires

By means of this spell, the mage can modify the size of non-magical fires (that can be small like those of a lantern or torch or large like the entire area of effect), reducing it in intensity until it is just glowing coals, or augmenting it, thereby doubling the normal intensity and area illuminated. This spell can reduce a fire by 1 Incendiary Point per level per round or increasing it by a maximum of 1d4 IP per round, or increase or decrease the damage from a normal fire by 1 dice. The mage can choose to modify all the fires in the area of effect or just some, and fir the spell’s duration he can vary the intensity by concentrating (losing his attack action). The spell lasts until the mage ends it, the spell’s duration ends, or is runs out of combustible material, and has no effect on fire elementals or similar creatures composed of magic fire.

**Alarm**

**School:** Abjuration

**Range:** touch

**Area of effect:** an object

**Duration:** 1 hour per level

**Effect:** item warms of the presence of a species

Uttering this spell, the mage touches an object that from that moment becomes sensitive to the presence of a particular type of being. If an individual of that species approaches to within 30 feet of the object, it will trigger an alarm that can be heard by all or just the mage (the mage chooses which when casting the spell). The alarm doesn’t sound of the creature, before entering the area of effect, speaks the command word established by the mage when casting the spell.

***Mental alarm*:**The alarm only alerts the spellcaster as long as he remains within 1½ miles of the object. He perceives a ringing in his mind strong enough to waken him if he is asleep, but doesn’t disturb his concentration; a *silence* spell has no effect on a *mental alarm*.

***Audible alarm*:**An alarm generates a blast of Strong intensity (see the rules for the *Listen* skill in the appropriate manual). The ringing lasts 1 round and automatically awakens any sleeping creature within 60 feet (except those under the effect of magic *sleep*), but is blocked by an area of *silence*.

The *alarm* only vanishes at the end of the spell, so it can function more than once. Invisible creatures also trigger the alarm, but not ethereal creatures. Moreover, the alarm can be fooled by magic disguises and illusions.

**Animate Rope**

**School:** Conjuration

**Range:** 240 feet

**Area of effect:** a rope

**Duration:** 1 turn

**Effect:** animates a rope under the mage’s control

This spell animates a rope up to 50 feet long within 240 feet of the spellcaster. The rope (hemp or other nonferrous material) obeys all the mage’s vocal commands to the best of its ability. The orders that can be given to the rope are as follows: Coil (form a tidy pile), Coil and Knot, Form a loop, Form a loop and Knot, Bind and Knot, and the opposite commands of the former. With this spell, however, the rope can also move (crawling like a snake) and climb at a speed of 90 (30) feet per round (a typical use of the rope is the order of climbing up a steep slope, tying itself to a spur of rock to allow the characters to grab hold of it and ascend). The weight the rope can support depends on the material from which it is made: 500 lb. (5,000 cn) for hemp rope, 600 lb. (6,000 cn) for silk rope. For every 10 lb. above the maximum limit, each round there is a 5% cumulative chance that the rope snaps and the spell ends.

If the spellcaster orders the rope coil itself around one creature (up to a maximum of Huge size), he must make an Attack Roll using the his THAC0, and if the rope successfully hits the target, it wraps around it, obstructing and binding it; if it fails, the rope tries again each round until it succeeds or the spellcaster gives it another order. The bound victim is considered paralysed, but each round he can make a ST vs. Paralysis or a Strength or *Escape artist* check to free himself.

If the rope is attacked, it has AC 8, a variable number of Hit Points (10 HP for hemp rope, 20 HP for silk rope), and the Saving Throws are those of rope item (see the *Saving Throws of Objects* section in Volume 3). If the rope’s HP drop to zero, the rope is cut to pieces and the spell’s effect ends.

This effect cannot be combined with *permanency*.

**Apnea**

**School:** Abjuration

**Range:** 30 feet

**Area of effect:** a creature

**Duration:** 12 turns

**Effect:** a living being doesn’t need to breathe

This spell allows a creature to not breathe for two hours to continue to survive. In practice, it closes the lungs to the outside elements and produces inside the lungs the element required for breathing. This protects the creature from any poison that acts through the respiratory system and allows him to breathe in the void.

**Arcane Breath**

**School:** Evocation

**Range:** 0

**Area of effect:** 45 foot long, 15 foot wide cone

**Duration:** instantaneous

**Effect:** cone of fire or cold causes 1d4 hp per level

When casting this spell, the mage can select which form to use, from between *fire breath* and *ice breath*. In both cases, from the spellcaster’s mouth springs a cone of energy (fire or ice) 45 feet long and 15 feet wide, and all creatures within the area of effect suffer 1d4 points of damage per mage level (max 20d4), but can halve the damage with a successful ST vs. Dragon Breath.

Beings of cold (like frost giants and ice salamanders) automatically suffer half damage from *ice breath* (and can reduce it to a quarter with a successful ST), while undead and constructs are immune to the effect. Beings of fire (like efreet and fire salamanders) automatically suffer half damage from *fire breath*, and can reduce it to a quarter with a successful ST.

**Arcane Senses**

**School:** Divination

**Range:** touch

**Area of effect:** two similar objects

**Duration:** 12 turns

**Effect:** mage sees or hears sounds within 60 feet of the object

When casting this spell, the spellcaster touches two similar items (usually rings or coins or amulets or earrings etc.), which from that moment become magically connected and until the end of the duration, anyone in possession of one of the two items and holding it in his hand or wearing it concentrating on it can see or hear whatever happens around the bound item (the effect is two-way), based on which of the two senses the spellcaster chose to use (once chosen the sense cannot be changed).

***Arcane eye*:**Concentrating he can see within a 360° radius of the position of the linked item (considered the transmitter) based on the normal visual conditions of the place in which it is found and the visual abilities of the observer (for example, if the item is in a gloomy room and the observer cannot penetrate the darkness, he sees nothing). The watcher can change the viewing angle once per turn by concentrating. The observer is affected by any visual spell or effect present in the spied upon area (a *symbol*, a basilisk’s gaze, etc.).

***Arcane ear*:**Concentrating he can hear any sound around the linked item (considered the transmitter) based on normal hearing conditions (see the *Listen* general skill). The listener is affected by any sound based spell or effect within the spied upon area (like a song that fascinates or a *word*, etc.).

The spell doesn’t allow any magical to function through it, and the mage can only cast spells into the area he is spying on if it is within the spell’s range based on its real position. Moreover, any environmental conditions within the affected area also affect the hearing or sight of the spellcaster (for example *silence* impedes normal hearing, while if the item is in a gloomy room and he doesn’t have infravision he cannot see anything).

The individual can interrupt his concentration and resume his spying later without any problem, until the spell ends. Only if one of the two items is within an anti-magic area or protected from magical scrutiny, or taken to another plane, is the spell is temporarily annulled. If one of the two items is struck by a spell that dispels magic, the spell immediately ends.

This effect cannot be combined with *permanency*, and each pair of items can only have one of the two senses added (never both).

**Blinding Bolt**

**School:** Evocation

**Range:** 150 feet

**Area of effect:** one or more targets

**Duration:** instantaneous

**Effect:** creates 1 bolt of energy +1 for every 2 levels that causes 1d6+1 hp and blindness per 1 minute (ST negates blindness)

This spell creates an *enchanted bolt* + 1 further bolt for every two levels of the spellcaster, to a maximum of 6 bolts at 10th-level, each if which causes 1d6+1 points of damage. However, each bolt has a further effect: the victim is blinded for 1 minute (6 rounds) if he doesn’t make a successful ST vs. Spells. The spellcaster can direct the bolts against one or more visible targets within range (exactly like the first level magic missile), but the *shield* spell can also help against *blinding bolt*.

**Blur**

**School:** Illusion

**Range:** touch

**Area of Effect:** one target

**Duration:** 1 minute per level

**Effect:** attacks have a 20% chance of missing target

This spell slightly distorts the image of the target making him blurred and slippery: all physical attacks brought against him with melee or ranged weapons have a 20% chance of missing, including *magic missile* and similar magic effects that always hit.

Moreover, each subject receives a +2 bonus to all his Saving Throws against dodgeable attacks centred on him (e.g. a hellhound’s breath or the acid spray of a trap; he doesn’t gain the bonus against area attacks such as a dragon’s breath or a *fireball*). Only a spell of true seeing and blind fighting allows the *blur* to be ignored.

**Burning Eyes**

**School:** Transmutation

**Range:** 0

**Area of effect:** 60 foot long, 20 foot wide cone

**Duration:** 1 round per level

**Effect:** eyes produce rays of light or burning rays

This spell makes the mage’s eyes shine with an unnatural light, surrounding them with small ghostly flames of green and orange. The effect lasts for one round per level, and when he wants to the mage can emit a shining ray from his eyes that manifests as a 60 feet long, 20 feet wide cone that can have two different effects (each round the spellcaster chooses which type he wants, and doesn’t need to concentrate to produce the ray).

***Bundle of light***: the ray illuminates as day a conical area in the direction observed. If the bundle is pointed directly against a creature’s eyes, the victim must make a ST vs. Spells or be blinded for a round.

***Burning ray***: the ray burns all those that find themselves in the cone of effect, inflicting 1d4 hp, plus one point of damage per level of the spellcaster (max 1d4 +10 hp at 10th), halved with a successful ST vs. Death Ray. Any paper item in the area automatically catches fire. Beings linked to fire or resistant to this element automatically suffer half damage.

This effect cannot be combined with *permanency*.

**Camouflage**

**School:** Illusion

**Range:** touch

**Area of effect:** a creature

**Duration:** 6 turns

**Effect:** target can change colour and camouflage himself

This spell can change the touched subject’s outer colouring based on the surrounding environment. For the duration of the effect, the subject’s body (including all of his equipment) assumes the colour of his surroundings, camouflaging him like a chameleon: in this form, he only has a 10% chance of being detected if he is stationary. If, instead, he moves, attacks, or casts spells, an Observe check is needed with a base penalty of –2 to detect him beyond automatic range. Moreover, anyone attempting to hit him suffers a –1 penalty to their Attacks as long as the camouflage lasts.

Remember that those that cannot see an enemy cannot attack him with missile or thrown weapons, and if the subject surprises an individual he benefits from a +4 bonus to his Attack Roll. The spells *detect magic* and *trueseeing* allow the subject to be seen normally.

**Careen**

**School:** Transmutation

**Range:** 30 feet

**Area of effect:** a hull or being

**Duration:** permanent

**Effect:** removes dirt, plants, and molluscs from the hull

The hull of any ship must be cleaned every 10,000 miles of travel, to remove plants and molluscs that attack and corrode it (loss of 1 Hull Point every 10,000 miles). This spell allows the efficient cleaning of a surface of 120 square feet with each application. *Careen* can also be used in an offensive manner, although this wasn’t the original intent of the spell. Indeed, if it is cast on a living creature, it must make a ST vs. Death Ray or suffer strong abrasions on all its body, which causes it 1d8 points of damage, +1 point per spellcaster level (max 1d8+10 hp at 10th-level).

**Charm Animals**

**School:** Enchantment

**Range:** 120 feet

**Area of effect:** normal animals

**Duration:** special

**Effect:** induces friendship in various animals

This spell has an identical effect to the 1st-level *charm person* spell, but influences normal and giants animals of any species, while excluding intelligent monsters (with an Intelligence higher than 2) and fantastic animals, which require the *charm monsters* spell. If the animals have 3 Hit Dice or less, it can influence 3d6, otherwise it can only charm a number of Hit Dice of animals equal to the spellcaster’s level (1 minimum). Each victim can avoid the charm by making a successful ST vs. Mental Spells, and can repeat it every 24 hours (otherwise, the effect is permanent).

The charmed animals are instinctively friendly towards the spellcaster and cannot do anything bad to him, unless he attacks them (which breaks the spell). They can follow simple orders, but if they receive, none continues to follow the spellcaster until they are freed from the spell or removed from it (or the spell is dispelled). If he is attacked in their presence, the animals make a Morale roll, and if it succeeds they throw themselves against the attackers to defend him; if reduced to less than half hp, the spell is dispelled and they flee.

If another being attempts to magically control the charmed animals, the spellcaster if he notices it and can resist the effects of the control in place of his animals, making a ST vs. Mental Spells: if the roll succeeds, he maintains control, otherwise the animals follow the orders of their new master and the charm on them is terminated.

**Communication**

**School:** Divination

**Range:** same plane of existence

**Area of effect:** two scrolls or tablets

**Duration:** 2d4 hours

**Effect:** allow communication at distance

With this spell, the spellcaster enchants two scrolls, pieces of vellum, or wax tablets (or similar writing surfaces that weigh no more than 10 cn each), which allows messages to be written and received at distance, as long as both scrolls are on the same plane of existence. For the spell’s duration (2d4 hours), anyone writing (by normal means) a message of up to 100 words on one of the two enchanted surfaces, makes the same message appear on the other, and it remains there as long as it isn’t removed from one of the two scrolls by means of an activation word, or until the end of the spell. It is possible to send up to one message per minute as long as the spell lasts (or he cannot erase a message more than once per minute), but each erasure has a 5% chance of ending the spell.

If *dispel magic* is cast on one of the two scrollsor if one of the two supports is physically destroyed, the spell ends for both.

**Control Humanoids**

**School:** Enchantment

**Range:** 60 feet

**Area of effect:** 12 HD of humanoids

**Duration:** concentration

**Effect:** the spellcaster can control up to 12 HD or levels of humanoids

Not to be confused with *charm*, this spell allows the spellcaster to control up to 12 HD of humanoid (a torso, two legs, two, a head, and a tail) living creatures of Medium size or smaller by simple concentration. The spellcaster can attempt to control any victim visible within 60 feet, and it make a ST vs. Mental Spells to escape the control. If the ST succeeds, the spellcaster can reattempt to take control of the victim in subsequent rounds, continuing once per round until either the victim fails the Saving Throw or his concentration is broken.

The controlled victims are always friendly in their encounters with the mage and obey any of his orders, except for suicidal orders. To give telepathic orders to his victims, the spellcaster must concentrate for the entire round in which he gives the command, and cannot attack or cast spells; he can move and speak though. The mage cannot control more than 12 HD of animals at a time, and he can select which of the animals under his control to abandon to try to control others.

If his concentration is interrupted, the spell ends and the victims are always hostile to the mage: they attack if they are hopeful of defeating him, otherwise they flee.

This effect cannot be combined with *permanency*.

**Deathmask**

**School:** Illusion

**Range:** touch

**Area of effect:** a corpse or undead

**Duration:** permanent

**Effect:** alters the features of a corpse or undead to resemble someone else

When casting this spell on the corpse of a humanoid being, the spellcaster can modify its features to resemble someone else: to do so the mage must have a clear mental image of the result he wishes to obtain. To obtain an exact copy of a real character the mage must have knowledge of the person or have studied a detailed picture at length.

The spell doesn’t prevent the corpse from decaying normally, but otherwise it is permanent unless it is magically dispelled or the corpse is resurrected. If the corpse is animated as an undead that keep a bit of their original features, it keeps the fake appearance that *deathmask* had already magically given it, within the limits of its new form (ghosts are translucent, ghouls have deformed features, and so on).

The spell can also be cast directly on an undead: it is allowed ST vs. Spells only if the undead is intelligent (Intelligence 9 or higher) and wants to oppose it. If the affected undead is killed, the *deathmask* spell ends.

**Deflecting Shield**

**School:** Abjuration

**Range:** touch

**Area of effect:** a living creature

**Duration:** 6 turns

**Effect:** deflect normal and magic missiles and thrown weapons

The subject on which the spellcaster cast this spell sees a transparent shield of energy appear in front of him, which he can position each round to guard one of his sides (front, back, left, and right). If the subject is attacked with thrown weapons, magic or mundane projectiles, or with magic effects that create projectiles of energy (like *magic missile*) while the shield is active on his side, it deflects any attack towards another target within a 30 feet semicircle; if there are no other victims, the bolt falls to the ground.

This spell is only effective against thrown weapons and normal and magic bolts, but not against breath attacks or others that affect areas.

**Detect Evil**

**School:** Divination

**Range:** 0

**Area of effect:** 60 foot long, 20 foot wide cone

**Duration:** 2 turns

**Effect:** detect cursed creatures or objects, or individuals with bad intentions or evil alignment

Thanks to this spell the spellcaster can see the dark aura that surrounds items or creatures that are cursed or have necromantic effects, creatures with Evil alignment or that intend to physically harm him (independent of alignment), provided they are in the examined area. The spell gives different information based on the number of rounds he concentrates on the same area, as follows:

*1st round:* presence or absence of evil auras.

*2nd round:* number of evil auras and magnitude of the most powerful.

*3rd round:* magnitude and location of each evil aura within the area. If the aura’s source is outside the spellcaster’s field of vision, he knows its direction.

The aura’s magnitude depends on the source type and it’s Hit Dice (for creatures) or on the power level of the curse or spell:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Aura source*** | ***Aura magnitude*** | | | |
| *Weak* | *Moderate* | *Strong* | *Powerful* |
| Creature’s HD\* | 1-3 | 4-7 | 8-12 | 13+ |
| Effective Level | 1-2 | 3-5 | 6-8 | 9+ |

\*This type includes all creatures with an evil alignment, demons, or undead and those that want to harm the mage. The evil aura of an undead or an evil entropic creature, or curse lasts in a place even after the being or source of the curse has left or been destroyed. If the spell is used to examine an area in which an evil aura was present, the registers an intermittent aura, but without giving the magnitude.

The aura of an undead/entropic creature or of a curse remains perceivable in an area for a certain period of time, based on its magnitude:

|  |  |
| --- | --- |
| **Aura magnitude** | **Vanishes in:** |
| Weak | 1d6 rounds |
| Moderate | 1d6 minutes |
| Strong | 1d6 hours |
| Powerful | 1d6 days |

This spell lasts for 2 turns, and as long as it is active, the spellcaster can concentrate each round to examine a new area. Traps and poisons aren’t good or bad, but simply dangerous, and so the spell doesn’t reveal them. Moreover, the spell cannot reveal the presence beings or things invisible or hidden to the spellcaster’s eyes. Finally, the spell cannot penetrate a 12 inch thick rock or stone barrier, 3 feet thick wooden barrier, or layers of metal or lead thicker than an inch.

**Devastating Touch**

**School:** Necromancy

**Range:** touch

**Area of effect:** a living creature

**Duration:** 1 round per level

**Effect:** touch causes 1d6 and –1 Strength

With this spell, the spellcaster’s hand begins to glow with a livid blue light and is suffused by negative energy that damages living creatures. Each touch that follows (normal Attack Roll) causes 1d6 of negative energy damage and if he fails a ST vs. Death Ray the victim also loses 1 Strength point for 10 minutes (1 turn). The energy remains in the spellcaster’s hand for a number of rounds equal to his level or until the mage ends it early or it is magically dispelled, and while the spell is active, he can still cast other spells. Undead and constructs are immune to this spell.

**Disrupt Undead\***

**School:** Necromancy

**Range:** 120 feet

**Area of effect:** up to 4 undead creatures

**Duration:** 1d6 turns

**Effect:** undead lose 2 HD; reverse undead gain 2 HD

This spell can affect up to 4 undead beings within range, independent of their HD or Level. The victims must make a successful ST vs. Spells to avoid the spell: those that fail see their negative energy temporarily diminished and the creatures are considered to have 2 Hit Dice fewer than normal for the spell’s duration (reducing its hp, THAC0, ST, and improving attempts to turn it). If this takes the undead’s Hit Dice to zero or lower, the being is broken and remains immobilised for the duration of the spell, recovering at the spell’s end (unless it is destroyed beforehand).

The reverse effect, ***Aid Undead***, enhances an undead’s negative energy, increasing its strength and resistance to turning attempts. The spell is only effect on undead with HD or levels equal to or less than that of the spellcaster. Thanks to this spell, the beneficiary acquires 2 additional Hit Dice for the spell’s duration, augmenting its hit points, THAC0, ST, and above all it resistance to turning attempts.

Neither the standard nor the reverse form of the spell have cumulative effect if cast on the same creature more than once, or can they be combined with *permanency*.

**Ecstasy**

**School:** Enchantment

**Range:** touch

**Area of effect:** a living creature

**Duration:** 1 turn

**Effect:** victim falls prey to a sensual desire

This peculiar spell renders the target, who must always be a living being, victim to an extreme and irresistible sensual impulse that clouds the mind and affects the limbs. If the victim doesn’t make a successful ST vs. Mental Spells, his mind is totally obsessed by the desire and sends such impulses of adrenaline and testosterone to the body that it impedes any particular movement not aimed at satisfying the sexual ecstasy.

In practice, the victim cannot fight or concentrate to cast spells, he can only speak with difficulty by keeping his concentration and containing his impulses (AC penalised by 3 points and movement rate halved) for the spell’s duration.

The spell ends when the victim strips to physically satisfy his sensual desires coupling with someone else or practices autoerotism per 1d6 rounds, during which the subject is practically unarmed and benighted by the ecstasy.

**Elasticity**

**School:** Transmutation

**Range:** 60 feet

**Area of effect:** a living creature

**Duration:** 6 turns

**Effect:** makes a living creature elastic

This spell allows an individual to stretch himself as if he was made of elastic; up to a maximum length of 30 feet, which corresponds to a 1-inch thickness (the individual can change size once per round as a move action). As well as his body, his equipment also becomes elastic, but to use it correctly he must assume his normal size and any item detached from the individual returns to normal. A stretched character cannot cast spells or use worn items, but can attack with other items and even trap adversaries of equal size by wrapping them in his arms. If he assumes his normal size, he can act normally with no limitations (although the spell is still active). The spell enables the subject to only suffer half damage from bludgeoning weapons of any type and from falls. Only living creatures can benefit from this spell, and can concentrate for a round to end the spell before its duration expires.

**Elemental Bolts**

**School:** Evocation

**Range:** 120 feet

**Area of effect:** one or more targets

**Duration:** instantaneous

**Effect:** creates 1 bolt of ice or fire for every 2 levels (max 3) that cause 2d6 hp + special effects

This spell creates 1 bolt of fire or ice (spellcaster’s choice) every 2 levels (so 2 at 4th and max 3 bolts at 6th), that can be directed at any visible target or targets within 120 feet. The bolts automatically strike the target causing 2d6 points of damage (no Saving Throw). Moreover, the bolts produce different effects based on the type of element of which they are composed (each casting only produces one type of element), as follows:

*Burning bolt:* as well as the damage, the bolt creates a blanket of irritating smoke that burns the victim’s eyes, who is forced to make a ST vs. Paralysis or suffer a –2 penalty to his Attack Rolls, AC, and *Observation* checks per 1d4 rounds.

*Freezing bolt:* as well as the damage, the bolt releases a profound icy feeling in the victim’s limbs, who must make a ST vs. Paralysis or suffer a –2 penalty to his Attack Rolls, Initiative, and Dexterity for 1d4 rounds because of the spreading numbness.

Creatures immune to fire or cold ignore any effect of the corresponding bolt, while those magically protected reduce or ignore the damage as normal based on the degree of protection they enjoy. Note that to avoid the secondary effect the victim must make a Saving Throw for each bolt that hits: the penalties are applied upon the first failure and no further ST are required.

**Enchanted Weapon**

**School:** Transmutation

**Range:** touch

**Area of effect:** a weapon or creature

**Duration:** 6 turns

**Effect:** make a weapon or a creature’s natural attacks magical

Any weapon touched by the spellcaster immediately becomes magic and remains so for the duration of the spell; if cast on a creature, all it natural weapons (kicks, claws, horns, fists, etc.) are considered magical. The weapon or subject do not acquire an attack or damage bonus, but it can damage those creatures that can only be wounded by magical or weapons made of a special material. The type of creature vulnerable to *enchanted weapon* is based on the spellcaster’s level as follows:

* 1st-4th: beings vulnerable to +1 or silver weapons;
* 5th-8th: beings vulnerable to +2 weapons;
* 9th-11th: beings vulnerable to +3 weapons;
* 12th-14th: beings vulnerable to +4 weapons;
* 15th+: beings vulnerable to +5 weapons.

This effect cannot be combined with *permanency*.

**ESP**

**School:** Divination

**Range:** 0

**Area of effect:** 60 feet radius

**Duration:** 12 turns

**Effect:** permits the listening of the thoughts of others

This spell allows the spellcaster to read and hear the thoughts of other living creatures within 60 feet. Initially the spellcaster perceives all the thoughts in the area of effect, but by concentrating for 6 rounds can close his mind to the strange thoughts and focus on those of a specific victim, and can change targets by concentrating anew for 6 rounds. The thoughts are always understood, regardless of the language in which they are formulated, it is also possible to understand images on which the victim’s mind is focused (Intelligence check), except dreams. *ESP* cannot penetrate the minds of undead or constructs, or the minds of sleeping creatures or with animal intelligence, and is blocked by walls thicker than 12 inches, or by sheets of lead of any thickness. The affected creatures can attempt a ST vs. Spells each minute to avoid the reading of their thoughts, but only if they have reason to suspect that is happening (can notice it with a Wisdom check for each minute in which they are plumbed). Once he makes the ST, the individual is protected from the spell until the end of its duration and with a *Concentration* checkcan formulate false thoughts. While using *ESP*, the spellcaster cannot do anything other than concentrate or move at walking speed.

**Explosive Runes**

**School:** Abjuration

**Range:** touch

**Area of effect:** an inscription

**Duration:** special

**Effect:** runes on a book explode causing 3d6+3 hp

When casting this spell, the spellcaster must select a book, map, or scroll, or any type of item that contains written information (excluding weapons or armour) on which the rune is magically placed. It is then absorbed by the item, leaving only a light black trace on its surface, and are very difficult to detect normally (those examining the book have only a 5% chance of finding it per caster level, unless it is either a thief who searches for traps or an individual with the *Observe* general skill – in both cases he needs to make a normal skill check), while magical detection always reveals it.

Anyone except the spellcaster that reads the inscription that is protected by this spell activates the latent magic, which cause a fiery explosion that spreads out in a 10 feet radius and destroys the item (unless it is protected from magic fire r made of stone). Moreover, the careless reader loses 3d6+3 hit points (no ST to reduce the damage), while any other victims in the area of effect can make a ST vs. Spells for half damage. As said, the spellcaster can instead read the writing with no problem, and can permanently remove the rune at his choosing; otherwise it remains until it is activated.

**Fear**

**School:** Enchantment

**Range:** 0

**Area of effect:** 30 foot radius from spellcaster or 60 foot long, 20 foot wide cone

**Duration:** 1 turn

**Effect:** makes creatures within 30 ft. flee in panic

At the moment of casting, the spellcaster must choose to generate either a cone (60 feet long and 20 feet wide) or a sphere (that emanates for 30 feet around the spellcaster) of fear. In both cases, all the creatures (friend or enemy) in the area of effect must make a ST vs. Mental Spells or flee in panic for 1 turn as far as possible from the mage, at maximum speed. The victims don’t think of anything but fleeing and avoiding any obstacles, without fighting or casting spells. If they have no escape route, they fight to open a passage and then flee from the encounter (if the duration of the *fear* still hasn’t ended), and as long as they are frightened they have a –1 penalty to all rolls, checks, and AC.

This effect cannot be combined with *permanency*.

**Flaming Sphere**

**School:** Evocation

**Range:** 240 feet

**Area of effect:** 5 ft. radius sphere

**Duration:** 1 round per level

**Effect:** burning sphere causes 2d6 hp and burns

With this spell the mage creates a 10 foot diameter sphere of fire and whilst concentrating can direct it at a speed of 30 feet per round within a 240 foot radius. All the items and creatures touched by the sphere must make a ST (Magic Fire for items and Spells for creatures): if the ST fails, it suffers 2d6 damage and catches fire, continuing to suffer 1d6 damage each round until the flames are extinguished. If instead the ST succeeds, static items suffer 1d6 damage with no other consequences, while creatures avoid all the damage. If the mage stops concentrating, the sphere remains immobile at that point, and if it goes beyond the range limit the spell ends. The sphere cannot pass barriers of water over 3 foot thick.

**Gust of Wind**

**School:** Evocation

**Range:** 0

**Area of effect:** 60 foot wide and long wave

**Duration:** instantaneous

**Effect:** gust of wind hampers movement and blinds

This spell creates a very strong wind (37½ mph) that leaves the mage’s location in a direction chosen by him as a 60 feet wide and long wave that lifts dust or sand, pushes gas and leaves, and can uproot or turn over tents and items that aren’t well fixed down that find themselves in its path. The wind automatically extinguishes all candles, torches, and similar unprotected small flames, while protected flames have a 50% chance of being extinguished. Moreover, all the creatures that encounter it on its journey must make a ST vs. Paralysis to not be blinded for 1 round by the dust and detritus, and suffers repercussions based on their size:

Small or smaller: it is pushed to the ground and rolls for 2d6x10 feet; if flying it is blown 3d6x10 feet away; in both cases losing 1 hp for every 10 feet fallen.

Medium: it falls to the floor and rolls for 1d6x10 feet; if it was flying is forced 2d6x10 feet back; in both cases losing 1 hp for every 10 feet travelled.

Large: it falls to the ground if it fails a Dexterity check and suffers 1d4 points of damage; if it was flying it is pushed 6d6 feet back and suffers 1 point of damage for every 10 feet travelled.

Huge or bigger: the creature moves at half speed within the area of effect.

Note that any being attempting to use a missile or throwing weapon within area of the gust of wind suffers a –6 penalty to its Attack Roll and the damage is automatically reduced to a third.

**Hideous Laughter**

**School:** Enchantment

**Range:** 60 feet

**Area of effect:** a creature

**Duration:** 1 round per level

**Effect:** make a victim laugh until its sides ache

This strange spell is able to make the victim bend in two due to his laughter, rendering him totally unable to act or do anything until he collects himself. When the spellcaster casts this spell in the victim’s direction, he must make strange gestures and pull faces while reciting the formula, at the end of which the target must make a successful ST vs. Mental Spells with a –2 penalty: if it fails, he is suddenly struck by an attack of hysterical laughter that makes him literally fold in two, rendering him incapable of doing anything (impossible to move, attack, concentrate, or speak clearly). The effect lasts a maximum of one round per spellcaster level, but at the end of each round the victim can attempt a new ST to free himself from the spell’s effects; however, even if the ST succeeds, he needs another round to totally collect himself and get his breath back.

This effect cannot be made permanent.

**Hypnotic Pattern**

**School:** Illusion

**Range:** 90 feet

**Area of effect:** 10 foot radius

**Duration:** concentration + 2 rounds

**Effect:** hypnotise 2d4 +10 HD of living beings

When casting this spell, the spellcaster creates a series of strands of energy that float in the air in a fixed sphere 10 feet radius within 90 feet of him. All the creatures within the area at the moment of the sphere’s arrival are potential victims of the spell, which however only affects 2d4+10 HD of living creatures (always being with those with the least HD, and any excess HD are wasted). The potential victims must make a ST vs. Mental Spells or remain fascinated by the *hypnotic pattern*: for the spell’s duration (or as long as the mage concentrates on it plus two rounds from the moment the concentration ends), these subjects do nothing but watch the lights with rapturous admiration, forgetting everything else happening around them. Blind creatures are immune to the spell, as are non-living beings (undead and constructs) and those that had their eyes closed the moment the patterns appeared. If a victim of the *hypnotic pattern* is wounded, he is awakened from his rapturous state and can begin to act normally.

**Invisibility**

**School:** Illusion

**Range:** touch

**Area of effect:** a creature or item

**Duration:** special

**Effect:** a creature or object is made invisible

This spell turns a creature (with all his equipment, plus the items worn or held), or item touched by the spellcaster invisible. Carried items become visible when they are abandoned by the invisible creature carrying them, but the creature can also make other things invisible by hide them under his clothes or within an already invisible container. An invisible creature remains such until is attacks, destroys an item, or casts any spell; although it is invisible to sight, a being can however be detected through hearing, smell, or its interaction with the environment (especially if it leaves tracks). Anyone attempting to attack an invisible creature, must be certain of its presence within 10 feet, suffers a –6 penalty to his Attack Roll and his mastery level in that weapon is reduced to Basic until he can see the enemy (ranged attacks are impossible), while the invisible being gains a +4 bonus to its first attack (like an attack from behind) and the target’s AC has a –4 penalty for the first attack (as if blind).

Only unattended items with a maximum volume of a 3 feet cube for every 4 levels (rounded down) can be made invisible. They become visible the first time they are manipulated, or altered in any way (for example opened, damaged, unsheathed, etc.), but light passes through them as if they didn’t exist (thus for example an invisible door can be seen through). Finally, a light source (like a torch) can be made invisible, but the light emitted is always visible.

This effect cannot be made permanent.

**Knock**

**School:** Transmutation

**Range:** 10 feet

**Area of effect:** a lock or door

**Duration:** 1 turn

**Effect:** open a door or lock

This spell immediately opens any magically or mundanely closed lock or door, including secret doors (which must however have been discovered first). The spell that caused the closing of the door, however, isn’t dispelled and the effect is reactivated after 1 turn, while the mechanism remains forced open until it is reclosed. The spell can also *knock* a gate, or free it if it is blocked, and can also open a door close with a chain or bar, making the blockage slip magically away. Each application of the spell only removes one impediment to the door’s opening: so if a door is closed with both a lock and a chain, *knock* only removes one of the two effects. Finally, the spell isn’t able to untie knots and doesn’t affect rope, chain, or creepers, but only locks and openings.

**Levitation**

**School:** Transmutation

**Range:** touch

**Area of effect:** a being or object of up to huge size

**Duration:** 6 turns + 1 turn per level

**Effect:** an individual or object is able to levitate vertically at a speed of 20 feet per round

This spell allows the touched individual to magically levitate into the air, only moving along the vertical axis, at a speed of 20 feet per round. The spell doesn’t allow sideways movement, to do so requires pressure on a surface or a series of holds (like the branches of a tree or a ceiling), or is dragged by something or someone (he is susceptible to the push of any being that can move his total weight and winds of 25 mph or higher). If instead he is a place without gravity (for example in space), the individual can orientate himself as he wants and propel himself along his vertical axis, changing in practice direction as he likes.

If cast on an unattended item, or on an item whose owner doesn’t oppose the spell (in which case the spell fails), it allows the object to move itself at 20 feet per round vertically (by touch) when a command word decided by the spellcaster is spoken.

The spell can affect a creature or item of up to Huge (H) size, whose body weight (excluding equipment) is annulled. The creature or item can support a maximum weight equal to its own and continue to levitate (thus transporting other people or cargo), but if this is exceeded falls to the ground.

**Locate Object**

**School:** Divination

**Range:** 60 feet + 10 feet per level

**Area of effect:** an object

**Duration:** 6 turns

**Effect:** find a known object within the range

This spell allows the spellcaster to detect the location of a single inanimate item (magical or mundane). If the item is within 60 feet + 10 feet per spellcaster level of the mage at the moment of casting of the spell, the spellcaster automatically knows in which direction it lies, although the spell doesn’t reveal its exact distance. If instead the item isn’t in range, the spellcaster can continue to maintain concentration, moving at normal speed whilst doing nothing else, to examine other areas for a maximum of 6 turns; when the spellcaster interrupts his concentration, the spell ends.

Mundane items (like a staircase that goes to the floor above) can be sought without further specification, while specific items can only be detected if the spellcaster knows such items (dimensions, form, colour, etc.) having directly seen it, or having received a detailed description from someone who knows it directly.

**Magic Flame**

**School:** Evocation

**Range:** 90 feet

**Area of effect:** a solid surface

**Duration:** 6 turns + 1 turn per level

**Effect:** creates a difficult to extinguish fire

This spell allows the spellcaster to create a small flame of reduced size (approximately 1-foot cube) within 90 feet, on any one solid surface: the flame burns without need of fuel for the indicated duration, unless the mage ends the spell earlier. The flame cannot be extinguished by the wind, however strong, but is immediately extinguished if it encounters water (unless it is small drops) or if it is smothered in another way (wet cloths, magically dispelled, etc.).

*Magic flame* can ignite inflammable materials (50% chance) and if it is created on a creature, the victim benefits from a ST vs. Spells to oppose the effect. If the ST succeeds, the flame doesn’t manifest and the spell is broken, otherwise the flame engulfs the creature’s torso and inflict 1d6 points of damage per round; to extinguish it he can roll on the ground for a round, bathe it, or dispel it. If created on a weapon that isn’t of combustible material (such as any metallic weapon), it is surrounded by flames that don’t harm its wielder, and the fire increase the damage normally inflicted by the weapon based on the creature struck:

* +1 point to generic creatures;
* +2 points to creatures with feathers and plumage (for example a roc, hippogriff, or pegasus) or that don’t regenerate fire damage (e.g. troll);
* +3 points to treant, undead, or cold-based creatures.

This effect cannot be combined with *permanency*.

**Magic Mouth**

**School:** Illusion

**Range:** contact

**Area of effect:** a creature or object

**Duration:** special

**Effect:** creates a mouth that communicates a message

The spell gives the item or creature touched an illusionary mouth that appears to give a message when an event specified by the spellcaster, at the moment of casting, takes place. The message cannot be greater than 30 words long and can be in any language known by the mage. The mouth cannot speak a command word or activate magic effects. *Magic mouth* remains active until its initial condition is met: when after reciting the message the mouth vanishes and the spell ends (unless it is magically dispelled before activating).

The spell is activated when a condition specified by the spellcaster takes place. The conditions can be generic or specific according to his preference, but must correspond to a visual or auditory stimulus. These conditions can include generic noises (footsteps, metallic sounds, shouts, etc.) sounds, or specific words (when a coin falls or someone says “hello”). *Magic mouth* cannot distinguish alignment, level, HD, or class, but it is only based on visual and auditory aspects. Any disguise or illusions can trick the *magic mouth*. Normal darkness doesn’t elude a visual condition, but magical *darkness* or *invisibility* does (the command “speak the moment a creature touches the statue” implies that the mouth sees someone touch the statue, for example). In the same way, only magic silence or a person moving silently can elude auditory conditions.

**Example:** “Speak when an old woman with a sack on her shoulder sits on the bench and says: Your son greets you and asks you to meet him at the inn of Claverius” is a simple order that implies a definite visual condition.

The mouth only reacts to visual or aural stimuli that happens in its field of vision or hearing, limited to 10 feet per level (for example, a mouth whose activation range is 30 feet placed in a corridor doesn’t activate if its visual condition takes place behind a closed door outside of its field of vision, although it is in its range).

If the spell *permanency* is added to *magic mouth*, the mouth persists and continues to be activated by the initial conditions and to recite the phrase that the spellcaster gave it when casting the spell.

**Melding**

**School:** Transmutation

**Range:** 40 feet

**Area of effect:** a creature

**Duration:** 6 turns

**Effect:** allows a humanoid creature to hold others inside

This bizarre spell only affects consenting humanoid creatures: if the victim doesn’t want to be the object of the spell, it automatically fails. The subject on which it is cast becomes a sort of living vessel, is able to “meld” with a maximum of 7 other completely equipped humanoids (of the same size or smaller); it takes a full round to meld into the character, completely amalgamating with him.

The fusion cannot be forced, and the amalgamated individuals can leave and re-enter (together or separately) the subject’s body when they wish (which takes a round, during which the subject must remain stationary) as long as the spell lasts. Neither the spell’s subject, or the amalgamated creatures inside attack or cast spells in this form, but all can speak (either telepathically between themselves, or outside, using the subject’s voice, and the subject can activate magic items.

If the subject is attacked, the damage suffered doesn’t affect the amalgamated creature, but just the subject container. However, if he dies, the spell immediately ends, and all the characters within him are ejected out, but without suffering any physical damage.

Such powers cannot be made permanent.

**Mimic Death**

**School:** Necromancy

**Range:** touch

**Area of effect:** an individual

**Duration:** 1 hour per level

**Effect:** places the subject is a state that simulates death

This spell can be cast on any one consenting individual simply by touching it. Afterwards, while the spell is active (1 hour per level of the mage), a simple mental command of the individual is enough because its effects immediately manifest: in practice, the individual collapses to the floor as if dead, and to a superficial examination seems totally lifeless. In reality, his state of death is only a pretence, and the individual continues to have a limited perception of the surrounding environment thanks to hearing; however, as his vital functions are reduced to a minimum, his hearing range is reduced to 20 feet around himself (or less if there is some physical barrier). The state of apparent death persists for the spell’s duration, or until the individual decides to return to himself, which immediately ends the spell.

An examination of the subject with a *First Aid* or *Medicine* checkwith a –4 penalty (those that don’t have at least one of these skills are truly fooled by the spell) reveals that the vital functions are still present, although reduced, while *detect magic* rivals the spell’s aura around the subject. The *life status* spell clearly shows the subject’s physical state based on his hit.

**Mind Shield**

**School:** Abjuration

**Range:** touch

**Area of effect:** a creature

**Duration:** 12 turns

**Effect:** prevents thoughts from being read

This spell can be cast on a creature with a simple touch, and prevents any type of detection of thoughts and intentions. It moreover alerts the subject when his mind is examined by a spell of this type, giving him the chance to communicate false information or thoughts (which requires concentration). Finally, the protection gives a +1 bonus to all ST vs. mind affecting effects.

**Mirror Image**

**School:** Illusion

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 6 turns

**Effect:** 1d4 illusionary images similar to the mage

Upon casting this spell, the spellcaster creates 1d4 partially real (fooling sight, hearing, and touch, but not smell) mirror images of himself, which are positioned within 3 feet of him and the same distance from each other, which move and act exactly like the original. The images have the spellcaster’s AC and disappear when touched. So, each blow that is directed at him has an equal chance of striking one of the *mirror images* instead. It isn’t possible to increase the number of images created by this spell: those that appear with further castings simply replace those previously created. If however the mage is in an area affected by an area effect spell that produces damage, all the images within the area instantly vanish and the spellcaster is also injured.

**Example:** if a mage has two images, his chance of being hit is equal to ⅓ (roll 1d6 and a 1 or 2 hits the mage); if it strikes an image, this vanishes leaving just the one other, and so his chance of being hit rises to 50%. If instead it strikes the mage, further blows do not automatically hit, as he is magically moved between the images, and so requires a new roll.

Creatures immune to mental spells are fooled by *mirror image*, as this spell produces a physical effect and not mental; those immune to illusions however see the true mage without problem. *Trueseeing* allows the real spellcaster to be discerned from the images (and so the latter can be ignored), while *see invisible* is useless.

**Nightwatch**

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** special

**Effect:** see in the dark as if it was day within 200 feet

The subject that benefits from this spell can see in darkness (normal and magic) as if it was day, but only in outdoor settings. The spell cannot be cast before two hours after the sun has set, and lasts from the moment of casting until dawn. As long as the spell is active, the subject can see clearly around himself outside as if in full daylight for a radius of 300 feet and act without any darkness derived penalties; beyond this radius, the normal lighting conditions apply.

**Phantasmal Force**

**School:** Illusion

**Range:** 240 feet

**Area of effect:** 20 foot sided cube

**Duration:** concentration

**Effect:** an illusion commanded by the spellcaster

Through this spell, the spellcaster can create a visual, tactile, and audible illusion that can fool all those that interact with it. If the mage makes something appear that is well known to him, the illusion will be exceptionally realistic and difficult to discover, while if he tries to invent a monster or effect that is unknown to him, it will be vague and at times undefined, and those that see it benefit from a variable bonus from +1 to +5 to his ST to discover the bluff (at the DM’s discretion); If the illusion isn’t used to attack, it lasts as long as the spellcaster concentrates, or until it is touched or magically dispelled. If instead the spellcaster uses the illusion for an offensive aim, he has two choices: create the illusion of a monster, or create a magical or natural effect that inflicts damage to its victim (like an explosion or a landslide). The illusion of a monster has exactly the same attacks as the creature and its potentiality (as the spellcaster remembers it), can move as long as it remains within 240 feet of the spellcaster (who must however concentrate), but has AC 9 and disappears when the being is injured. The illusion of an effect that inflicts damage to its victims is instead instantaneous, and the victims in question must make a ST vs. Mental Spells: if successful, they quickly notice that it is a fiction and don’t suffer at all; if the ST fails, they believe the illusion and suffer the damage caused by the spell.

All the damage and special effects (like petrification, polymorph, and paralysis) caused by *phantasmal force* are illusionary and vanish after a turn, or if the subject notices the fiction. If a subject is reduced to 0 hp because of the illusion, he faints for 1 round, awakening in the next round and knows he has been victim of an illusionary fiction.

**Pyrokinesis**

**School:** Evocation

**Range:** 10 feet per level

**Area of effect:** a creature or common object

**Duration:** instantaneous

**Effect:** causes 1d6 hp per level (max 10d6) of fire damage

The spellcaster selects any one target (creature or normal object) within range and it is suddenly struck by a huge rise in temperature that cause burns over its entire body equal to 1d6 points of damage per level (max 10d6 at 10th), halved with a successful ST vs. Spells for victims or ST vs. Fire for objects. If the target is reduced to zero hp or SP because of the spell, it catches fire (also causing 1d6 points of damage to anything he is holding or wearing) and ends up incinerated. The spell can be used everywhere, even in situations of extreme cold or underwater, as it affects the victim from within. Moreover, the spell can burn alive a living being without necessarily also incinerating his equipment his equipment.

The spell is also effective against undead and constructs, but fire elementals and creatures composed of fire are immune to it.

**Ray of Enfeeblement**

**School:** Necromancy

**Range:** 90 feet

**Area of effect:** a creature

**Duration:** 2 rounds per level

**Effect:** reduces Strength by 2d4 points for 2 rounds/level

Using this spell, the spellcaster can fire from his hand a 90 feet long line of negative energy that automatically hits the chosen target and all those along its, reducing their natural Strength score and weakening their combat ability. The victim must make a ST vs. Spells or lose 2d4 points of Strength for 2 rounds per spellcaster level, with the consequential loss of any Strength-derived bonus and application of penalties to Attack Rolls and damage, as well as to movement (if he is now carrying too much); If the ST succeeds, the subject loses 2 points of Strength for the period given above. The strength returns completely at the end of the spell. If the victim is reduced to 0 Strength, he collapses to the ground unable to move a muscle until he recovers at least one characteristic point. Moreover, if the victim wears a magic item that modifies his Strength, *ray of enfeeblement* has no effect as long as the creature continues to wear the item.

It isn’t possible to make the effects of this spell permanent on a victim with *permanency*.

**Reflection**

**School:** Abjuration

**Range:** touch

**Area of effect:** a living creature

**Duration:** 2d6 turns

**Effect:** render immune and repulse attacks that affect the eyes or effects of magic blindness

The subject on which the spellcaster casts this spell is considered protected against every form of attack that compromises his sight (like *cause blindness*) or that acts on him through his eyes (like a vampire’s charm, the petrifying gaze of a medusa, etc.), and repulse all delivered attacks of this type (the new victim is allowed a ST to negate the effect). For example, if a *light* spell or similar is directed against the individual to blind him, the effect is instantly reflected on its caster (who would be the only who that needed to make a ST to avoid the blindness); if instead *darkness* is cast on the area in which the individual is, the barrier doesn’t protect it.

**Renew**

**School:** Transmutation

**Range:** touch

**Area of effect:** 1 large sized or smaller object or being

**Duration:** permanent

**Effect:** make whole a damaged item or heal an injured wounded living being

This spell can be used either to repair a damaged item or an injured creature. The mage places his hands on the target and if it is a broken item, it is fixed as long as he has all the pieces, while punctured items are quickly sealed. A turn after the spell has been cast, the signs of the repair vanish, making it impossible to magically dispel the effects.

For an individual that has lost hit points or an item with reduced Hit Points, *renew* replaces 2 hp or 5 HP per mage level (max 20 hp or 50 HP at 10th-level). The mage must maintain the contact with the item, which recovers 1 hp or HP per minute; if the concentration is interrupted, the spell ends. This type of repair is however more complex and the mage sacrifices his own life force to do it, losing 1 hp for every 5 hp or HP regained.

It can repair magic items or animated constructs only if the spellcaster is of higher than 10th level, but cannot give charges back to an item, or restore destroyed items in their entirety, only repair those damaged but still active.

**Rot**

**School:** Transmutation

**Range:** 240 feet

**Area of effect:** an object or living being

**Duration:** permanent

**Effect:** rot wood, leather, cloth, and food

This spell must be cast on a single item of perishable matter or a series of victuals within 240 feet. The target then begins to rot (only magic items are allowed a ST vs. Destruction), and becomes unusable (although the item is totally rotten, a sail or rope with rotted parts will tear with the first pressure). The spellcaster can affect an item or some consumables of a maximum encumbrance of 50 cn (½ pound) per level.

**See Invisibility**

**School:** Divination

**Range:** 0

**Area of effect:** 10 foot radius per level

**Duration:** 6 turns

**Effect:** detect invisible creatures within 10 foot x level

When casting this spell, the mage becomes capable of clearly seeing all invisible creatures and objects within a range of 10 feet for each of his own levels (for example, a 3rd-level mage can use this spell to see anything invisible within 30 feet), until the end of the spell’s duration. The spellcaster is the only one who can see the invisible creatures or objects, and if he aids others attack invisible beings, by indicating the direction and movements of the enemy (without doing anything else that round), the Attack Roll penalty for fighting invisible creatures is reduced to –3, rather than –6.

**Silence**

**School:** Illusion

**Range:** 120 feet

**Area of effect:** a creature

**Duration:** 1 turn per level

**Effect:** wraps a creature in profound silence

This particular type of *silence* is only effective on a specific victim chosen by the spellcaster.

The creature can make a ST vs. Spells to totally avoid the effects of this spell. However, if the ST fails, the victim is enshrouded in a profound silence (that encircles just him): no sound can reach him, and he cannot emit any, or cause any by moving (although he can cause noise by breaking objects in the surrounding environment) for the effect’s duration (1 turn per mage level). In this way, he cannot cast spells or use magic items that require words of activation, and his ability to communicate is seriously limited. As if this isn’t enough, he cannot sense any noise, and is always taken by surprise and fails any *Hear noise attempt*. Each turn after the casting of the spell, the victim can make a further ST with a +1 (cumulative) bonus to destroy the spell’s effects, until he succeeds; the effects of the silence vanish, or are dispelled. Naturally, he can also choose not to remove the spell, as he can use it to move silently and not be noticed.

**Simulation Circle**

**School:** Abjuration

**Range:** touch

**Area of effect:** 5 foot radius circle or 1 object

**Duration:** 1 hour

**Effect:** circle prevents those inside from injuring those outside

This bizarre spell protects all the creatures and things from attacks by those within the circle. It is in practice an effect created ad hoc to permit training without risking damage, it is especially useful for practicing magical duels or mock skirmishes, and it is the basis for the magic belts used in the Tournament of Ierendi. To create the circle requires a ritual that lasts for a turn, at the end of which the mage touches a section of pavement or ground, or an object that is sufficiently large that it can be wrapped around an individual (usually a belt or a cloak). In the first case a 5 feet diameter circle of runes appears on the ground, while in the second the runes appear on the object’s surface. Anyone within the circle or wearing the object experiences the spell’s effects, which transforms any of their attacks into a merely illusionary effect. Which in practice makes each of the subject’s attack ineffective, although the external effects are very visible to anyone (for example, evoking a *fireball* in the circle involves the visual manifestation of the effect, but does no damage when it explodes, while a weapon becomes as light as a feather when it touches the victim).

If they face more than one individual, each is subject to the *simulation circle*, manifesting different effects. All the subjects affected by the circle suffer the effects of their attacks as if suffering non-lethal damage, and once reduced to zero hit points, faint and only come to once they leave the circle or if the spell vanishes. If there are some specific effects caused by spells, critical hits or poisons, the victim is obliged to react to the consequences but doesn’t suffer the true effects (for example, if a lunge causes the amputation of a hand, the victim’s hand becomes inert for the spell’s duration).

Any spell that dispels magic is effective against a circle, but if it is cast by someone inside it has no effect.

**Sound Barrier**

**School:** Evocation

**Range:** 120 feet

**Area of effect:** wall of 30 ft. x 30 ft. x 1 ft.

**Duration:** 1 turn per level

**Effect:** creates a wall that impedes the passage of sound

This spell creates a 1-foot thick, 30 × 30 foot completely invisible wall of void. It offers no resistance to anyone that attempts to pass through it, put impedes the passage of sound from one side to the other.

This means that those on the right-hand side, for example, hear the noise that originates from their side, but cannot hear those that originate from the other side of the wall. This wall blocks all types of sonic attack (like *sonic wave*, *thunderclap*, *command word*, the wail of a banshee, and all the *words* that affect a victim’s mind and need to be heard) and in effect renders any room soundproofed which is outside or shield from it.

If a creature is within the thickness of the wall and tries to make his attempts fail as if he was in an area of *silence* until it leaves it. Moreover, it is dangerous for living creatures that need air to remain within the *sound barrier*, as they are unable to breathe there: they can resist for up to 1 round per Constitution point in this condition, after which he loses ⅓ of his hit point total each round, and in three rounds dies of asphyxiation. However, unless a being is paralysed in the wall’s centre, a step is enough to be able to hear and breathe.

The wall doesn’t affect solids, liquids, or gases, although any flames that pass through the wall reduce in intensity (as there is no air in the wall from which the flames are able to feed). A small flame (like that of a candle) is automatically extinguished, while a flame of medium size (like a torch) has a 50% chance of being extinguished each time it passes through it. Flames of larger size however diminish in intensity but are never extinguished (for example a *fireball* or a fire that is propagated inflicts a dice of damage less but continues to advance). A *wall of fire* can be cancelled by a *sound barrier* if the two walls overlap.

**Speak with Animals**

**School:** Divination

**Range:** 0

**Area of effect:** 30 foot radius

**Duration:** 6 turns

**Effect:** allows conversation with one type of animal

The spellcaster can converse with one type of animal chosen when casting the spell (for example bats, wolves, dolphins, cats, dogs, rats, etc.). For the spell’s duration, he can speak with all the animals of that species that are within 30 feet of him. It is only possible to speak with normal animals, not with fantastic creatures. When there are both normal and giant forms of an animal (e.g. weasel and giant weasel), the spell allows conversation with animals of any size (if those giants aren’t intelligent, like for example the giant eagles).

The creatures’ reactions are usually favourable (+2 to reaction rolls), and they can be convinced to aid the spellcaster if the reaction roll is sufficiently good. The requested favour must be understandable and achievable by the animal.

**Spectral Hand**

**School:** Necromancy

**Range:** 120 feet

**Area of effect:** N/A

**Duration:** 2 rounds per level

**Effect:** creates a hand of energy to deliver touch spells

This spell creates a white translucent hand that takes form thanks to the spellcaster’s life force. It floats at a speed of 60 feet per round and obeys the mage’s telepathic commands (it is basically a part of the mage), but cannot go further than 120 feet away from its creator. When the hand is created, the spellcaster temporarily loses from 1 to 6 hit points (his choice), which supplies the energy needed for the hand to materialise (these hp are recovered when the hand vanishes).

For the spell’s entire duration, the *spectral hand* can be used to transfer any touch spell, as if by the mage’s true hand. The mage must cast the spell to transfer (for example *dance*) and make the spell’s usual Attack Roll, but with a +2 bonus conferred by *spectral hand*; it is, in effect, a standard attack.

The hand can be dispelled in a number of ways: with *dispel magic*, or is it goes further than 120 feet away from the spellcaster, or if it is physically destroyed. The hand is incorporeal and can only be damaged by magic weapons or spells: it has the same ST as the spellcaster (bonuses included), AC 0, and a number of hp equal to those sacrificed by the mage to create it.

**Stinking Cloud**

**School:** Conjuration

**Range:** 120 feet

**Area of effect:** 20-foot volume cloud

**Duration:** 1 turn

**Effect:** cloud that causes stun and obstructs sight

This spell creates a cloud of greenish vapour with 20 feet sides within a 120 feet range. The cloud remains in the area in which it was created until it is magically dispelled or the spell ends, but can be dispersed by a wind of at least 12½ mph. Those who are inside the cloud have their vision reduced to 10 feet (infravision is negated) and are hidden from those outside it. Moreover, the stinking fumes that it is composed of stun those it touches for 1d4 rounds, unless they make a ST vs. Spells, which allows them to ignore the effects of the cloud for that round. If once the nausea has passed they again are exposed to the cloud, they need to make a new ST to resist its effects.

**Stone Grip**

**School:** Conjuration

**Range:** 120 feet

**Area of effect:** a creature max size Large (L)

**Duration:** 1 round per level

**Effect:** summons an immobilising stone tentacle

This spell evokes a tentacle of the matter of which the ground is composed (earth, rock, or stone) that instantly emerges from the ground and entangles the selected target (to a max of large size); it isn’t possible to create the tentacles above the surface of another material (e.g. a wooden or steel floor). The victim can attempt a ST vs. Paralysis to free himself from the grip (if he is able to move), in which case the tentacle melts and is absorbed by the ground. However, for the spell’s duration the tentacle returns to the surface seeking to grab the victim designated at the start of each round, as long as he remains within the spell’s range (120 feet from the spellcaster’s position), without the mage needing to concentrate to evoke the tentacle each round.

If the victim fails the ST, the tentacle wraps itself around him and traps him, paralysing him to all effect (except that the victim can speak) for the spell’s remaining duration. The victim can try each round to free himself from the tentacle with a Strength check with a −8 penalty, or if someone casts *dispel magic* on the tentacle(which is a good way to end the spell), or physically attack the tentacle, which based on the material from which it is composed has a different AC and hit points as follows: Stone: AC 3 and 20 hp; Rock: AC 5 and 15 hp; Earth: AC 7 and 10 hp. If the tentacle is physically destroyed, the spell ends.

The victim can also decide to attack the tentacles when they try to imprison him, if he makes his ST vs. Paralysis and avoids it, he thus employs his action for that round in the attempt to destroy it.

**Stone Hands**

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** 1d6 rounds + 1 round per level

**Effect:** arms become stone giving +4 to Strength and causing 1d6 damage

This spell transforms the hands and arms of the touched subject into solid stone and gives him a +4 bonus to his Strength (or takes it to 12, if the bonus gives a lower score). If he uses his own hand to attack, it causes 1d6 plus his Strength bonus in damage. For the spell’s duration, it is possible to use the hands normally, except that to the touch they are completely of stone.

Finally, due to the poor flexibility of the fingers and arms there is always a 10% failure chance of casting any spell and it is also impossible to perform dexterous operations with the hands (for example picking pockets, conjuring tricks, or playing instruments).

**Sure Strike**

**School:** Transmutation

**Range:** touch

**Area of effect:** a throwing weapon or bolt

**Duration:** 1 turn

**Effect:** a bolt or thrown weapon strikes without fail

When the spellcaster casts this spell, he touches a projectile or throwable weapon (like a spear or javelin), and if it is used within 1 turn, it automatically hits the first creature it was launched at (without the need of an Attack Roll), as long as the victim is within its maximum range and visible to the attacker; once it strikes the target, the spell ends. This spell allows the weapon to also hit creatures that are normally immune to normal missiles (like a displacer beast or an individual protected by *protection from normal missiles*).

This effect cannot be combined with *permanency*.

**Summon Animal Ally**

**School:** Conjuration

**Range:** 6 feet per level

**Area of effect:** 1 animal

**Duration:** 1 turn

**Effect:** an animal appears and follows orders

This spell summons an animal that obeys the spellcaster’s telepathic orders for 1 turn, fighting to the death if necessary.

The creature appears within the spell’s range and acts immediately, in the round after it appeared, obeying the mage to the best of its ability. It can go away from the spellcaster to perform any task he commands, and maintains a unidirectional telepathic link with him: the mage can send orders, but the creature cannot respond or tell the spellcaster what it perceives. Based on the desired type, the spellcaster can summon a certain random species of animal (roll 1d6 on the following table and consult the *Rules Cyclopedia* or *Creature Catalog* for the statistics):

**Table 2.2: Summonable Animal Allies**

|  |  |  |  |
| --- | --- | --- | --- |
| *d6* | *Mammals* | *Reptiles* | *Flyers* |
| 1 | Wild boar | Boa | Vulture |
| 2 | Giant weasel | Spitting cobra | Giant bat |
| 3 | Black wolf | Rattlesnake | Giant crow |
| 4 | Puma | Giant Draco | Giant hawk |
| 5 | Black bear | Giant Gecko | Giant owl |
| 6 | Lion | Python | Giant eagle |

For a marine setting, it can only summon one of the following animals: 1. dolphin; 2. manta; 3. swordfish; 4. bull shark; 5. tiger shark; 6. hammerhead shark.

The mage can only summon one example of the selected species with each spell, but can cast the spell more times to call different allies. The animal remains in the mage’s service until the spell’s end, or until killed or magically dismissed, but isn’t vulnerable to *dispel magic*.

**Solar Ray\***

**School:** Evocation

**Range:** 10 feet per level

**Area of effect:** 20 foot diameter cylinder

**Duration:** 1 round per level

**Effect:** creates sunbeams; reverse creates moonbeams

This spell makes a ray of sunlight appear that descends from the sky until it strikes the point chosen the spellcaster within range. The ray is a cylinder of 20 feet diameter that seems to come from the sky (or from the ceiling, if the spellcaster is in an enclosed place). Inside the illuminated area, it appears as if it was day, although those outside apply the normal environmental conditions (gloom, shadow, etc.). The spellcaster can moreover move the illuminated area each round by pointing his finger to the desired place, staying within the limit of the spell’s range.

The creatures that don’t tolerate sunlight attempt to escape the area of effect, and if they make a successful ST vs. Wands it means they were able to move before being illuminated. Those that fail their ST must endure some penalty due to the sunlight until they are able to escape the illuminated area. In particular undead vulnerable to sunlight (like vampires, shadows, nightshades, etc.) suffering 2d6 points of damage for every round spent illuminated by the *solar ray*.

The reverse spell, ***moonbeam***, creates a ray of moonlight that descends to illuminate the fixed area. The ray is a cylinder of 20 feet diameter that seems to come from the sky (or from the ceiling, if the spellcaster is within an enclosed place). Inside the illuminated area it appears as if it was day, although those outside apply the normal environmental conditions (darkness, shadow, sun, etc.), and *moonbeam* doesn’t impede infravision.

The spellcaster can moreover each round move the illuminated area by pointing his finger at another location, without leaving the range of the spell. All the lycanthropes within the *moonbeam*’*s* area of effect must make a successful ST vs. Spells or be forced to instantly assume their animal form, which they must remain in until they leave the area of effect.

**Swim\***

**School:** Transmutation

**Range:** 120 feet

**Area of effect:** a creature

**Duration:** 4 hours

**Effect:** subject swims at triple normal speed; reverse victim sinks underwater at 60 ft./rnd

This spell allows the subject on which it was cast to swim at triple his normal speed by moving his arms and legs (or fins), or at 360/120 ft. per round with just concentration. Note however, that although the spell allows the subject to swim on both the surface and underwater, it doesn’t give him the ability to breathe underwater. His maximum carrying capacity is equal to triple his bodily weight: up to double is considered a light load and his speed is unaffected, over that limit each 20% increase in encumbrance reduces the maximum speed by 10%. If the encumbrance exceeds triple his weight the subject sinks and on the seabed can only walk or crawl at 3 feet per round.

The reverse form of this spell, ***drown***, causes the victim to sink at a speed of 60 feet per round in the liquid in which it was swimming, unless he is able to grab onto some support. He is allowed a Saving Throw vs. Spells to avoid the effect, otherwise the victim remains unable to float for the spell’s duration (stranding themselves on the seabed). The marine creature victims of *drown* are simply pushed towards the seabed, and cannot rise by themselves for the spell’s duration, but are still able to breathe and move about on the seabed. Creatures in flight aren’t affected by this spell (air isn’t considered a liquid, not even on the elemental planes).

This magic replaces the *fly* spell underwater and can be used to create subaquatic craft that move magically.

**Symbol of Stun**

**School:** Enchantment

**Range:** touch

**Area of effect:** 30 foot radius

**Duration:** special

**Effect:** stun for 1d6 rounds living beings within 30 feet

When casting this spell, the spellcaster materialises a magic symbol on a surface or suspended in the air within 3 feet of his position. The symbol lasts until it is activated for the first time, although it can be annulled earlier with *dispel magic* or similar spells, and remains fixed to the area in which it was created. If it is created on a living being or a moving object, when the surface is moved, the rune remains suspended in midair. The symbol cannot be made invisible, although it can be covered or hidden using items within the area. Anyone reading, passing through, or touching the symbol activates the effects, which affects any living creature within 30 feet of the symbol when it activates.

The victims are struck by a magic wave that stuns the mind unless they make a ST vs. Mental Spells. If the ST succeeds, the victim simply loses his own action for that round (or for the following if he has already acted), otherwise, he is stunned for 1d6 rounds, unable to attack, cast spells, or activate magic items, moves at half speed, and has a –4 penalty to AC, ST, and any skill check.

**Temporary Skill**

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** 6 turns + 1 turn per level

**Effect:** the individual acquires a general skill

The spellcaster selects which general skill he wants to confer to the touched creature while uttering the spell, and for its entire duration (or until it is magically dispelled) the beneficiary can use that specific skill as if he possessed it. It is only possible to attribute skills based on the following characteristics: Strength, Constitution, Dexterity, and Charisma. Alternatively, the character can choose to strengthen a skill that he already has (of any type) and gain a +2 bonus to all checks with that skill for the spell’s duration. With the points system, the spell grants 2 ranks in an unpossessed skill or 3 ranks in an already known.

**Walking Dead**

**School:** Necromancy

**Range:** 10 feet

**Area of effect:** a corpse of a maximum of large size

**Duration:** permanent

**Effect:** animates a corpse that walks

The spellcaster instils the semblance of life into a corpse, which, animated by negative energy, obeys his vocal commands. The creature doesn’t speak or react to external stimuli outside of the necromancer’s orders; it has AC 10 and the ability to attack (1 HD), carry weights (20lb per hp possessed), perform simple actions, and move at 30 feet per round. Based on his level, the mage can animate beings of different size:

|  |  |  |  |
| --- | --- | --- | --- |
| ***Mage lvl.*** | ***Max size*** | ***hp*** | ***Damage*** |
| 1st-3rd | Small | 1d6 | 1 |
| 4th-6th | Medium | 1d8 | 1d4 |
| 7th+ | Large | 1d8+2 | 1d6 |

The mage can control up to a maximum of one corpse every 2 levels, and can animate a whole being or a part (hand, leg, head, etc.), that become inert if the body is cut to pieces or the effect is dispelled.

**Web**

**School:** Conjuration

**Range:** 10 feet

**Area of effect:** 10 foot sided cube

**Duration:** special

**Effect:** a mass of sticky threads that imprison

This spell creates a mass of sticky strands that appear within 10 feet of the spellcaster, entirely filling a 10 feet sided cubic area, and imprisoning all those that are inside it or hampering all those that attempt to pass through the area. If cast in an area without holds, the strands of the *web* are fixed to the ground (still imprisoning the creatures within in the area of effect), otherwise it adheres to the surrounding fixtures (like walls, ruins, trees, tents, etc.). Obviously, given the size of the *web*, it is useless against beings or huge size or greater, which can free themselves from the strands with an attack action. The beings imprisoned in the *web* cannot move or attack those outside it, and any action attempted inside it (including casting spells) requires a Strength check with a −3 penalty. Those outside can only attack the victims with missile weapons in order to not be engulfed in turn: the targets have AC 10 and the Attack Roll a +2 bonus.

The *web* remains in the area for 48 turns, or until it is magically dispelled or physically destroyed. The strands of the *web* are sticky and very resilient, and are difficult to destroy by any means other than fire. Flames indeed (like those applied by a torch) destroy the *web* in only 2 rounds, but inflict 1d6 fire damage per round to all the creatures inside it. Any other imprisoned individual that seeks to free himself from the *web* instead takes a variable amount of time based on his Strength, as given in the following table:

**Table 2.3: Time required to escape a *web***

|  |  |
| --- | --- |
| ***Strength*** | ***Time*** |
| 1-3 | 3d6 turns |
| 4-6 | 2d6 turns |
| 7-9 | 1d6 turns |
| 10-12 | 1 turn |
| 13-15 | 6d6 rounds |
| 16-17 | 3d6 rounds |
| 18-19 | 2d6 rounds |
| 20-21 | 1d6 rounds |
| 22-23 | 1 round |
| 24+ | 1 attack |

The required time reduces by 1 round for every individual with the same Strength as the prisoner that tries to help him from outside the *web*. If the aid is by individuals with lesser strength, the time needed reduces by 1 round for every two helpers; if instead it is by individuals with greater Strength than the victim, calculate the required time based on the highest Strength that is destroying the web, with all the other subjects (including the victim) counting as helpers.

**Whispering Wind**

**School:** Divination

**Range:** 1 mile per level

**Area of effect:** 10 foot radius circle

**Duration:** special

**Effect:** carry a message at distance

With this spell, it is possible to send a message (25 words maximum) or reproduce a sound effect and send it to a known destination. The wind can carry the message up to 1 mile per spellcaster level, at a rate of 1 mile per turn, until it reaches its chosen destination. The wind is sweet and light like a gentle breeze, until it reaches its destination. At that point the transported message is transmitted, even if there is nobody there to hear it; once it has delivered the message, the wind dissipates. The message can be heard within a radius of 10 feet from the point chosen by the mage, but it isn’t possible to hear the message before it reaches its destination. This spell cannot be used to cast spells at distance.

This effect cannot be combined with *permanency*.

**Wizard Lock**

**School:** Abjuration

**Range:** 10 feet

**Area of effect:** a lock or door

**Duration:** permanent

**Effect:** closes a door or lock

This spell cast on any type of door, lock, or latch, permanently closes it. Only the spellcaster that cast the spell, or any creature of at least 3 HD or levels higher than him, is able to open the door normally: opening the door this way doesn’t dispel the spell, which comes in to effect again when the door or lock is closed. Any other being of equal or lower level can do nothing but pull down the door or lock to open it, or must resort to the *knock* spell or dispel the magic. Remember that previously closed lock or padlock on which *wizard lock* is castbecomes doubly impervious to forcing: first the spell needs breaking, and then the lock needs forcing to open it.

**Zone of Truth\***

**School:** Enchantment

**Range:** 90 feet

**Area of effect:** 20 foot radius

**Duration:** 1 minute per level

**Effect:** forced to only tell the truth; reverse forced to always lie

This spell acts on a fixed circular area with a 20 feet radius, affects the minds of all the creatures present there while the spell is in effect. Both those beings already in the area when the spell is cast and those that enter it afterwards (and each time that they set a foot inside) must make a ST vs. Mental Spells before making any statement: If the ST succeeds, they ignore the spell’s effects, otherwise from the first failure they are obliged to always tell the truth as long as they remain in the area. The subjects are able to decide what to say and how to say it, but each statement must be true or perceived as such based on the subject’s information (for example if the individual has acquired false information but doesn’t suspect anything, he will think it is true and report it as such). As questions, exclamations, and suppositions don’t constitute assertions, these are not affected.

The reverse spell, ***zone of deceit***, forces all those within the area of effect to only speak false statements. As usual the subjects can avoid all the effects with a successful a ST vs. Mental Spells, but this must be repeated each time that re-enter the area or make an assertion. The victims can decide what to say and how to say it, but each assertion must be a lie based on the subject’s information. As questions, exclamations, and suppositions don’t constitute assertions, these are not affected.

The DM must examine each spoken phrase to decide if it is a true or false statement or an exception. For example the phrase “I can only lie” for those under the spell’s effect is true, so it cannot be spoken.

***Third Level***

**Acidic Spray**

**School:** Conjuration

**Range:** 0

**Area of effect:** 60 foot long, 20-foot wide cone

**Duration:** instantaneous

**Effect:** cone of acid causes 1d6 hp per level

The spell creates a cone of turbulent and boiling acid that originates from the spellcaster and spreads for 60 feet in the selected direction, with a width equal to a third of its length. All those that are within the area of effect are sprayed by the acid and suffer 1d6 acid damage per mage level (maximum damage is always 20d6), but can make a Saving Throw vs. Spells for half damage. The acid created by the spell is a mixture of different substances, most of which is like the acids in the breaths of black and green dragons.

**Amnesia**

**School:** Enchantment

**Range:** touch

**Area of effect:** a living intelligent being

**Duration:** permanent

**Effect:** removes the memories of the last 24 hours

Uttering this spell, the mage must touch a living being (normal Attack Roll that ignores any armour), and thus remove from its memory any experiences from its last 2d4 hours of life, preventing the subject from remembering any event that happened in that period of time, unless the victim makes a successful ST vs. Mental Spells. The mage can also limit the memory loss to a narrower time period than the maximum allowed (for example, if with 2d4 he rolls 5, the mage can select to remove all the memories related to the last 2 hours). This naturally also affects the enchantment effects that have struck the victim in that period of time, such as causing them to totally forget the spells that they had prepared in the preceding hours. A creature struck by *amnesia* acts as if he is stunned for 1 round while trying to remember.

Only spells like *mental cure*, *alter memories,* or *wish* are able to reprise the memories, which otherwise are permanently removed from the subject’s mind.

**Animal Form**

**School:** Transmutation

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 turn per level

**Effect:** the spellcaster is transformed into an animal

This spell can transform the spellcaster into a normal or giant animal (as long as it exists in nature) whose Hit Dice don’t exceed the spellcaster’s level. For the spell’s duration, the subject becomes for all intent the selected animal, while his equipment melds into the new form and therefore cannot be used.

The spellcaster keeps his own hp, ST, THAC0, and physical and mental abilities, but acquires the movement, AC, and the number and type of attacks of the animal in question, as well as its senses and language (can therefore communicate with animals of the same type), and cannot use magic items or cast spells. The spellcaster can return to his original form when he wants (the process takes a round), but at that moment the spell ends.

While the spell is active, the spellcaster can assume the form of another type of animal simply by concentrating for a round.

**Barkskin**

**School:** Abjuration

**Range:** touch

**Area of effect:** a creature

**Duration:** 1 turn per level

**Effect:** the skin becomes thick like bark and offers AC 7 a 3 point reduction to damage per attack

This spell turns the touched creature’s skin brown, rugged, and hard like a tree trunk, giving it a natural AC of 7 and reduces any type of damage inflicted on the subject by 3 points per attack, excluding fire and sonic attacks, which cause normal damage, while weapons with the chop ability (e.g. axe) cause double damage.

The benefits of this spell aren’t cumulative with those of other spells that modify a subject’s skin (only apply the best conditions).

**Bite of the Vampire**

**School:** Necromancy

**Range:** touch

**Area of Effect:** one living creature with blood

**Duration:** special

**Effect:** suck life energy to heal

While invoking this spell the spellcaster must touch a living creature (a touch attack): if successful, he absorbs 2 HP per level from the victim (max +20 HP at 10th-level). With this spell, the mage can accumulate HP above his maximum up to one third of his total: any other applications damage the victim but don’t further increase the spellcaster’s HP. The HP acquired in this fashion are permanent, while those that exceed his HP maximum remain for 6 turns, or vanish earlier if dispelled magically or physically (from the mage taking damage).

The victim can only recover the lost HP through magical cures. If he dies because of the *bite of the vampire* and the corpse isn’t destroyed or purified with *remove curse* or a spell that prevents it returning from the grave, after 24 hours it is reanimated as a ghoul (if it had 1 to 3 HD/levels) or as a spectre (with 4+ HD/levels), and acts freely, driven by evil aims and hunger.

This effect cannot be made permanent.

**Breathe Element**

**School:** Transmutation

**Range:** 30 feet

**Area of effect:** a creature

**Duration:** 24 hours

**Effect:** subject breathes through an element

This spell allows its beneficiary to breathe an element decided by the mage from air/gas, water/liquids, fire/lava, and earth/dust/sand as if it was the element that he needs to survive. It doesn’t protect against any noxious substance present in the inhaled element or ingested from the environment (pressure, heat, cold, etc.), but allows his lungs to transform it into the substance he normally breathes (for example on a human *breathe water* allows him to breathe normally underwater and on the surface).

If used on the corresponding elemental plane, it allows to subject to breathe and see in its atmosphere.

**Circle of Protection from Evil**

**School:** Abjuration

**Range:** 0

**Area of effect:** 10 foot radius around the spellcaster

**Duration:** 12 turns

**Effect:** +1 bonus to the ST of people within 10 feet of the spellcaster and a –1 penalty to the Attack Rolls of their enemies

This spell creates an invisible barrier that extends for 10 feet around the mage and moves with him. For the entire duration, all the creatures that attack the spellcaster and are within the circle of protection suffer a –1 penalty to their Attack Rolls, and the spellcaster and his allies within the circle (as long as they remain there) gain a +1 bonus to all their Saving Throws.

Moreover, magically animated, controlled, created, or summoned creatures, as well as *curse* victims, cannot enter the circle. The barrier therefore protects the mage and all those within it from all melee attacks by these creatures, but doesn’t protect them from ranged attacks (these attacks still suffer a –1 Attack Roll penalty, however), or from any form of offence that doesn’t physically enter the circle of protection. If however the spellcaster or one of the beings protected by the spell attack a magically summoned or controlled creature (or a group of creatures), then that creature is able to enter the circle and attack all those within it, although they still suffer the Attack Roll penalty.

**Clairaudience/Clairvoyance**

**School:** Divination

**Range:** same plane of existence or 120 feet

**Area of effect:** a known or near place

**Duration:** 1 turn per level

**Effect:** see or hear a remote location

This spell allows the spellcaster to concentrate on a specific location and hear (***Clairaudience***) or see (***Clairvoyance***) what is happening in that place as if he was present (each application of this spell only allows vision or hearing at distance, mage’s choice). The distance of the place is irrelevant, but must be a known place (which he visited at least once), or an unknown place but present within a radius of 180 feet from his current position (for example a room of the castle he is in but hasn’t yet explored). As long as he concentrates, the spellcaster can rotate the watched area by up to 360° each round (but remaining fixed to a spot).

The spellcaster can interrupt his concentration and then resume scrying without limitation, as long as the effect lasts or isn’t dispelled. The spell doesn’t allow any magical senses to function through it, and the mage can cast spells into the area he is scrying only if it is in the spell’s range in respect to his real position. Moreover, any environmental condition in the area also affects the spellcaster’s vision or hearing (for example, *darkness* or *silence* prevents him from seeing or hearing correctly). Note that the spellcaster is also effectible by any visual or auditory spell or magic effect that is present in the scryed area (like a *symbol*, or the gaze of a basilisk, or music that fascinates the listener, etc.).

10 feet of stone, a thin layer of gold or lead, or magical protection (like *magic sanctum*) cast on the place, is enough to block the spell’s effects. Moreover, anyone protected by a *mental barrier* or by a spell that prevents vision at a distance isn’t revealed by this spell (it is as if he wasn’t there), although the spellcaster can deduce his presence based on environmental reactions.

This effect cannot be combined with *permanency*.

**Climate**

**School:** Transmutation

**Range:** 0

**Area of effect:** volume of 8,000 cubic feet

**Duration:** 1 hour per level

**Effect:** maintains the area with a fixed temperature, humidity etc.

This spell is used to make an area more comfortable for those within it. When it is cast, it affects a maximum volume of 8,000 cubic feet (for example a cube of 20×20×20 feet, or eight connected rooms of 10×10×10 feet) and changes the climatic conditions based on the mage’s wishes.

The spell cannot change a normal environmental condition into a dangerous one (it cannot produce a freezing cold or a roasting heat), or vice versa change a dangerous climate into a normal one, but can keep a tower cool during the warm summer days, or keep it warm during winter nights. In general, it can alter the temperature up to 40°C higher or lower than that of the surrounding environment, and vary humidity by 30%.

**Concentration**

**School:** Abjuration

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 turn

**Effect:** mage can control more magic at the same time

Thanks to this spell, the spellcaster can maintain his concentration even in circumstances that wouldn’t normally allow him to, like when the mage moves or runs, is injured, fails a Saving Throw, falls, or affected by a paralysing gas or similar. The spell allows the spellcaster to maintain his concentration if he makes a successful ST vs. Spells. If the circumstances occur more than once, multiple ST are required.

**Example:** during a combat round, a mage that has cast *concentration* on himself already uses the spell *phantasmal force*, which requires concentration. In this same round the mage is hit three times and fails a ST vs. Paralysis: if he wishes to maintain the *phantasmal force*, he must therefore make four ST vs. Spells, and if just one of these fails, the concentration is broken; if all succeed, our mage, although paralysed, is still able to concentrate on the *phantasmal force*!

The spell doesn’t permit concentration to be maintained in extreme conditions (for example if the mage is killed, petrified, or stunned, or if he loses consciousness, or finally if he suffers 50 points or more damage from a single attack), but it still works if the spellcaster is paralysed.

A spellcaster with *concentration* can cast spells or use magic items and at the same time move at normal speed: he must make the ST vs. Spells as mentioned above, and if he fails, the spell is lost. In no case however, can he cast spells and simultaneously attack physically or use magic items, although he can concentrate to simultaneously maintain a number of spells equal to his Intelligence bonus (for example, a mage with Intelligence 18 [+3] could control a *phantasmal force* and in the meantime cast *ventriloquism*, then the round after a *wizard’s eye*, and maintain concentration on all three spells).

**Cone of Cold**

**School:** Evocation

**Range:** 0

**Area of effect:** 60 foot long, 20-foot wide cone

**Duration:** instantaneous

**Effect:** cone of di ice causes 1d6 hp per level

This spell creates an area of extreme cold that originates from the spellcaster’s hand and widen to form a cone towards the target point. The cone is 60 feet long and 20 feet wide, and removes all heat from within itself, provoking 1d6 points of damage per spellcaster (20d6 max) to anything in its path. All victims are allowed a ST vs. Spells to halve the damage, but beings of cold (like frost giants and ice salamanders) automatically suffer half damage (reduced to a quarter with a successful ST), while undead and constructs are immune to the effect.

**Continual Light\***

**School:** Evocation

**Range:** 120 feet

**Area of effect:** 30-foot radius sphere

**Duration:** permanent

**Effect:** creates light within a 60-foot diameter sphere; reverse creates darkness within a 60-foot diameter sphere

This spell creates a 60 feet diameter, perfectly illuminated, sphere of light; the created light is permanent and can only be magically removed (with *dispel magic* or with the reverse spell, *continual darkness*). If the spell is cast on an area (like a ceiling), it remains fixed to the area, while if it is cast on an item (like a weapon) the light moves with the item. If the item is held or worn by somebody who wishes to oppose the spell, he can do so with a ST vs. Spells; if successful, the sphere appears above the item, but remains in the area when the item moves.

If the spell is cast directly at a creature’s eyes, the victim must make a successful ST vs. Spells or he is permanently blinded, or until it is magically dispelled (either with *dispel magic* or with *remove blindness*); if the ST succeeds, the area of darkness appears but remains fixed in the area that the victim was in.

The reverse spell, ***continual darkness***, creates a 60 feet diameter circle of darkness at the chosen point; if cast on a mobile item, it moves with it (see above for the other details). The darkness impedes normal vision within the sphere of shadow: even infravision (magic or normal) and *light* are ineffective. *Continual darkness* can cancel the effects of a *continual light* spell, but can be annulled by a *continual light* or *dispel magic* spell. If cast against an enemy’s eyes, who fails a ST vs. Spells, the spell causes blindness that lasts until it is magically dispelled; if the ST succeeds, the area of darkness appears but remains fixed in the area that the victim was in.

**Control Animals**

**School:** Enchantment

**Range:** 60 feet

**Area of effect:** 3d6 HD or normal or giant animals

**Duration:** concentration

**Effect:** the spellcaster can control up to 12 HD of normal or giant animals

Not to be confused with *charm*, this spell allows the spellcaster to control up to 3d6 HD of normal or giant animals (but not magic or fantastic beasts, or with an Intelligence higher than 2), with simple concentration. The spellcaster can attempt to control any victim within 60 feet (as long as he can see it), and it can make a ST vs. Mental Spells to escape the control. In addition, if the ST succeeds, the spellcaster can reattempt to take control of the victim in subsequent rounds, continuing once per round until either, the victim fails the Saving Throw or his concentration is interrupted.

The controlled victims are always friendly in their encounters with the mage and obey any of his orders, except for suicidal orders, as long as the spell lasts. To give orders to the victims, the spellcaster must concentrate for the entire round in which he gives the command, and cannot attack or cast spells; he can move and speak though. The mage cannot control more than 3d6 HD of animals at a time, and he can select which of the animals under his control to abandon to try to control others.

At the end of the concentration, the victims are always hostile towards the mage: they attack if they are hopeful of overcoming him, otherwise they flee. This effect cannot be combined with *permanency*.

**Control Element**

**School:** Conjuration

**Range:** 120 feet

**Area of effect:** 2 pt./3 ft³/4 in³ of 1 element

**Duration:** 1 turn

**Effect:** control 1 element (air, earth, fire, water) and can use it against target within range

Once he has cast this spell the mage can affect a type of element from between air (3 ft³ per level), water or ice (2 pints per level), fire or lava (4 in³ per level), and earth or sand (3 ft³ per level). The spell lasts for one turn and within this period of time the mage can use it once per minute to mould the chosen element to his will, moving it in the desired volume within range. For example, he can move a volume of earth to build a tunnel, move a wall of fire or ice, or create an air pocket in a location, and so on.

The spellcaster can also use his control of the element to intercept a destructive effect and exploit it in his favour, or to damage a target. In the first case if within his range a destructive effect based on the chosen element occurs, he can manipulate and move it to his liking, if it is within the maximum volume he can control or an effect that causes a maximum of 6 hp per mage level, otherwise the effect acts normally.

***Example:*** if a 15th-level mage (max 90 hp of damage) wants to control fire so he can block a 10d6 *fireball* (max 60 hp) directed against him and deflect it at a target within 120 feet, causing 10d6 points of damage. If it had been the breath of a red dragon with 96 hp he wouldn’t been able to control it and the effect would have been wasted.

In the second case, instead the mage can concentrate to release the chosen element (if there is enough within 120 feet) and create a jet of equal volume aimed at a target within range. The jet causes 1d6 damage based on the mage’s level or the amount of element used (always applying the worst limitation, max 20d6), and anyone that is injured can attempt a ST vs. Spells to partially dodge the jet and take half damage; if however the ST fails, as well as the full damage the victim suffers a secondary effect based on the element:

***Water or Ice*:**1d6 per 2 pints and blindness for 1d6 rounds.

***Air*:**1d6 per 3 ft³ and stun for 1d6 rounds.

***Fire or Lava*:**1d6 per 4 in³ (the fire of a torch for example) and burn (1d4 per round until it is extinguished, which requires a full round).

***Earth, Rock, or Sand*:**1d6 per 3 ft³ and blindness for 1d6 rounds.

Any use of *control element* requires concentration and is equivalent to casting a spell, therefore it isn’t possible for a mage to do this if he is trying to use another spell or isn’t concentrating.

**Create Air**

**School:** Conjuration

**Range:** 10 feet

**Area of effect:** volume of 8,000 ft3

**Duration:** 1 hour per level

**Effect:** create breathable air

This spell is used to create breathable air with a stable pressure suited to the mage’s physiology, especially where it is missing or becomes stagnant. When it is cast, it affects a maximum volume of 8,000 ft³ (for example, a cube of 20×20×20 feet, or eight connected rooms of 10×10×10 feet) and until the end of the spell’s duration, all the people within the affected area are able to breathe normally. However, the created air doesn’t remain in the area as it will flow out of any existing cracks (and it is useless to create it underwater or in the middle of the void).

It can, moreover, be cast on a on a means of transport (like for example subaquatic vehicles, flying ships, or excavators), and in this case the inside of the vehicle (respecting the maximum allowed volume) is filled with fresh air available at will to all its passengers, until the spell ends (but it is always subject to leaking out if the vehicle isn’t airtight).

**Creeping Shadow**

**School:** Divination

**Range:** 0

**Area of effect:** 10-yard range per level

**Duration:** 1 round per level

**Effect:** the mage’s shadow lengthens to spy

This spell animates the mage’s shadow, moving it in the desired direction at a speed of 50 feet per round, up to a maximum distance of 33 feet per level. If he doesn’t concentrate to lengthen the shadow, it returns to its normal form, but as long as the spell is in effect, the mage can resume control each round. The shadow slinks on the surface leaving from the point where the spellcaster is, and he can manoeuvre it to his liking without effort by concentration, until it reaches the desired location. As long as he keeps his concentration on the shadow and does nothing else, the spellcaster is able to see, hear, and speak through the shadow as if he was inside it. The spellcaster cannot cast spells through the shadow or use any magical senses through it.

The shadow makes no noise and isn’t easy to notice (10% chance in any setting that isn’t as bright as daylight, or 50% if it is). The shadow cannot be attacked or touched by either objects or items, but can be wounded by at least +1 magic weapons (it has the same AC as the spellcaster) and with spells, and all the damage is suffered by the mage in question. The shadow remains unless the spell is terminated or magically dispelled (or the mage is killed), and the spellcaster can end the spell before its time elapses. Naturally, the shadow cannot enter an area of anti-magic, and isn’t able to spy in areas magically shielded against divination at distance.

**Deep Slumber**

**School:** Enchantment

**Range:** 240 feet

**Area of effect:** 40 foot sided cube

**Duration:** 4d4 turns

**Effect:** put to sleep 2d4 creatures with 4 HD (no ST) or HD max of victim equal to 1d4 + level of mage

This spell (a more powerful version of the 1st-level *sleep* spell) can be used against an area or single target. If cast on an area, it affects a cube of 40 feet sides within 240 feet of the spellcaster, and all the creatures within the area are affected (the spellcaster cannot decide which to affect, they are all hit). The spell instantly puts asleep 2d4 creatures with 4 HD or less (no ST): if the obtained number isn’t enough to affect all the creatures, those with the lowest HD are affected first.

Example 1: if the spellcaster rolls 6 on 2d4, and there are 5 orcs (4 HD) and 3 goblins (1 HD) in the area, first affecting the 3 goblins, and then only 3 orcs.

The spell can also affect creatures with more than 4 HD. Roll 1d4 and the result to the spellcaster’s level: the number represents the Hit Dice limit of victims that the mage can place asleep. In this case, the mage selects the targets in the area but the victims with 4 HD or more can avoid the sleep with a ST vs. Spells.

Example 2: a 10th-level mage rolls 2 on the d4 and can affect up to 12 HD of beings, like 2 6 HD trolls (ST to avoid) or a 9 HD fighter (ST) and a 3 HD wolf (no ST), based on the enemies facing him.

The sleeping victims waken after 4d4 turns, or if they are violently shaken or injured (only 1 point of damage is enough). All undead, constructs, and creatures that don’t need to sleep are immune to the spell.

This effect cannot be combined with *permanency*.

**Destroy Undead\***

**School:** Necromancy

**Range:** 60 feet

**Area of effect:** 20-foot radius circle

**Duration:** instantaneous

**Effect:** damages undead; reverse heals undead

This spell is only effective against undead: if cast against living beings it has no effect. The spell draws the negative energy from the area of effect, which the mage can centre on any point within 60 feet. All the undead within the area with 1 or 2 HD are destroyed; those with 3 or more HD suffer 3d6 points of damage (no ST). Creatures reduced to zero or less hp are considered destroyed, and their spirit is freed. Creatures like vampires, mummies, liches, and some ghosts, which can only be destroyed by certain methods, that succumb to this spell simply lose their physical body, but can regenerate normally based on their own special powers.

The reverse spell, ***heal undead***, instead instils negative energy into undead creatures within the area of effect, healing any wounds. The spell only affects undead, giving 3d6 hit points to each creature (without however exceeding the being’s initial hp).

**Dispel Magic**

**School:** Abjuration

**Range:** 120 feet

**Area of effect:** 20 ft. sided cube

**Duration:** permanent

**Effect:** annuls spells in a 20 ft. cube

This spell can instantly cancel any temporary magic effect present in a cubic volume of 20 feet per side within 120 feet of the spellcaster. It can annul the effects of spells or magic items that don’t have an instantaneous duration, although it not effective against the permanent spells on magic items (like the bonuses to attack and defence), nor can it dispel some magic effects (this is explicitly given in the spell’s description, like *force field*, *create food and water*, *wall of stone*, etc.).

All the magic effects present in the area of effect created by spellcasters of equal or lower level to the character are automatically destroyed. The chance of not dispelling magic effects created by spellcasters of higher level is equal to 5% for each level of difference between the two spellcasters; the d% roll must be repeated for each magic effect or spell present in the area.

**Example:** if a 7th-level mage tries to destroy a *hold person* spell cast by a 10th-level cleric, the failure chance is equal to: 5 x (10-7) = 5 x 3 = 15%.

It is also possible to deliver *dispel magic* by touch, rather than casting it on an area. In this case, the spellcaster holds the spell’s power in his hand and must touch (normal Attack Roll) a subject or magic item whose magic effects he wishes to annul in the round in which he utters the spell. *Dispel magic* acts normally as described above, but in this case only the person or item touched suffers the effects of magic dissolution.

**Elemental Weapon**

**School:** Transmutation

**Range:** touch

**Area of effect:** a weapon

**Duration:** 1 turn per level

**Effect:** a weapon does double damage against a creature of fire or cold

This spell can be cast on any melee, thrown, or missile weapon, selecting one of the two possible versions.

***Burning weapon*:**the weapon becomes warm to the touch, and any metallic parts (usually the blade or head) become reddish and smokes. When it is used against a monster of cold or water (for example white dragons, water elementals, or frost salamanders), the weapon’s magical bonus is doubled (for example, a sword +2 acts as it was a sword +4), and if the weapon isn’t magical, it temporarily becomes a +1 weapon. For missiles weapons, all the effects are applied to the fired projectiles, until the end of the duration.

***Icy weapon*:**the weapon becomes cold to the touch, and any metallic parts (usually the blade or head) become slick and whitish, as if it was made of ice. When it is used against a monster of (for example red dragons, fire elementals, or hellhounds the weapon’s magical bonus is doubled (for example, a sword +2 acts as it was a sword +4), and if the weapon isn’t magical, it temporarily becomes a +1 weapon. For missiles weapons, all the effects are applied to the fired projectiles, until the end of the duration.

This effect cannot be combined with *permanency*.

**Electric Barrier**

**School:** Abjuration

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** special

**Effect:** field of static electricity causes 6d6 hp

With this spell, the spellcaster is surrounded by an invisible electromagnetic field that moves with him and lasts until it is discharged, magically dispelled, or the mage decides to end it. The mage isn’t affected by the field in any way and can act normally. The electromagnetic field completely discharges on the first creature that physically touches the spellcaster, causing it 6d6 points of damage: the victim can attempt a ST vs. Spells for half damage, and benefiting from a +4 bonus if not directly touching the touching him with a weapon or held item). As long as the first barrier isn’t discharged it is impossible to cast the spell again (i.e. it isn’t cumulative).

This effect cannot be made permanent.

**Enlarge\***

**School:** Transmutation

**Range:** touch

**Area of effect:** 1 creature or 1 object 36 ft.cu. × lvl.

**Duration:** 6 turns

**Effect:** target increases by 1 size; reverse reduces target by 1-3 sizes

Any creature on which this spell is cast increases by one size category (doubling its dimensions), but the victim can avoid the effects (if he wishes) with a ST vs. Spells. The subject gains a temporary +1 bonus to his Strength, but suffers a 1-point penalty to his Dexterity, while his weight doubles. Moreover, as the equipment he carries is also magnified, the blows inflicted by the creature with weapons are increased by one size (see the rules for the damage caused by larger and smaller weapons in the *Mystaran Armoury*). The subject can use magic items and cast spells (if he can) normally while remaining transformed, although he can have other types of impediments (like passing down a human-sized corridor). The creature’s encumbrance capacity is also increased: in line of the maximum encumbrances, values it can carry are doubled (but the DM determines, on a case-by-case basis, if this generalisation is sensible). The AC, HD, hit points, THAC0, Saving Throws, and other characteristics or abilities of the creature are unchanged.

If *enlarge* is cast on a creature under the effects of a *shrink* spell, the effects of the two spells cancel each other out, and the victim instantly returns to his normal size.

*Enlarge* can also be cast on an unguarded item that occupies a maximum volume of 36 cubic feet per spellcaster level, doubling its dimensions for the spell’s duration (the item is not allowed a ST to avoid it). If the touched object is worn by an individual, the spell acts instead on the entire individual (see above) who can avoid it with a successful Saving Throw.

The reverse spell, ***shrink***, reduces the touched creature by 1 to 3 size categories (minimum height of ½ foot with a weight of 4 lbs.) at the mage’s discretion, but the victim can avoid the effects (if he wants) with a successful ST vs. Spells. The shrunken subject can hide better (see the *Observe* general skill) and subjects of diminutive size can also pass through small holes. The individual gains a temporary bonus to his Dexterity, but suffers a penalty to his Strength in proportion to the assumed size (see Table III in the Introduction). As the equipment he carries is also reduced, the damage inflicted by the weapons are reduced in proportion to the new size assumed (see the rules for the damage caused by larger and smaller weapons in the *Mystaran Armoury*). Any spells or powers of the magic items of the shrunken creature instead function normally.

If *shrink* is cast on a creature affected by an *enlarge* spell, the effects of the two spells cancel each other out, and the victim immediately returns to his normal size.

*Shrink* can also be cast on an unguarded item that occupies a maximum volume of 36 cubic feet per spellcaster level, reducing its dimensions by 1 to 3 sizes at the mage’s discretion. If the touched object is worn or held by an individual, the spell acts instead on the entire individual (see above).

Remember that smaller creatures strike more easily than larger ones and vice versa. For each difference in size, a smaller creature receives a cumulative +1 bonus to attacks, while larger creatures suffer a cumulative –1 penalty.

Finally, if the creature is in a place too narrow for its size (either by being enlarged, or by returning to normal after being shrunk), it must make a ST vs. Death Ray: if it fails is crushed to death, otherwise is manages to escape the situation and survive, although it loses ¼ of its hp and could remain stuck (at the DM’s discretion).

**Exchange Places**

**School:** Conjuration

**Range:** 10 feet per level

**Area of effect:** a creature

**Duration:** instantaneous

**Effect:** swap position of spellcaster with that of another creature in range

This effect allows the spellcaster to swop his position with that of another creature that is within 10 feet per level and visible: the spellcaster is instantly teleported to the victim’s location and vice versa. If he wants to, the victim can make a ST vs. Spell to oppose it, but only if his HD or level is higher than the spellcaster’s level.

**False Life**

**School:** Necromancy

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 3 turns

**Effect:** augment the spellcaster’s hp

With this spell, the spellcaster temporarily increases his resilience, gaining 2 hp per level (max +20 hp at 10th-level). The hp acquired in this way remain for 3 turns, or until they are magically or physically dispelled (by damaging the mage). At the spell’s end, the gained hit points vanish: if this brings his hp total to below zero, the spellcaster enters a coma and his hp remain at zero. To recover from this state a cure light wounds spells is sufficient, as is a successful *Heal* or *Medicine* check. The spellcaster remains in the coma for a maximum of one day, after which it inevitably dies.

**Example:** Alannor (5th-level mage with 14 hp) evokes the power to obtain 10 additional hp. Unfortunately in combat he suffers 8 points of damage and his hp drop to 16. After the 2 turns, Alannor loses the 10 additional hp and so has 6 hp left. If instead, he had suffered 14+ damage and no one had cured him before the end of the spell, he would drop to zero hit points and fall into a coma.

This effect cannot be combined with *permanency*.

**Fertility\***

**School:** Transmutation

**Range:** touch

**Area of effect:** 1 acre of earth or a plant or living being

**Duration:** special

**Effect:** makes fertile 1 acre of land/a person or heals a plant; reverse renders sterile 1 acre of land terra/a person or kills a plant

If the spell is cast on an acre of land after the harvest and before the next planting, making that specific area of ground fertile for an entire season, doubling the normal crop produced by that ground. If instead the spell is cast on a plant or plant creature, it cures it of any disease and allows it to recover 2d6+2 hit points. If finally it is used on a living being, it is healed of any disease affecting reproduction and becomes particularly fertile, such that at the first sexual coupling it automatically impregnates (for males) or become pregnant (for females).

The reverse spell, ***sterility***, prevents 1 acre of land from producing any type of crop for an entire season, and kills all the non-magical plants in the area (no ST). If it is cast on a single plant it withers away and dies (despite its size), while if it is a magic plant or plant creature, it causes 2d6+2 points of damage (if the magic plant doesn’t have hp, it dies on a result of 1-3 on d6). If finally it is cast on a living being, it becomes incapable of procreation in any way, and contracts a debilitating disease that will kill it within a year if it isn’t cured with *remove curse*, *fertility*, *cure disease*, or more powerful cure spell.

Neither the spell *fertility* nor its reverse can be annulled by a *dispel magic*, but one can cancel the other and it can be countered by *curse* and its reverse.

**Fireball**

**School:** Evocation

**Range:** 240 feet

**Area of effect:** 20’ radius sphere

**Duration:** instantaneous

**Effect:** explosion of fire causes 1d6 hp per level to all within a 40-foot diameter sphere

This spell creates a fiery projectile, which leaves the spellcaster’s finger and flies towards a selected point within 240 feet, exploding one it reaches its destination. The explosion creates a 60 feet diameter sphere of fire, which causes 1d6 points of damage per mage level (max 20d6) to all beings within the area of effect. Each victim can make a ST vs. Spells for half damage, and the DM is free to ignite inflammable materials worn by the victim, if he fails his ST. Beings of fire (like red dragons and creatures of the plane of fire) automatically suffer half damage, and can reduce it to a quarter with a successful ST.

**Fire Trap**

**School:** Abjuration

**Range:** touch

**Area of effect:** an closable object

**Duration:** permanent

**Effect:** protect object with exploding rune

This spell must be cast on a lockable item (a book, box, door, trunk, etc.), which from that moment acquires an invisible magic sigil of protection. The item on which *fire trap* is placed cannot have a second opening or other active spells of protection. The spellcaster selects a point on the item that becomes the centre of the effect, and when someone who isn’t the mage tries to open it, it causes a fiery explosion that extends for a radius of 5 feet starting from the centre. The flames inflict 3d6 damage + 1 point per spellcaster level (max 3d6+36 hp) to things and creatures within the explosion’s range (ST vs. Spells for half), but don’t damage the element protected by the trap. *Fire trap* if activated underwater inflicts half damage and creates a large cloud of steam.

The spellcaster can use the item without triggering the trap, as can any other individual who knows the key word to open the item without activating the trap (the spellcaster must select a key word while evoking the trap).

The trap is permanent until it is activated, after which it disappears. *Fire trap* can be magically dispelled with the normal chance, and it is so difficult to detect and disarm that a thief suffers a −30% penalty to these attempts.

**Fist of Rock**

**School:** Conjuration

**Range:** 240 feet

**Area of effect:** 300 ft3 of earth or rock

**Duration:** 2 rounds

**Effect:** animates a fist that defends or attacks

The spellcaster can manipulate a large quantity of rock or earth (requiring the presence of at least 300 ft3of earth or rock within 240 feet) to create an animated hand. Once the spell is uttered, from the surrounding ground emerges a huge fist made or rock and earth (12 feet long, 10 feet wide, and 3 feet thick), which remains for 2 rounds. The spellcaster can use it in two ways: offensively or defensively.

If he chooses to use *fist of rock* in an offensive manner, the mage hurls it against a target that must be within 240 feet of him. If the target is a creature, the fist causes it 6d8 hp: with a ST vs. Spells can halve the damage, but if he doesn’t succeed, the victim must make a further Dexterity check to not be thrown 5d12 feet further away (suffering a further 1d6 hp for every 10 feet fallen, with a ST to reduce the damage). If the target instead is large item or a construction, it suffers 1d10 points of structural damage (ST vs. Destruction for half). Once used in this manner, the hand is dispelled.

If *fist of rock* is used in a defensive manner, instead, it is immediately placed around the spellcaster, surrounding him like an impenetrable and unmoveable cupola, and it protects him from the damage directed at him in the next 2 rounds The fist can withstand up to 25 damage before vanishing, so it can be destroyed (materially or with a *dispel magic*) before the end of its duration.

This effect cannot be combined with *permanency*

**Fly**

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** 1d6 turns + 1 turn per level

**Effect:** a being flies at the speed of 360(120) ft./rnd

This spell allows the touched creature to fly in the air or void. As long as he is conscious, he can move in any direction, or stop and hover without concentrating, but falls to earth if he loses consciousness. His maximum speed is 120 feet per round if he is within 120 feet of the ground or indoors, while it is 360 ft./rnd in any other case. His maximum encumbrance is triple his body weight: up to double his speed in unaffected, beyond that each 20% increase in encumbrance reduces his maximum speed by 10%, and if the encumbrance exceeds triple his weight he falls. A *Concentration* or *Aerial Combat* (or Wisdom at –4) check is needed to change speed or direction and attack or cast spells in the same round: if failed, the concentration only directs the flight. Each skill or ability check receives a penalty based on the flying speed: –1 over 120 ft./rnd, –2 over 240 ft./rnd.

The Manoeuvrability Factor (number of direction changes in a round) of a flying creature depends on its size: Small or smaller: 5, Medium: 3, Large 1, Huge ½, Gargantuan 1/3. Beings native to the plane of air always have a MF one rank better than its size warrants.

**Gaseous Form**

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** 1 turn per level

**Effect:** a creature assumes gaseous form

Thanks to this spell, the touched subject is transformed into a cloud of opaque gas along with all his equipment, keeping his visual and hearing abilities (affected by the surrounding environmental conditions, obviously). In this form, he is immune to all normal weapons (although a +1 weapon or better can injure him), critical hits, poison, paralysis, and polymorph. He cannot cast spells, attack, or use magic powers, but can fly at a speed of 120 feet per round and his AC becomes –2 (or he keeps his own AC if this is better). He can also enter a closed area if there are at least ½-inch cracks through which he can pass, ignoring the effects of winds of lesser intensity than 25 mph, but cannot enter water or pass through a barrier of water or ice.

The subject cannot avoid being turned into gas, but can return to his normal form when he wishes, and this ends the spell’s effect; otherwise he remains in this form for the spell’s duration or until it is dispelled (or he is killed in some way).

This effect cannot be combined with *permanency*.

**Geographic Map**

**School:** Divination

**Range:** touch

**Area of effect:** a smooth surface

**Duration:** permanent

**Effect:** draws a dumb geographic map of the area

When casting this spell, the mage must touch a relatively smooth and homogenous surface on which it is possible to write (a piece of paper, an already uncurled roll of parchment, a wax tablet, and a blackboard are all valid examples). On the surface signs and symbols begin to magically appear, which after 6 rounds have composed a large-scale geographic map of the surrounding area: the mapped surface is centred on the spellcaster’s position and has a radius of ½ mile per caster level. Any writing on the surface before the map was created is removed and irredeemably lost.

The representation is faithful but not extremely detailed: it shows the profile of the coast, the rivers, and the principal roads, the morphologic elements of the territory like hills, mountains, forests, and swamps (without giving the height of the contours), and mark the position of cities, towns, fortifications, and other settlements. It doesn’t show small streams, paths, lairs of monsters or other creatures, political borders, interiors of buildings and caverns, or sites of historic interest (like a battlefield, unless it is a fortification or something similar). No name, inscription, or captions of any kind appear on the map (not even those of the principal cities or seas), which is therefore completely “dumb”.

The scale of the map and the symbols that it uses are chosen by the mage at the moment of casting of the spell: typically, he opts for a scale that allows him to see the entire map on the available surface.

*Geographic map*, once designed, is permanent and cannot be dispelled, with the traits of a normal object, but it can be physically destroyed or removed if the spell *bleach* or *colour* is cast on the same surface, or if it is used for the same spell or *focused map* to map a new area.

**Haste\***

**School:** Transmutation

**Range:** 240 feet

**Area of effect:** up to 4 beings

**Duration:** 3 turns

**Effect:** up to 4 beings within the area of effect are hasted, double attacks and movement; reverse slow, halves attacks and movement

When the spellcaster casts this spell, he selects up to 4 beings of Medium size or smaller, or 2 of Large size, or 1 of Huge or Gargantuan size, which must be with 240 feet. From that moment, the hasted subjects double their movement rate, gaining a +1 bonus to their Initiative, Attack Rolls, and AC, and have double their normal amount of attacks for the duration of the spell. They however cannot cast more than one spell per round (or evoke them from items), as their mental facilities aren’t accelerated, only their physical abilities.

The reverse spell, ***slow***, causes the exact opposite on the creatures selected by the spellcaster within the area of effect, which however can avoid the effects with a successful ST vs. Spells. The victims of *slow* move at half-normal speed, halve their attacks, and lose 1 point from their Initiative, Attack Rolls, and AC. Those with only one attack per round can only attack once every two rounds, and the same happens if casting a spell (in practice the formula needs two rounds of preparation).

*Haste* cannot be combined with a *permanency* spell whilst *slow* can, neither is it possible to cast more *haste* or *slow* spells to obtain a cumulative effect: the successive spells only prolong its duration. In the case of *haste*, each round that passes after the first half hour in the “accelerated” state requires a ST vs. Death Ray or perish from the shock to their system caused by the unbalanced magic. This penalty doesn’t apply if the subject doesn’t accelerate again until at least a whole hour has passed.

**Hold Person**

**School:** Enchantment

**Range:** 180 feet

**Area of effect:** up to 4 humanoids of max Medium size

**Duration:** 3 turns

**Effect:** paralyse up to 4 humanoid creatures

This spell is effective against all humanoids (creature with two arms, two legs, a torso, and a head, and finally a tail) of medium size or smaller; it has no effect against the undead, constructs, animals, humanoids are large size or bigger, or non-humanoid creatures.

The spell can hold for 3 turns up to 4 visible people within 180 feet of the spellcaster, paralysing their nervous systems: the victims continue to see and hear, can concentrate, but cannot move or speak, although other people can move parts of their body by exerting a strong pressure (Strength check), which however cannot provoke a fracture.

Each victim that makes a successful ST vs. Mental Spells can resist the effect; if the spell is cast against a single being, there is a –2 penalty to the Saving Throw.

**Identify Species**

**School:** Divination

**Range:** 10 feet per level

**Area of effect:** a creature

**Duration:** 1 round per level

**Effect:** identify the species of 1 creature per level

With this spell, the spellcaster can determine the race and species of a specific creature within range. He can only analyse on creature per round until the end of the spell’s duration (whilst concentrating on the creature, he can do nothing else except move up to half speed), and if the creature fails a ST vs. Spells, the spellcaster knows with certainty its true race and species.

The spell is effective against any type of magic disguise (like *disguise*) or transmutation (like *polymorph*), but is fooled by the natural shapechanging of polymars and aranea (as they invented the spell). The spell is useful for detecting shapechangers or magically transformed creatures, or identifying unknown monsters or victims of spells of mutation.

**Illusionary Wall**

**School:** Illusion

**Range:** 60 feet

**Area of effect:** 10x10x1 ft. image

**Duration:** permanent

**Effect:** creates a false wall/floor/ceiling

With this spell, it is possible to make a floor, wall, ceiling, or similar surface where none is present. It appears absolutely real, conforming to the surrounding environment, but physical items can pass normally through it and it doesn’t block sound, although it obstructs sight and blocks light sources. Anyone examining the illusion just by sight is fooled about its true consistency (unless using divinatory spells). Touching or exploring the surface reveals its true nature, although it doesn’t disappear. The illusion can permanently dispelled with a *dispel magic* or similar spell.

**Incendiary Darts**

**School:** Transmutation

**Range:** 10 feet

**Area of effect:** up to 50 projectiles or throwing darts

**Duration:** 1 turn per level

**Effect:** projectiles produce +1d6 fire damage

When casting this spell the mage selects up to 50 projectiles for missile weapons of small size or smaller (like arrows, bolts, and needles), including darts, which receives an incendiary ability when fired. In this way they cause an additional 1d6 fire damage to any target, damage that cannot be halved, but only reduced if the target has a particular resistance to fire. Moreover, each target must make a successful ST vs. Death Ray to avoid igniting (if it is an unattended item or a structure, it must make a ST vs. Fire). If the target catches fire it suffers 1d4 damage per round until the flames are extinguished: a living being can automatically do so by immersing himself in water or by rolling on the ground, an action that takes a full round.

The incendiary power remains in the bolt for 1 turn per spellcaster level, but if it isn’t fired within this duration, it loses this ability.

**Infravision**

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** 24 hours

**Effect:** a creature gains 60 ft. infravision

This spell allows the individual on which it is cast to see in the dark to a distance of 60 feet, perceiving the thermal auras of things and people, or thanks to the same infravision that dwarves and elves have. *Infravision* doesn’t work in lit areas (whether the light is magical or not), while fire and other sources of heat can interfere with this form of thermal vision.

Thanks to *infravision*, warm items (with a temperature above 20°C) appear red, while cold items (with a temperature below 20°C) appear blue, and all have various shades based on their exact temperature (for example, a creature that approaches him would be seen as a red shape, whilst leaving reddish tracks behind; a pool of icy water would appear as a dark blue colour). Characters with *infravision* can distinguish items with the same temperature as the environment (for example a table or undead), from the reaction of the airflow that shows their edges, which appear as a slightly darker tone. When they remain stationary, they are very difficult to distinguish, but once they begin to move, they assume a much more visible, although unfocused, bluish colour (if you wish to hit them, there is a –2 penalty to Attack Rolls). Finally, *infravision* doesn’t permit the reading of any writing or to distinguish facial features or the particulars of a figure.

**Lightning Bolt**

**School:** Evocation

**Range:** 180 feet

**Area of effect:** 5 foot wide, 60-foot long lightning bolt

**Duration:** instantaneous

**Effect:** creates a 5 foot wide and 60 foot long lightning bolt that causes 1d6 hp per level to those that it strikes

This spell creates a 5-foot wide lightning bolt, which starts from a selected point within 180 feet of the spellcaster and extends for 60 feet in a straight line, striking with no chance of missing the target. All the beings that are in its path suffer 1d6 points of damage per spellcaster level (max 20d6), but can halve the damage with a successful ST vs. Spells.

**Lightning Reflexes**

**School:** Transmutation

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 round per level

**Effect:** avoid surprise and win Initiative for 1 round

This spell confers on the spellcaster an unusual quickness of response. In games terms, for the spell’s duration the spellcaster cannot be surprised, and can choose to automatically win the initiative for one round; in this case, however, the spell ends after this power is used, even if the duration hasn’t elapsed.

This effect cannot be made permanent.

**Liquid Assassin**

**School:** Conjuration

**Range:** touch

**Area of effect:** a liquid mass

**Duration:** special

**Effect:** summon a simulacrum of the first person that is reflected in the liquid, which attempts to kill him

This spell must be directed at a liquid surface of any size (from a glass of wine to an ocean). The first creature that is reflected on its surface following the spell activates the effects; if more than one creature are simultaneously mirrored on the surface, each has an equal chance of activating the spell, but only one will affect it. The reflected creature evokes a simulacrum made of liquid on which his image is imprinted, its dimensions obviously depend on the mass of liquid present, without however exceeding the original (for example, from a glass of wine could emerge a 2-inch high simulacrum, while from a lake or well would gush a simulacrum with the original’s dimensions).

The *liquid assassin* appears the round after the victim is reflected in the liquid, taking form from the same liquid (so a simulacrum that appears from a glass of ale would be of an amber colour with bubbles through its body), and immediately tries to touch the original (it has the mage’s THAC0 but the hit points of the original). It cannot affect any other creature except its double, nor does it show any interest towards others, and cannot use any of the original’s items or special abilities although it resembles it. The simulacrum can move at double the original’s speed, can thin itself down to ½ inch to flow through cracks and holes, and its AC is 6. It continues to try to touch its double until it dies. From the moment it appears, the simulacrum can remain for 1 round per caster level before falling apart.

If it manages to touch the original, it sticks to his skin and covers him, trying then to meld with him. At this point, the victim must attempt a ST vs. Death Ray: If the ST succeeds, the victim has resisted the invasion and only suffers 1d8 points of damage, but the simulacrum dies, leaking from the individual and soaking him. If the ST fails, the simulacrum has managed to couple with the victim’s body and tries to meld with it, causing him 1d8 points of damage per round until it is destroyed. The only way to destroy it at this point is through a *dispel magic* or a spell of *control liquids* (which forces it to detach and melt away), or by physically hitting it, which however also causes damage to the original it is attached to. If the victim’s hp drop below zero, the fusion with the simulacrum is complete and it dies oozing blood and bodily fluids.

The liquid on which *liquid assassin* is cast remains enchanted as long as no one is reflected on it. Only a *disjunction* cast on the area or a *wish* is able to annul it earlier.

**Liquid Form**

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** 1 turn per level

**Effect:** the subject assumes liquid form

This spell transforms forms the touched subject (together with all his equipment) into a 4-pint pool of water, which cannot be absorbed or divided in any way. The form has the subject’s hit points, AC, and ST, can see and hear clearly everything within 30 feet, and moves at 60 feet per round (double in water), climb any surface. As long as he remains in this form, the subject resembles a simple pool of water in every way.

He doesn’t drown if immersed in water and can reach any depth desired, but cannot speak, attack, or use worn items. In this form, he can only be injured by magic weapons or spells, damaging himself without however losing body parts or suffering critical hits, and is immune to paralysis, critical hits, and polymorph. The touched subject cannot avoid the transformation, but can return to his normal form when he wants, and at that moment, the spell ends (if the duration hasn’t yet expired).

**Magic Container\***

**School:** Conjuration

**Range:** touch

**Area of effect:** a container of 36 ft. cu. every 3 levels

**Duration:** 12 hours + 1 hour per level

**Effect:** increase the internal capacity of a container; reverse causes objects to disappear from container

This spell affects a pre-existing container like a bag, sack, or case, increasing its capacity. It in fact opens a miniscule fracture in the space inside the container, creating a mini dimension that can house a greater number of items. In practice, the container’s capacity is increased by 20 times, and the weight of the carried items becomes a twentieth of its real weight for the spell’s duration (so, a bag with a maximum encumbrance of 600 can carry up to 12,000 cn weighing a maximum of 600, or 6,000 weighs 300, etc.). The maximum volume of the container affected by this spell is of 36 cubic feet every 3 levels. If the spell is magically dispelled or the container is destroyed, the contents are hopelessly lost, and the same sort of thing happens to any items that aren’t removed from the container before the spell ends.

The reverse spell, ***curse container***, creates a mini dimension that, rather than contain, makes any item (including magic items) placed inside it disappear after 2d6 turns. If the item is removed earlier there is no problem, otherwise it disappears with no possibility of retrieval; no one knows exactly where the objects end up, but many believe that they are not destroyed, but simply transported to other places chosen randomly and very far from the container’s position.

Neither *magic container* nor its reverse can be combined with a *permanency* spell.

**Mortal Pain**

**School:** Necromancy

**Range:** 20 feet

**Area of effect:** 1 living being for every 3 levels

**Duration:** 1d6 rounds

**Effect:** 1d6 damage per round, –2 to Attack Rolls, AC, ST, and physical skill checks + *Concentration* to cast spells

When this spell is cast, the victim (max. one living being for every 3 levels within 20 feet) must make a successful ST vs. Death Ray. If the ST succeeds, he suffers terrific pain in his muscles and stomach that lasts for 1d6 rounds and imposes a –2 penalty to Attack Rolls, AC, Saving Throws, and physical skills. Moreover, all spellcaster victims of the pain must make a *Concentration* check for each spell they wish to cast.

If the ST fails, as well as the pain described above the victim begins to bleed from every orifice losing 1d6 hp per round for the spell’s duration, until he dies or the pain is magically dispelled. Undead, constructs, and creatures without blood or internal organs are completely immune to this spell.

**Omen**

**School:** Divination

**Range:** 0

**Area of effect**: only the spellcaster

**Duration:** special

**Effect:** allows a prediction to be made

This spell allows the spellcaster to try to predict what will happen in the future (for himself or someone else). The spell is much more effective the closer in time the event that he is trying to predict is: for events of the close future (within half an hour) *omen* can supply useful information, once interpreted; for events that may take place in the far future or generic and imprecise, the *omen* will never give meaningful results.

To cast this spell requires 6 rounds (a minute) to a turn and in some cases as well, according to the rite connected with this type of spell; some spellcasters make premonitions by casting *omen* and then examining the entrails of sacrificed animals, or observe the flight of birds; other read the hands of the interested, read tea leaves, use cards similar to tarot cards, throw stones and bones in the air, contemplates before a pool of crystal clear water, or throws an item into it. In the best cases, the diviner just meditates in silence for an entire minute, but if his concentration is interrupted, or the rite disturbed, the spell has no effect.

While the spell is in effect, the DM rolls a percentage dice: if he obtains a result equal to or lower than that needed (see next paragraph), a sensible premonition results, otherwise the spell gives an answer totally deprived of meaning (or doesn’t give one at all); if he rolls 00 he gets an apparently meaningful answer, but in reality it is bogus and in many cases misleading.

If the event is to occur in the immediate future (within half hour), the percentage of obtaining a reasonable answer is 60%, + 1% per level of the diviner. If the event should happen (or so it is thought) within 24 hours, the chance of success is 50% + 1% per level of the spellcaster; if the event is expected within a month, the percentage is 25% + 1% per level. If finally the event is expected in a far future (beyond a month) or generic (for example seeking to predict the future of a newborn baby, or the destiny of a nation) the chance of success is only 5%, +1% per two caster levels. The DM can add modifiers based on the circumstances.

In addition, when they obtain an answer, they are normally expressed in the form of mysteries, rhymes, cryptic phrases, images, or visions; if the event is to happen in the immediate future, however, such omens should be easily interpreted.

Example 1: a group of characters finds itself at a cave mouth that gives access to a dungeon. The mage casts *omen* (performing the appropriate ritual) to ask the question “Would it do us any good to venture inside” and the percentile roll is successful. In the dungeon a terrible red dragon is hidden and guards a great treasure; the DM (knowing that the PC has a chance to defeat the monster) gives this omen: “A great risk brings great reward”.

Example 2: at the beginning of autumn a mage casts *omen* asking “Will the winter that follows be as harsh as that of the previous year?” and obtains, despite the very low chance, a positive result. He receives this vision: “An ancient king with silvery hair and a bushy beard get up from his iron throne, when he sees a warrior enter and give him a small silver coffer: the king opens the coffer and this reveals it to be full of small, sparkling rubies.” The meaning of the vision (that the mage should interpret by himself) is as follows: the winter (the king) will be very harsh (the iron throne) and will this year also obtain its tribute of human life (the coffer of rubies).

In case one or more spellcasters make a series of similar questions, in quick succession, about the same event, it is probable that they will get the same response, based on their dice results.

**Pebbles to Rock\***

**School:** Transmutation

**Range:** touch

**Area of effect:** 1 stone every 3 levels

**Duration:** special

**Effect:** transform stones into rock that does 3d6 hp; reverse transform rock into small stones

This spell allows the spellcaster to touch a maximum number of stones equal to 1 per three levels (e.g. 3 stones at 9th, 5 at 15th, etc.) and throw them, one after the other, against one or more targets. In the round after the spellcaster touches it, the stone is transformed into a 3 feet cube rock, and if thrown in that round inflicts to anyone struck 3d6 points of damage. To hit it, the spellcaster must make a normal Attack Roll, and the maximum range of the stone is 5 feet per Strength point of the spellcaster. Note that the spellcaster can also choose to not through the touched stones, which in this case become 3 feet cubes of rock, but only remains there for 1 round. The spellcaster must take care to throw the stones in the round after touching them, or he will in his hand a mass that could crush it. The thrown stones aren’t considered normal, but are numbered among “siege weapons” given their size at the moment of impact. The power to transform *pebbles to rocks* remains in the mage’s hands until he has touched the maximum number of transformable stones.

The reverse spell, ***rock to pebbles***, instead reduces to the size of small stones that he can hold in one-hand rocks of a maximum size of 1 ft³ per mage level. The maximum number of rocks so affected is the usual (1 for every 3 of the mage’s levels). The rocks thus transformed remain stones for a period of one hour per level, but can be returned to normality earlier with a *dispel magic*.

**Phantasmal Killer**

**School:** Illusion

**Range:** 120 feet

**Area of effect:** a creature

**Duration:** instantaneous

**Effect:** phantasm wounds the victim (3d6 hp + ST)

The spellcaster creates the illusionary image of the most frightful creature that the victim can imagine, giving form to the fears present in his subconscious and materialising it in monstrous form drawing on the energy of Nightmare. Only the victim of the hallucination can see it, while the spellcaster and others present see a dark and indistinct shape. The creature is cast against the target to kill it and at this point, the subject must make a ST vs. Mental Spells: If the ST succeeds, he suffers 3d6 points of damage because of the shock and the creature disappears. If the ST fails, as well as the damage caused by the illusion the victim believes he has been killed and instantly faints. He can be quickly revived with an energetic shaking that lasts an entire round, or awakens by himself after 1d6+1 rounds.

The spell is ineffective against creatures with less than 3 Intelligence, undead, and constructs.

**Protection from Normal Missiles**

**School:** Abjuration

**Range:** 30 feet

**Area of effect:** a creature

**Duration:** 12 turns

**Effect:** subject is immune to normal darts and projectiles

This spell surrounds the creature on which it is cast with an epidermic barrier that offers complete protection against any non-magical projectiles of medium size or smaller; even if the projectile strikes the individual, it in reality isn’t able to scratch him and bounces away. The spell is however of no use against projectiles from siege engines or war machines (like a rock, a cannon ball, or a missile from a ballista), and against magical projectiles (like a *+1 arrow* or *magic missile*). Remember that a projectile is only magical if it has magic bonus or has been enchanted through a spell: a magic missile weapon doesn’t in fact make the missiles it fires magical, although it does apply its bonus to attacks and damage.

**Remove Paralysis**

**School:** Abjuration

**Range:** 180 feet

**Area of effect:** up to 4 humanoids of max size Medium

**Duration:** permanent

**Effect:** free up to 4 humanoid creatures from paralysis

This spell is effective on each humanoid (creatures with two legs, two arms, a torso, a head, and even a tail) of medium size; it has no effect against undead, constructs, animals, humanoids of large size or larger, and non-humanoid creatures. The spell removes magical paralysis and that caused by poison or enchantment effects (e.g. *fear*) on a maximum of 4 humanoids of medium size or smaller within 180 feet.

The spell has no effect against paralysis due to congenital causes (severed sinews, broken or amputated limbs, pulled muscles) or to external factors (being bound).

**Secret Writing**

**School:** Illusion

**Range:** touch

**Area of effect:** a surface of writing

**Duration:** permanent

**Effect:** alters the appearance of a surface of writing

This spell must be cast on any one surface that bears an inscription (either a page, parchment, tablet, or even a wall) who size isn’t important. The spell modifies the inscription in such a way that it resembles something completely different, based on the will of the spellcaster. A map can thus become a ship’s cargo manifest, a spell can become a page in a diary or even a different spell, there are no limits to the transformation as long as it remain within the support’s limit. Protective spells like *explosive runes* or *snake sigil* can moreover be cast on the inscription.

A *read languages* or *trueseeing* spell is able to reveal the true contents of the inscription, thus like speaking the magic word chosen by the mage when he cast the spell to return the inscription to normal, which is then again masked by speaking the opposite word. A *detect magic* spell only reveals that the inscriptionshines with arcane magic.

**Secure Shelter**

**School:** Abjuration

**Range:** 0

**Area of effect:** 5-foot radius sphere

**Duration:** 2d8 hours

**Effect:** sphere that shelters from inclement weather

This spell creates a 5 feet radius spherical bubble centred on the spellcaster that shelters anyone inside from the inclemencies. The sphere is intangible but opaque, and remains fixed to the place the mage cast the spell. The sphere can contain up to 10 standing creatures of Medium size or 6 lying down, and anyone can enter and leave at their liking without destroying it. The shelter vanishes only at the end of its duration, if it is magically dispelled, or if the mage leaves the sphere.

As long as it is active, the shelter protects those inside it from external elements (rain, snow, hail, wind, sand, dust, etc.), and can survive winds of up to strong intensity (up to 40 mph), but stronger storms sweep it completely away, destroying the sphere. The temperature within the refuge is a constant 25°C if the external temperature is between 40°C and −10°C. If it is higher or lower, the interior temperature is raised or lowered from the standard by an equal number of degrees (for example if it is 45°C outside, or 5°C above the maximum limit, the internal temperature becomes 30°C).

The interior of the sphere is dark, but the spellcaster can illuminate it by varying the intensity from that of a candle to that of a torch, or make it dark again with a simple thought (he can make one variation per round without having to concentrate). The surface is only opaque from the outside, but from within it is possible to see outside without any problem.

This means that even if the sphere doesn’t offer any real obstacle to any ranged weapon, however those outside cannot see those within, who therefore enjoy a minimal protection against missiles and thrown weapons from outside (+2 bonus AC against ranged attacks).

This effect cannot be combined with *permanency*.

**Snake Sigil**

**School:** Conjuration

**Range:** touch

**Area of effect:** a written work

**Duration:** special

**Effect:** protect writing with a sigil that immobilises anyone trying to read it

When the spellcaster casts *snake sigil* on a writing that must contain at least twenty words (like book page, scroll, or a series of runes etched on stone or another surface) a small symbol appears that mixes with the words. When this text is read and the reader comes to the symbol, it is activated and takes the form of a snake, which throws itself at the reader biting him (as long as the reader is within 10 feet of the writing). Simply looking at the text isn’t enough to activate the sigil: it needs to be deliberately read. The reader has the right to a ST vs. Spells to avoid the effects of the sigil: If the ST succeeds, the snake of energy dissipates without further effect, and the symbol disappears from the writing in a puff of smoke. Otherwise if the ST fails, the subject is engulfed in a force field that shines with an amber light and immobilises him until he is freed by the order of the sigil’s creator, the spell is dispelled, or after a period of time equal to 1 day per spellcaster level. Within the invisible force field the subject doesn’t age, nor does he need to eat, sleep, or breathe. He is kept in a state of suspended animation without being able to take account of what is happening around him or can in any way move. The victim can however be damaged by external forces, seeing as the forcefield doesn’t offer any protection against physical attacks, although it renders him immune to any type of mental attack.

The sigil cannot be detected by a normal search without activating it, and spells like *detect magic* only reveals that the text shines with arcane magic. It remains on the writing until activated or magically dispelled.

**Sphere of Invisibility**

**School:** Illusion

**Range:** 0

**Area of effect:** 10 foot radius

**Duration:** special

**Effect:** beings within 10 feet of the mage become invisible

This spell not only renders the caster invisible, but also all those that, at the moment it was spoken, are within a 10 feet radius of the mage. The area of invisibility afterwards moves with the spellcaster, and those that remain inside are hidden from all others (although they can see each other). Those (and only those) that move more than 10 feet away from the mage, or attack a target, become visible and cannot become invisible again even if they re-enter the area of effect. If the spellcaster attacks or casts a spell, the invisibility ends for everyone. For all its other effects, this spell is identical to the 2nd level *invisibility* spell.

**Steal the Breath**

**School:** Necromancy

**Range:** 120 feet

**Area of effect:** 20 x 20 x 10 ft. volume

**Duration:** 4d4 rounds

**Effect:** all the creatures within the area of effect faint

When the spellcaster casts this spell, he selects an area of 20×20×10 feet within 120 feet: all the beings within the area must make a successful ST vs. Spells or they cannot breathe and fall unconscious for 4d4 rounds, during which they cannot be revived; only a *dispel magic* spell can interrupt the spell before its duration ends.

The spell obviously has no effect on creatures that don’t need to breathe to survive, like undead, elementals, oozes, and constructs.

**Suggestion**

**School:** Enchantment

**Range:** 30 feet

**Area of effect:** 1 living being

**Duration:** special

**Effect:** victim is urged to follow an action

With this spell, the spellcaster identifies a victim, who must make a successful ST vs. Mental Spells if he wants to totally avoid all the effects. If however the ST fails, the spellcaster can influence the victim’s actions suggesting to him with a single phrase a certain action. To have effect, the suggestion must be sent to the victim by the mage within an hour of the spell’s casting. The suggestion must be spoken in a way to make it seem a reasonable action and the victim must be able to understand the language in which it was given. If the suggestion seems forced or dangerous to the victim, the charm instantly vanishes. *Suggestion* cannot alter the perception of reality (asking a person to throw himself into a gorge spread out before him where in reality the gorge doesn’t exist for example is an impossible attempt), but can alter the victim’s mental state or predisposition to someone (for example asking a dragon to not attack before it has heard what the spellcaster has to say or asking a giant to stop fighting and to ally himself with them to destroy a much worse threat).

The suggested action can take up to a maximum of 1 hour per mage level, or until it is completed. The spellcaster can also specify certain conditions that activate an action as long as the spell is active (for example suggest to a knight to give his warhorse to the first person that passes); if the condition isn’t met within the spell’s duration, the suggestion is wasted.

**Sustenance**

**School:** Transmutation

**Range:** touch

**Area of effect:** a living creature

**Duration:** permanent

**Effect:** a being does not need to eat for 24 hours

This spell gives the subject all the liquids, salts, sugars, and proteins that he needs daily. In practice, after having it cast, the subject doesn’t need to consume food or water for 24 hours, as if he had eaten to full meals, although in reality he hasn’t ingested any food.

**Symbol of Fear**

**School:** Enchantment

**Range:** touch

**Area of effect:** 30 feet radius

**Duration:** special

**Effect:** victim flees in fear at double speed for 30 rounds

When casting this spell, the spellcaster materialises a magic symbol on a surface or suspended in air within 3 feet of his position. The symbol lasts until it is activated for the first time, although it can be annulled earlier with a *dispel magic* or similar spell, and remains fixed to the area where it had been created. If it is created on a living being or a moving object, when the surface is moved, the rune remains suspended in mid-air. The symbol cannot be made invisible, although it can be covered or hidden using objects present in the area. Anyone that reads, passes through, or touches the symbol activates its effects, which affect any living creatures within 30 feet of the symbol when it activates.

The victims are swept away by a wave of pure terror which repulses them and forces them to flee from the area at double speed for 30 rounds unless they make a successful a ST vs. Mental Spells.

**Thunderclap**

**School:** Evocation

**Range:** 0

**Area of effect:** 30 foot radius

**Duration:** instantaneous

**Effect:** emit a bang that deafens and stuns

When the spellcaster casts this spell, he smacks his hands one against the other and produces an intense deafening bang that expands outwards to a 30 feet radius, striking all the living creatures in the area of effect (only he is immune).

All the victims must attempt a ST vs. Spells, and if the ST is successful they are simply stunned for a round. If the ST fails, then the effects vary based on the difference between the required value and the Saving Throw result:

* ST failed by 1-2 points: stunned for 1d4 rounds
* ST failed by 3-4 points: stunned for 2d4 rounds and deafened for 1 turn
* ST failed by 5-8 points: stunned for 3d6 rounds and deafened for 2 turns
* ST failed by 9+ points: stunned for 1 turn and deafened per 1 hour
* ST natural 1: stunned for 1 turn and permanent deafness.

The deafness imparts a –1 penalty to Dexterity, a –2 penalty to all Surprise rolls (including the *Alertness* general skill), unless the victim has other exceptionally acute senses as well as hearing, and prevents the use of the *Hear noise* skill. Deafened spellcasters have a 30% failure chance of casting any spell with a verbal component.

Stunned victims cannot attack, concentrate (so cannot cast spells), move at half speed, and suffer a –4 penalty to AC, ST, and any skill check.

**Tongues**

**School:** Divination

**Range:** touch

**Area of effect:** a creature

**Duration:** 1 turn per level

**Effect:** allows the understanding of spoken language

This spell gives the creature touches the ability to understand and speak the language of any intelligent creature (including dialects and racial tongues). The subject can speak and understand only one language at a time, and can select which tongue he prefers to understand (if hearing different ones simultaneously), changing once per round as long as the spell lasts. The range is limited by the subject’s hearing and the speaker’s voice, and he cannot understand the languages of animals or non-intelligent creatures, or the meaning of writing in an unknown tongue.

**Transmute Liquids**

**School:** Transmutation

**Range:** touch

**Area of effect:** 1 pint of liquid per level

**Duration:** permanent

**Effect:** transmute a liquid into another type of liquid

While casting this spell the mage must touch the liquid that he chose to transform, and at the end of the formula it is permanently transmuted into the selected type of non-magical liquid (e.g. beer into water or wine into alcohol). If the volume of liquid is higher than that transmutable, the effect is diluted.

If it is cast on a magic liquid like a potion, the only possible transmutation is into a liquid with a spell of the same spell level and that has been mastered by the author of the transmutation (for example a mage can transform a potion of fly into a potion of speed as long as he has the *haste* spell). If the spellcaster doesn’t attune a transformation to the same spell level (e.g. he doesn’t understand the spell level of a potion and tries to associate it with a higher or lower level spell), the spell has no effect and the liquid keeps its original properties. Moreover, there is a 10% chance per level of the effective magic that the potion completely resists the transmutation.

**Truth of Blood**

**School:** Divination

**Range:** touch

**Area of effect:** trace of blood

**Duration:** concentration

**Effect:** obtain information based on a trace of blood

While uttering this spell the mage must touch the traces of blood no older than one hour per spellcaster level. As long as he concentrates, the mage can obtain information about the creature that lost the blood, and can change traces (if there are more than one blood trace) and gain similar information for all the creatures that have left traces of their blood behind.

Based on the number of rounds he concentrates, the mage gains the following information:

*1st round*: race and type of creature.

*2nd round*: number of Hit Dice, weight, size, and age of the creature.

*3rd round*: direction and approximate distance in which the creature can be found at that moment. If the being is deceased, the spellcaster is aware of its death and the direction in which it lies.

**Vigilant Guardian**

**School:** Divination

**Range:** touch

**Area of effect:** a creature

**Duration:** 1 day per level

**Effect:** Casting this spell the wage must touch a subject that he wishes to watch, who must accept the effect or the spell fails.

From that moment the subject is considered the “protected” and for all the effect’s duration the mage will always be aware if something dangerous is happening to his protected, receiving in real time a mental vision of the situation that threatens the subject (which is any situation that can cause physical damage to the subject).

The distance between protected and guardian isn’t important, and the spell functions even if they are on two different planes of existence. The effect is blocked if either the protected or guardian is in an anti-magic field or an area shield from divinatory spells. The effect can be magically dispelled with the normal chance if dispel magic is cast against the protected.

**Visions of Death**

**School:** Divination

**Range:** touch

**Area of effect:** a corpse

**Duration:** 1 turn

**Effect:** view the last 10 minutes of the deceased’s life

While casting this spell the mage must touch the corpse of a creature that died no longer than 1 day per spellcaster level ago. Once this is done, he enters a trance and for 1 turn relives the last 10 minutes of the creature’s life, seeing and hearing everything as if he was in the individual’s position, but without the possibility of affecting the actions (as he is in effect simply watching events that have already happened). When the victim exhales his last breath, the mage awakens from the trance and the spell ends. Note that any affliction or attribute affecting the dead subject’s vision or hearing also affects the perceptions of the spellcaster in the trance.

**Wall of Wind**

**School:** Evocation

**Range:** 120 feet

**Area of effect:** up to 10 feet per level long, up to 5 feet per level, and 2 ft. thick wall

**Duration:** 6 turns

**Effect:** create a wall of wind of 1,200 ft2

This spell creates a static, invisible, vertical curtain of wind, 2 ft. thick and of considerable strength, which remains in the place for 6 turns. The spellcaster can give the wall the form he wishes (even a cylindrical barrier), provided he respects the wall’s length and height. It can be created even in an area in which another solid is present and without any physical support (even midair), although it can be magically dispelled.

The wall is able to sweep away any bird of small size or smaller, and of tearing sheets of paper from the hands of any individual taken by surprise (a Dexterity check allows him to hold on to the paper). Flying creatures of small size or smaller cannot pass through the barrier; all others can pass through but need 2 rounds to do so. Arrows and quarrels always deviate upwards and miss the target if they encounter a *wall of wind*, while any other ranged weapon (excluding projectiles of huge size) that pass through the wall have a 30% chance of deviating and automatically miss the target. In addition, gases, gaseous breath weapons, and gaseous (but not incorporeal) creatures are unable to pass through the barrier.

***Fourth Level***

**Airy Water\***

**School:** Transmutation

**Range:** 0

**Area of effect:** 10-foot radius sphere

**Duration:** 1 turn per level

**Effect:** make water gassy and breathable; reverse air breathable liquid for subaquatic races

This spell affects the water (fresh or salt) present in a 20 foot radius sphere around the spellcaster, transforming it into a lighter airy substance that is easily breathable by those that breathe air who are in the area of effect (obviously fresh water will be flavourless, while salt water produces a unpleasant sensation on the palate). The sphere moves with the spellcaster, and underwater creates a myriad of bubbles of air around him. Subaquatic creatures avoid the sphere, understanding its nature, and those that find themselves inside it do not enter into contact with the water, although intelligent beings will enter if they can move by means other than swimming. The spell cannot transform any solids present in the water, and if there are diluted poisons in the area, they are breathed in with the airy water, causing their normal effects to the victims (ST allowed). The sphere protects from any water-based attack and grants a +2 bonus to any ST against ice based attacks.

The reverse spell, ***liquid air***, transforms the air into a denser and liquid substance that can be easily breathed by subaquatic creatures. The liquid obviously fills the sphere and produces along its border a thin vapour trail. Anyone that enters the area of effect are therefore completely bathed, and if they cannot breathe, water and don’t hold their breath risk drowning (see the rules on suffocation at the end of the spell’s description).

The barrier also protects those inside it from attacks of ranged weapons, as the water dampens the kinetic energy of the weapon and mitigates the impact, such that these types of weapon always cause ⅓ normal damage. The sphere of liquid also protects from fire-based attacks, which automatically cause 1 point of damage less per die, and give those within it a +1 bonus on their ST to further reduce the damage.

However, the sphere of liquid is instead detrimental against attacks based on cold and electricity. In fact, attacks based on electricity are amplified by the liquid, with the result that all those within the sphere suffer the attacks damage (for example a *lightning bolt* directed against one of the creatures in contact with the sphere, which is completely filled by the lightning’s energy, causing damage to all present).

Cold-based attacks or effects instead have a chance equal to the damage produced to freeze the entire sphere, imprisoning those found inside it (for example a *cone of cold* that causes 30 Hit Points has a 30% chance of freezing the entire area). The sphere remains frozen until all its occupants have escaped it with a successful a ST vs. Paralysis (one attempt per round): which means that they have broken the ice, pushing the pieces out of the sphere. Remember that those imprisoned in the ice cannot breath until they are free, and they can hold their breath with no problem only for a period of one round per Constitution point, after which they must make a Constitution check with a cumulative −1 penalty for each successive round. After three failed attempts, if they have still not freed themselves they die of suffocation.

**Aqueous Transmutation**

**School:** Transmutation

**Range:** 200 feet

**Area of Effect:** volume of water of 10 ft3 × level

**Duration:** permanent

**Effect:** transform a volume of water into ice, dust, mud or sand and vice versa

This spell allows the transformation, of up to 10 cubic feet per spellcaster level, of fresh or salt water into one of the following substances: ice, dust, mud or sand. It can also be used to transform a volume of one of those four substances into water. Generally, if the spell is used against a creature made entirely from one of the stated materials (e.g. hydrax of ice, golem of mud) to transform it into water, it suffers 1d6 damage per mage level, halved with a successful ST vs. Spells; if reduced to negative hp because of the effect, it liquefies and dies. Furthermore, any being completely encased in the ice or submerged in mud, sand or water without the ability to breathe it risks dying of suffocation if he isn’t able to free himself in time (see the rules on suffocation). Based on the material created, there can be different effects that the DM must establish; the most common situations are listed below.

***Ice:*** anyone within the sheet of frozen water remains imprisoned until freed by force or magic, while on the icy surface moving at a speed of over 30 feet per round imposes a Balance or Dexterity check to avoid falling, with a cumulative penalty of –2 for every 10 feet of difference to the aforesaid speed. A water elemental victim of this magic must make a ST vs. Spells or remain frozen (petrified) only if it is completely within the volume of affected water, otherwise it is only slowed if it failed the ST.

***Mud:*** anyone in the area of mud begins to sink at a rate of 1 foot per round until they reach the bottom, and advancing in the area is only possible at 10 feet per round if the legs are completely immersed in the mud, at that point the being is immobilised until freed by force or magic.

***Dust:*** the dust halves the normal range of visibility and causing an annoyance to the creatures that breathe it, imposing a –1 penalty on Observe checks and Attack Rolls.

***Sand:*** the area of sand reduces walking speed by half and makes it impossible to run.

**Automatic Pilot**

**School:** Transmutation

**Range:** touch

**Area of effect:** a vehicle moved by magic

**Duration:** 6 turns + 2 turns per level

**Effect:** fix a route to 1 magically moved vehicle

This spell holds a vehicle moving by magic (like a flying ship or an *enchanted vehicle*) on a pre-established route, constantly maintaining altitude, speed, and direction. To cast it is necessary to touch the vehicle and programme the route.

*Automatic pilot* isn’t able to avoid dangers that arise along the vehicle’s route without the assistance of a helmsman or a driver. It is able to identify the more obvious dangers, like storms, flying creatures or objects, mountainous reliefs, crevices, or asteroids, up to 60 feet away per mage level: when this happens, it cause a magical alarm to sound on the vehicle and slows it to half cruising speed. It is then up to the driver to manually intervene to alter altitude, speed, and direction to totally avoid the danger, and the replacing the vehicle on the same route that it had been previously following once the obstacle has been bypassed, or annul the spell (if the route must be drastically modified).

If no one intervenes to modify the route, the *automatic pilot* automatically stops the vehicle 150 feet before the potential danger and is deactivated.

**Ball Lightning**

**School:** Evocation

**Range:** 180 feet

**Area of effect:** 1 sphere of electric energy every 3 levels

**Duration:** instantaneous

**Effect:** 1 electric sphere every 3 levels causes 4d6 hp

This spell creates a sphere of electrical energy for every three levels of the spellcaster (rounded down, max. 5 spheres at 15th). Each sphere can be directed at different targets within 180 feet of the mage, causing 4d6 hp (ST vs. Spells for half). There is a chance (1-2 on d6) that it emits electric sparks near the target, causing a small fire.

**Black Arrow**

**School:** Necromancy

**Range:** 120 feet

**Area of effect:** a creature

**Duration:** special

**Effect:** bolt of energy causes 10d6 hp and slow

This spell creates an arrow of negative energy that the mage can direct against any visible creature within 120 feet: the arrow automatically hits the target (*shield* offers its usual protection), and causes 10d6 damage to the victim. The victim must make a ST vs. Death Ray: If the ST succeeds, the spell only inflicts half the indicated damage and has no other effect.

If the ST fails, the victim suffers the full damage and is wrapped in a dark field of negative energy that lasts for 1 round per mage level and sucks the life energy of the victim as well as slowing him. He suffers 1 point of damage per round and he moves as if under the effects of *slow* (see the 3rd-level spell) until the spell ends or is dispelled.

Undead don’t suffer damage from this spell, which indeed cures them rather than injuring them, but are vulnerable to the slow effect of the field of energy.

**Body Manipulation**

**School:** Necromancy

**Range:** touch

**Area of effect:** a creature

**Duration:** permanent

**Effect:** add a prosthesis to a being’s body

This spell allows the spellcaster to attach a prosthesis of some kind to the subject’s body, who if he wishes to avoid the effect must make a successful ST vs. Spells. While evoking the spell, the spellcaster must touch the target and have in his other hand the prosthesis that he intends to append to the body, which is automatically added to its skin and bone. Usually the manipulation is used to reattach a severed limb (even if it doesn’t work as well as the original, and he doesn’t recover the hp lost due to the amputation), fuse a weapon directly to a limb (can use it without being disarmed and use his mastery), create a exoskeleton that improves AC or add limbs to improve movement (tail to swim, wings to fly, legs to climb or run quicker). It isn’t possible to increase the number of standard attacks in any way, and each manipulation reduces the subject’s Dexterity by 1 point. These additions are permanent and cannot be magically dispelled.

**Charm Monsters**

**School:** Enchantment

**Range**: 120 feet

**Area of effect:** a living creature

**Duration:** special

**Effect:** a creature is fascinated by the spellcaster

This spell has an identical effect to that of the first level *charm person*, but can influence any being, except undead and constructs. If the victims have 3 HD/levels or less, it can influence 3d6 Hit Dice, otherwise it can only charm one being. Each victim can avoid the effects with a successful ST vs. Mind-affecting Spells.

**Clothform**

**School:** Conjuration

**Range:** 0

**Area of effect:** surface of cloth of 30×30 feet

**Duration:** permanent

**Effect:** create up to 900 ft2 of cloth

This spell creates a quantity of cloth (which appears as a single piece) of a maximum size of 30×30 feet. The cloth created in this way is non-magical and permanent, so it cannot be magically dispelled.

If the spellcaster has some type of craft skill (like *Weave* or *Tailor*), he can also shape the cloth as he creates it, producing for example a tent or a sail, a cloth or a single garment, or even up to 60 feet of rope.

The cloth created with this spell is an uncoloured, defectless, robust canvas. The spellcaster can leave one end of the cloth unfinished, and afterwards the same or a different mage can add another cloth with this same spell, without any type of apparent stitching or seam at the point where the two spells joined them (which is very useful for producing rough but resistant sails, for example).

At its creation, the produced cloth emerges from the hands of the spellcaster and it lies down on the ground before him, and if there are obstacles, it piles up against them, without pushing them away; the spell cannot therefore be used to create a curtain that can instantly cover a group of enemies, for example.

Moreover, the cloth, as it is created, cannot be attached to other objects (so it isn’t possible to use it immediately as a hanging that acts as a barrier and obstructs an entrance, for example), nor can it be created in a space that is already occupied by another object.

If used to create sails or a cover of any type, the fabricated cloth has AC 8 and 1 Damage Point (or the Hit Points of objects, see the section *Damage Points and Saving Throws of Objects* in Volume 3 for further clarification) for every 12 square feet.

**Confusion**

**School:** Enchantment

**Range:** 120 feet

**Area of effect:** 30-radius sphere

**Duration:** 12 rounds

**Effect:** the creatures in the area have confused instincts

This spell throws into complete confusion all the creatures that are inside a 30 feet radius sphere within 120 feet of the spellcaster (who must take care not to be inside within the spell’s area of effect). Victims with 1-2 HD/levels are not allowed a Saving Throw to avoid the effects, while those with 3 or more HD/levels must make a successful ST vs. Spells to avoid the *confusion*, as long as the spell as effect or they remain in the affected area. The confused beings act irrationally and in a random manner for the spell’s entire duration, or until the effects are magically dispelled. To establish the actions of a confused being, the DM must roll 2d6 each round, and refer to the following table:

**Table 2.4: Effects of *Confusion***

|  |  |
| --- | --- |
| ***2d6*** | ***Confusion Effect*** |
| 2-5 | Attack spellcaster’s group |
| 6-8 | Do nothing, except defend against any direct attack |
| 9-12 | Attack own group |

It isn’t possible to make *confusion* permanent on a being, but it is possible to use the *permanency* spell to make permanent the effects of confusion within a specific area, so that anyone inside it feels it.

**Contagion**

**School:** Necromancy

**Range:** 30 feet

**Area of effect:** a living creature

**Duration:** permanent

**Effect:** provoke a disease in the subject

This spell infects a living creature with a negative energy that causes a disease chosen by the mage, unless the subject makes a successful ST vs. Spells. The mage can select a known disease (for a comprehensive list of Mystaran diseases, refer to Table 2.2 on page 26 of Volume 2 of this Tome), whose dangerousness category depends on his level (refer to the cure disease spell described in Volume 2 for further information on the three disease categories) as follows:

* Up to 8th: category A disease
* From 9th to 15th: category B disease
* From 16th: category C disease

The penalties relating to the illness persist until it is cured normally (for pathogens of category A and B) or magically removed with a *cure disease* or with a more powerful cure spell (*dispel magic* has no effect).

The spell is ineffective against non-living creatures like undead and constructs. If cast against non-sentient plants they wither and die within an hour (one plant with each application), while on monstrous plants it has the same effect as on living creatures.

**Control Emotions**

**School:** Enchantment

**Range:** 30 feet

**Area of effect:** 1 creature every 4 levels

**Duration:** 6 turns

**Effect:** alter the emotions of the subjects

This spell can be used in two ways by the mage: on himself or on others.

If he uses it on himself to make himself calm and tranquil, the spellcaster is able to react better to any type of effect that causes a shock or a violent emotion (fear, terror, horror, hate, anger, despair, etc.), obtaining a +4 bonus to all his Saving Throws to negate these effects until the spell ends. If instead he is already under the effect of such an emotion, he can use *control emotions* to calm himself and return to normal, although this state only lasts 1 turn. Moreover, for the entire duration of the sorcery the spellcaster is able to project a false emotion that reads true by any divinatory spell trying to plumb his mind (he can change the emotion once per round).

If instead he uses *control emotions* on other creatures, it only affects the living (animals and not) and affects a maximum of 1 creature for every 4 mage levels that must be within 30 feet. The targets can resist the control with a successful ST vs. Mental Spells, otherwise the spellcaster projects a well-defined emotion on them that invades their mind and lasts for 1 turn, conditioning their actions. The spellcaster can choose one of the following emotions when he invokes the spell:

**Friendship:** the subject reacts positively to every encounter and is always available and friendly. He never attacks first but only reacts to defend himself or his endangered allies, and tries to help those who ask for aid. *Friendship* counters and annuls the effects of *Hate*.

**Courage:** the subject receives a +2 bonus to all his ST to counter fear (magical or mundane) and if he is frightened he can immediately make a new ST with the listed bonus to beat the terror. He, moreover, becomes so courageous that if attacked in melee he receives a +2 bonus to his Attack Rolls and damage, and if he is a NPC he need not make Morale checks. *Courage* counters and annuls the effects of *Fear*.

**Despair:** the Morale of the subject (if he is a NPC) drops by 3 points and he has a −1 penalty to his ST and all skill and characteristic checks. *Despair* counters and annuls the effects of *Hope*.

**Happiness:** the subject is in a state of grace and is well disposed to all. As such he never attacks first (reacting only to defend himself) and obtains a +2 bonus to all his Saving Throws. *Happiness* counters and annuls the effects of *Sadness*.

**Hate:** the subject is harbours a deep aversion to anyone, always refusing any proposal of collaboration, and if he is treated in an abrupt or rude way he attacks those that insulted him, he also attacks on sight anyone that did him a wrong in the past. When he is in melee with someone he gains a +2 to his Attack Rolls and damage. *Hate* counters and annuls the effects of *Friendship*.

**Fear:** the subject is invaded by a maddening fear towards the spellcaster and flees at maximum speed away from him for 10 entire rounds, and he refuses to return to a place where he might encounter him. If he sees the spellcaster again before the effect ends, he flees again. *Fear* counters and annuls the effects of *Courage*.

**Hope:** the Morale of the subject (if he is a NPC) rises by 3 points and he has a +1 bonus to his ST and all skill and characteristic checks. *Hope* counters and annuls the effects of *Despair*.

**Sadness:** the subject is constantly dejected, pessimistic, and subject to moments of apathy. All his attacks have a −1 penalty as does his Saving Throws and Initiative checks, and he is always surprised. *Sadness* counters and annuls the effects of *Happiness*.

**Control Plants**

**School:** Enchantment

**Range:** 60 feet

**Area of effect:** plants and plant monsters within 30 ft2

**Duration:** concentration

**Effect:** mage controls plants and plant monsters

Not to be confused with *charm*, this spell allows the spellcaster to control with simple concentration all the plants and plant monsters in a fixed area of 30×30 feet within 60 feet. Only intelligent plants (e.g. treants) can attempt a ST vs. Mental Spells to escape the control, but even if the ST succeeds, the spellcaster can try again to take control, continuing to try until the victim fails the Saving Throw or leaves the area of effect, or the mage’s concentration is interrupted.

Controlled intelligent plants are always friendly towards the spellcaster and obey him, with the exception of suicidal orders, while the concentration lasts. To give telepathic orders to the plants, the spellcaster must concentrate for the entire round, without being able to do anything but walk or speak. If he wants to animate common plants they act as if under the effect of *entangle* (see the 1st level spell), but remain fixed in the spell’s area of effect.

When the concentration is interrupted the effect ends and the plant monsters are always hostile towards the mage: attacking him if they think they have a good chance of defeating him, or attempt to flee.

This effect cannot be combined with *permanency*.

**Corpse Possession**

**School:** Necromancy

**Range:** 30 feet

**Area of effect:** a humanoid corpse

**Duration:** 1 hour per level

**Effect:** mage’s spirit possesses and animate a corpse

Casting this spell, the mage’s soul leaves his body to assume control of a corpse of any humanoid creature that is within 30 feet and dead for no longer than 1 day per spellcaster level. For the spell’s duration, the spellcaster is able to move the body normally as if it was his own, and can speak, although obviously the appearance would be the same that the deceased had at the moment of death (including wounds and hideous or not disablements). While he possesses the corpse, the spellcaster cannot use the magical abilities, competence in weapons, or special qualities possessed by the deceased or even himself (he thus cannot cast spells). The spellcaster uses his own Intelligence, Wisdom, and Charisma scores, as well as his own THAC0 and ST while he possesses the corpse, while the corpse’s physical characteristics (Strength, Dexterity, and Constitution) are equal to 10. The Hit Points of the corpse are equal to the creature’s base Hit Dice +1d8 hp, which indicates how much damage the corpse can suffer before falling apart.

At the end of the effect, the soul returns to the mage’s body, who can however end the spell earlier with simple concentration. The soul also automatically returns to the spellcaster’s body if the corpse is reduced to zero or fewer hit points or suffers a successful attempt to annul the magic.

The spellcaster’s body remains inanimate for the effect’s duration. If it is destroyed while the soul is in the corpse, the spellcaster dies at the spell’s end. Moreover, it is necessary that both the corpse and the original body be on the same plane when the soul returns to its original body, otherwise the spellcaster dies.

**Create Atmosphere**

**School:** Conjuration

**Range:** 10 feet

**Area of effect:** volume of 8,000 cu. ft.or a subject

**Duration:** 1 hour (6 turns) per level

**Effect:** create stable and breathable atmosphere in a volume of 8,000 cu. ft. or around a subject

This spell is similar to *create air*; with the only difference, that it can hold the pressurised air within 8,000 cubic feet, (the spellcaster decides the exact linear measurements of the area in which he wants the breathable atmosphere). The created atmosphere doesn’t leak out of any holes (as happens with *create air*), but remains fixed in the area it was created (and it can therefore be cast in the open, underwater, or in space, with no fear that it will disperse).

If the spell is cast on a creature, the latter is surrounded by a ½ inch layer of pure air that allows it to breathe normally in airless environments (and if it is immersed in a liquid many bubbles appear around it signalling its presence), maintaining a constant pressure. If the creature doesn’t breathe air, the bubble is revealed as a deadly trap that can suffocate the victim (it is allowed a ST to avoid this effect).

This spell doesn’t protect the creature from any noxious gas present around him that comes in to contact with his atmosphere.

**Create Projectiles**

**School:** Conjuration

**Range:** 120 feet

**Area of effect:** a missile weapon or quiver

**Duration:** 1 turn every 2 levels

**Effect:** create normal projectiles

This spell can be cast on any missile weapon, or on a quiver, obtaining two different effects. If used on a missile weapon, it becomes capable of firing arrows or bolts that appear when it is used, without requiring the use of existing projectiles. The bolts created in this way are totally normal, and disappear after either hitting or missing the target, when they impact a surface. The weapon keeps the power to create normal projectiles for the spell’s duration, and it can fire up to a maximum of 5 bolts per round. The bolt cannot be created and then stored for later instead of being fired, as it disappears after either causing damage or touching a surface.

If the spell is cast on a non-magical bolt instead, once the bolt is placed in a container it immediately produces a total of 5 identical projectiles per level (or a lesser amount if the container’s capacity is smaller), then the effect ends. Unlike the previous use, in this case the projectiles become a permanent creation that cannot be magically dispelled.

Neither of the two above effects can be combined with a *permanency* spell.

**Curse**

**School:** Necromancy

**Range:** 10 feet

**Area of effect:** a creature, object, or place

**Duration:** permanent

**Effect:** inflict a curse on a creature, object, or place

This spell allows the spellcaster to curse a creature, item, or place of maximum volume equal to a 3 feet cube per level. A creature can resist the effect with a successful ST vs. Spell with a –2 penalty, a magic or consecrated item or place has a 10% chance per spell level.

The imposed *curse* can be up to a –4 penalty to one of the following elements: a characteristic, Attack Roll, damage inflicted, a type of Saving Throw, a skill check. The curse on a thing can also invert the magical effect that it possesses rendering it detrimental (for example, a ring that reveals lies could force the wearer to always lie, a sword +3 would become –3 to attack and damage, etc.). It is also possible in the case of either objects or a person to impose a curse that emulates a 1st to 4th level spell that entails a worsening of the subject’s physical or mental abilities, or even invent some type of penalty correlated to the victim’s actions (for example stutter if he tries to speak an Intelligence check necessary to recite spells, always tell the truth or always lie, etc.) or to his physical or mental condition (limp and halve movement, suffer from dysentery, become deformed, or change alignment or sex, etc.). The *curse* is always subject to the DM’s approval, and can bring about the victim’s death in the long term (after at least a month). Spellcasters of 10th-level or higher can even transform the victim into a lycanthrope or lesser undead (zombie, ghoul, or spectre), but the transformation takes 1 month. The inflicted *curse* is permanent and can only be removed by *remove curse*, *destroy evil,* or *wish*, or by the will of the one who imposed it.

**Defensive Aura**

**School:** Abjuration

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 12 turns

**Effect:** lowers the spellcaster’s AC

The spellcaster creates a protective barrier of force around his body that moves with him and gives him the benefit of a better natural AC based on his level: AC 3 up to 8th, AC 2 from 9th to 12th, AC 1 from 13th to 15th, AC 0 from 16th to 18th, AC –1 from 19th to 21st, AC –2 from 22nd onwards.

**Dimension Door**

**School:** Conjuration

**Range:** 10 feet

**Area of effect:** a creature

**Duration:** instantaneous

**Effect:** transport a being up to 360 feet

This spell instantly transports a being that is within 10 feet of the mage to a place up to 360 feet away in any direction. The spellcaster selects the destination, and if the place isn’t specified, he can just indicate the direction and distance, respecting the maximum limit of 360 feet (for example 200 feet to the west 10 feet down). If the movement causes the subject to appear in a space already occupied by a solid, or in an anti-magic area, the spell has no effect and the subject remains where he is. Moreover, if the subject doesn’t want to be transported, he can avoid the effect with a successful ST vs. Spells.

This spell instantly delivers a being that is within 3 meters by the mage in a place away up to 108 meters in any direction. The spellcaster chooses the destination, and if the final destination is not specified, it can only indicate the distance and direction, the limit up to 360 feet (for example 200 feet to the west 100 feet down). If the move causes the materialization of the subject in a space already occupied by a solid, or in an area of anti-magic, the spell has no effect and the individual remains where it is. Moreover, if the subject does not want to be transported, can avoid the effect with a successful ST vs. Spells.

**Displacement**

**School:** Illusion

**Range:** touch

**Area of effect:** one target vol. max 10 ft³ per level

**Duration:** 6 turns

**Effect:** distort the space around the target

This spell distorts and bends the light rays within a 6 feet diameter around the target touched by the mage, making it appear to be up to 3 feet from its real position. The target can be a fixed area, one creature, or a moveable object of a maximum volume of 10 ft³ per level, and the area of *displacement* moves with the creature (only affecting it) or with the object (affecting all those within 3 feet of it). This makes it rather difficult to hit targets in the affected area and protects the target from various forms of attack, especially from distance. All those that attack the target in melee suffer a –2 penalty to all Attack Rolls, while a target that is able to move also gains a +2 bonus to all Saving Throws against avoidable effects, as well as the chance of making a ST vs. Spells to also avoid the usually infallible *magic missile* and similar spells (e.g. *fiery bolts* of 4th level).

Attacks made against the target with common ranged weapon automatically fail, while those made with magic weapons or projectiles have a 50% chance of missing it when the Attack Roll is successful.

Obviously, *displacement* is ineffective against any blind adversary, who however has worse penalty to hit his adversaries, while a *trueseeing* annuls the effects of the *displacement*.

**Earthmaw**

**School:** Conjuration

**Range:** 150 feet

**Area of effect:** 20-foot diameter circle

**Duration:** instantaneous

**Effect:** fanged mouth of rock attacks a target

The spell creates a 20 feet wide mouth in the earth within range, which lunges at the chosen by jutting out of the ground for 10 feet like a snake of rock, and bites the target. The mouth can hit up to one Huge, two Large, four Medium, eight Small, sixteen Tiny, or thirty-two Diminutive creatures, if they are concentrated within a 20 feet diameter circle. The maw automatically hits and causes 1d6 points of damage per spellcaster level (maximum 20d6 at 20th-level), halved with a successful ST vs. Spells.

If the ST fails by 5 or more points, it means that the mouth has swallowed the target, burying him 10 feet underground. The victim should be returned to the surface quickly by digging or using an appropriate spell, before he begins to suffocate (he can hold his breath for a number of rounds equal to his Constitution score, after which he loses ⅓ of his hp each round and dies in the 4th round).

*Earthmaw* can only be created in an area of earth or sand but not on a rock or stone surface (like inside a castle or a paved square), or in an area in which a tree is present. Any items in the affected area (like a tent or cart) are considered targets of the attack and end up swallowed by the earth.

**Elemental Shield**

**School:** Abjuration

**Range:** touch

**Area of Effect:** one creature

**Duration:** 1 turn

**Effect:** barrier halves damage from an element

This spell creates a barrier that envelops the touched subject and protects him from attacks based on one of the following elements, chosen when the shield is created: fire, ice, electricity, acid. As an effect of the spell, the subject’s body appears surrounded by an aura that emits as much light as a normal torch, whose colour depends of the type of protection chosen: white for the ***icy shield*** (ice), scarlet for the ***burning shield*** (fire), violet for the ***acid shield*** (acid) and blue for the ***electric shield*** electricity/lightning). The shield automatically absorbs half of the damage from attacks based on the chosen element, and the character can make any Saving Throws to reduce further the damage if the effect or the situation allows it. E.g. if hit by a *fireball* while protected by a burning shield he would automatically take half damage and can reduce it to one quarter with a successful ST. It isn’t possible to use multiple applications of elemental shield to protect oneself simultaneously against different types of element: any shield created afterwards replaces the first for the duration’s effect.

**Enchant Object**

**School:** Transmutation

**Range:** touch

**Area of effect:** an object of 10 lb. maximum weight

**Duration:** 1 turn per level

**Effect:** make an object item

With this spell the mage temporarily enchants a mundane item (maximum weight: 10 lb., or 100 cn) making it magical for 1 turn per level. If the spell is cast on a weapon, it temporarily becomes a +1 magic weapon, whose bonus is applied to both Attack Rolls and damage, and can be used by anyone. If instead it is used on another object, the mage associates a spell (not instantaneous or permanent) of the first three spell levels that he knows to the item, which releases the spell when a specific word is spoken (as if it had a single charge) before the effects of this spell end. An item enchanted in this way can be used by anyone who knows the word established by the mage to activate the magic effect.

This spell can be magically dispelled with the normal chance of success, and cannot be used in conjunction with *permanency*.

**Enchant Vehicle**

**School:** Transmutation

**Range:** touch

**Area of effect:** a transport vehicle with a maximum volume of 360 ft3 per level or an object

**Duration:** 4 hours

**Effect:** a vehicle moves itself

Casting this spell on any one transport vehicle (for example a cart, sled, coach, boat, etc.) no larger than 260 cubic feet per caster level, making the vehicle able to float at a minimum height of 3 feet above the ground and up to a maximum of 50 feet. As such it can travel through swamps, calm water, snowy paths, or deserts without slowing, but obviously cannot overcome changes in elevation higher than 50 feet (like a gorge or a sheer drop of 65 feet), and fails. The vehicle’s base speed is 120 feet per round (or 8 mph) if the cargo doesn’t exceed half of its normal capacity, otherwise it is halved.

To lead the *enchanted vehicle* it is necessary that the mage concentrate on the direction to traveland on the turns to make; if the concentrate is less, the vehicle comes to a halt and floats 3 feet from the ground, but the mage can rest when he wants. This power lasts for 4 hours or until magically dispelled.

If the spell is cast on another other object of up to a maximum volume of 360 ft³, it renders it able to fly once that someone steps on it and speaks the control word given by the mage (as happens for flying brooms and carpets, for example). The fly speed, Manoeuvrability Factor, and the maximum cargo that can be carried depend on the size of the enchanted object:

|  |  |  |  |
| --- | --- | --- | --- |
| **Size** | **MF** | **Speed** | **Max cargo** |
| S | 5+ | 180 ft./rd. | 2,000 cn |
| M | 3 | 240 ft./rd. | 4,000 cn |
| L | 1 | 300 ft./rd. | 8,000 cn |
| H | 0-½ | 360 ft./rd. | 16,000 cn |

If the carried weight exceeds half the maximum cargo, the fly speed is halved. The speed refers to flying in open space: in enclosed areas or within 120 feet of the ground it is reduced to 120 feet/rnd (at greater speed a Dexterity check is needed each round to avoid crashing).

This effect cannot be combined with *permanency*.

**Exceptional Range**

**School:** Transmutation

**Range:** 120 feet

**Area of effect:** a missile weapon

**Duration:** 6 turns

**Effect:** a missile weapon’s range is quadrupled

This spell only effects missile weapons (like bow, crossbows, and slings) of any size. Once affected by the spell and for its duration, the weapon’s maximum range is quadrupled, although the Attack Roll bonuses and penalties due to range remain the same.

This effect cannot be combined with *permanency*.

**Exceptional Skill**

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** 6 turns

**Effect:** strengthen a characteristic or general skill of an individual

This spell improves one of the characteristics (chosen by the spellcaster from Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) or the value of a general skill of the individual on which it is cast by 4 points (or by +20% for thief skills). The increase lasts for 6 turns and has no maximum limit (it can take the value beyond the racial maximum).

It isn’t possible to cast the spell more than once to augment the same characteristic score or the same skill value, but it can be cast several times on the same individual to improve all his characteristics are various skills. The spell is moreover cumulative with other (different) spells or magic items that augment the same physical characteristic.

This effect cannot be combined with *permanency*.

**Eyes of the Dead**

**School:** Divination

**Range:** 90 feet

**Area of effect:** a corpse or undead creature

**Duration:** 1 hour per level

**Effect:** mage can see and hear through the victim

This spell can be used on any corpse or undead creature. Once cast, the spell establishes a connection that allows the spellcaster to see and hear as if he was inside the creature using his own senses modified by those of the being (if for example the victim is able to see in the dark the spellcaster is also able to do so). If this is an undead creature however, it can avoid the connection establishing by making a ST vs. Spells when the effect is evoked if the ST is successful, the spell doesn’t exist. If the undead is already controlled by the necromancer, it doesn’t have any right to a ST (the same applies to inanimate corpses).

The mage doesn’t acquire any control over the creature (if he doesn’t already have any), so must rely on the information gathered based on the senses, freedom of action, and movement available to the victim. To maintain the contact once the spell is cast it is necessary that the mage continues to concentrate without doing anything else: any distraction makes him lose the contact, although it is always possible to re-establish it the following round until the duration ends.

Although at the moment of casting the creature must be within the indicated range, afterwards to can move up to ½ mile away per mage level without problem. If however, it goes beyond this range, enters an anti-magic area, leaves the plane the spellcaster is on, or is destroyed, the bond is broken and the spell ends. The bond also ends if the mage or the undead is the victim of a successful *dispel magic*, or if is the mage is surrounded by an anti-magic aura.

It isn’t possible to establish this contact with more than one creature (corpse or undead) at a time. Any further attempt to use the spell annuls the previous application.

**Faithful Copy**

**School:** Conjuration

**Range:** touch

**Area of effect:** a written text

**Duration:** permanent

**Effect:** copy a magic or normal text

This spells allows the creation of a faithful copy of any written work at the mage’s disposal. Speaking the formula the spellcaster touches the text he wants to copy (deciding if he wants to copy the whole book or just a page) and an exact copy instantly appears at the original’s side, identical in all respect (including signs of use and errors, but excluding any sort of magical protection). The maximum limit of copied text is one volume or scroll per application (size or length isn’t important, as long as the pages or scrolls are joined together, not in a pile).

If it is used to copy a magic text (like a spell) however, the spellcaster must have, at his disposal, a new spell on which to transcribe it, and in the process is forced to spend 500 xp per spell level while he concentrates to faithfully copy the formula. The process needs one hour and there is a 15% chance that the copy isn’t perfect if it is of higher than sixth level, or if the spellcaster is disturbed during this period of concentration.

**False Thoughts**

**School:** Illusion

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 hour per level

**Effect:** project false thoughts and distort divination

This spell creates a barrier around the mage’s mind that prevents magic items and spells from understanding his real intentions or thoughts on a topic by distorting them. The result of *ESP* or of another spell of 4th level or lower used to discover his intentions or thoughts (*detect evil* or *alignment*, etc.) always gives the most favourable outcome to whoever examines the mage, giving the examiner the utmost confidence from what he saw in the mind. Moreover, when the mage’s thoughts are read he can choose which answers to give.

If using a spell of 5th level or higher to examine the spellcaster’s mind or intentions, the chance to successfully overcome the barrier of fictitious information and discover the mage’s true intentions is equal to 10% per level of difference between the examiner’s and the mage’s level.

**Example:** the wizard Said (10th level) sneaks into a thieves guild to discover who ordered the assignation of his dear friend. When the guild’s mage (13th level) tries to read his mind to discover proof of conspiracy or treachery with a simple *ESP*, he learns that Said wants a career in the guild and will faithfully serve it. When the mage searches Said’s mind for the place where he has hidden stolen property, Said selects from his thoughts a place far removed from the real place. If instead the mage uses *telepathy*, he has a 30% chance of discovering the deceit with each question that gives a false answer.

**Fiery Bolts**

**School:** Evocation

**Range:** 3 feet per level

**Area of effect:** up to 10 different creatures

**Duration:** instantaneous

**Effect:** 1d4+6 fiery bolts each cause 1d8 hp

The spellcaster concentrates the power of fire on his fingertip and throws it at the selected targets in the form of 1d4+6 fiery bolts. The *fiery bolts* can be directed against a single target or against separate targets (one per bolt), which must be within the indicated range (3 feet per level). The bolts automatically hit (no Attack needed), causing 1d8 hp per bolt (no ST).

**Flaming Force**

**School:** Transmutation

**Range:** 0

**Area of Effect:** only the spellcaster

**Duration:** 1 turn per level

**Effect:** spellcaster’s body becomes fire

The mage’s body is wrapped in a flaming aura that illuminates an area of 40 feet radius without burning him. As long as he remains in the *flaming form* the character is considered protected by a *resistance to fire*, is immune to poison, can only be injured by magical weapons or by spells, and is able to use all his weapons and magic (except those that use cold or water based effects), although he cannot cast spells. Any creature within 5 feet of the mage suffers 1d6 damage per round due to the heat and must make a ST vs. Paralysis to avoid catching fire, losing 1d6 hp per round until he extinguishes the flames (which takes an entire round). Any item manipulated by the spellcaster as part of his equipment assumes the aura of fire, but returns to normal if removed from his body. The mage can return to his usual form when he wants, and this ends the spell.

**Focused Map**

**School:** Divination

**Range:** 360 feet

**Area of effect:** 10,000 ft2

**Duration:** permanent

**Effect:** draw a map of an area of 10,000 ft2

When the spellcaster casts this spell, it automatically draws a detailed map of an area of up to 10,000 square feet (the scale is automatically established based on the dimensions of the surface on which the map is drawn) situated within 360 feet and chosen by the spellcaster. The map can only be drawn on any surface via markings of black or white ink (which appears magically), and reveals the plans of buildings (only that of the same floor that the mage is on) situated in the area, the morphology and orography of the land, the coastline, and of any other natural characteristic or building, as well as hidden rooms and passages in the indicated area. Any creatures present in the area are also reported in a way that describes the race, although the map can only identify a maximum of 4 different species and is fooled by illusions or magical alterations.

The map so drawn remains on the chosen surface in a permanent way as if it had been drawn normally: it cannot therefore be magically dispelled, but can be destroyed or removed if another *focused map* is caston the same surface or if a *bleach* or *colour* spell is used.

**Glacial Form**

**School:** Transmutation

**Range:** 0

**Area of Effect:** only the spellcaster

**Duration:** 1 turn per level

**Effect:** spellcaster’s body becomes ice

This spell turns the mage’s body into ice. While in this form he is considered protected by a resistance to cold, is immune to poison, can only be injured by magical weapons or by spells, and is able to use all his weapons and magic (except those that use fire based effects), although he cannot cast spells. Any creature within 5 feet of the mage suffers 1d6 damage per round due to the cold and must make a ST vs. Paralysis to avoid being slowed for the next round. Any item manipulated by the spellcaster as part of his equipment becomes ice, but returns to normal if removed from his body. The mage can return to his usual form when he wants, and this ends the spell.

**Glyph of Warding**

**School:** Abjuration

**Range:** touch

**Area of effect:** an object

**Duration:** permanent until activated

**Effect:** create a protective rune on an item

This spell allows the spellcaster to draw a magic symbol (a rune) on an object to protect it. The objects on which the rune can appear are writings, drawers, doors, and any other object that can be opened or forced (so a jewellery box, trapdoor, or flask are possible targets). The object cannot have dimensions greater than a maximum of 10×10×10 feet, and no more than one *glyph of warding* can appear on the same object. It is never possible to draw a sigil of this type on a living being.

When the spell is cast, the mage establishes a magic word or code; when someone tries to open, force, pick, or simply touch the object protected by the rune without speaking the magic word, the *glyph of warding* triggers, causing an intense detonation that can easily be heard within 240 feet. The destructive sound wave inflicts on all those within a radius of 15 feet from the object 4d6 point of damage + 1 hp per mage level (for example, if the spell was cast by a 12th level mage, the explosion inflicts 4d6+12 points of damage); the victims can make a ST vs. Spells for half damage. The explosion doesn’t damage the object on which the rune was drawn (as it was placed there to protect it) and ends the effect of the rune, which vanishes.

*Detect magic* or *trueseeing* allow the easy detection of the rune. A thief searching for traps in the area of interest is able to find it normally and perhaps also realise the thing’s traits (he has a –20% penalty to his attempt), however he isn’t able to neutralise the sigil; a *dispel magic* spell is necessary to do that.

If the protected object is safely opened at distance with *telekinesis* or *knock*, the sigil triggers with the related explosion (and detonation).

**Hallucinatory Terrain**

**School:** Illusion

**Range:** 240 feet

**Area of effect:** 3 feet radius per level area

**Duration:** permanent

**Effect:** mask the type of terrain in a 120 foot radius area

This spell alters the perception of an area of a radius of up to 3 feet per level, whose centre is within 240 feet of the spellcaster. If it is cast on the outside of the area (like over a glade, a hill, a wood, or the exterior of a castle), the illusion affects all those that observe the area from outside, and nothing inside the area is camouflaged (for example, the spellcaster could make a castle appear as a hillock, or a ship as a whale, but the interior of the castle or ship remains unchanged to those within it). If instead it is cast within an enclosed area, it affects all those that venture into that area (for example it can camouflage a room of the treasury as a cellar, or make a floor appear where an abyss is or create an illusionary wall to block a passage, etc.). If cast on a mobile construction (like a ship or cart), the illusion moves with it, but must be plausible (for example, it cannot make a ship appear to be a mountain that floats on the sea, or a caravan as a group of moving trees).

Only those that enter the area of the *hallucinatory terrain* can make a ST vs. Mental Spells to notice the illusion and see things as they truly are; If however the ST fails, he still continues to perceive the illusion as such with all his senses, as long as he doesn’t have any reason to believe otherwise (for example, if a room full of trunks is made to appear as if full of seats, those that venture inside could believe the illusion until they try to sit on one of the seats and feel that it isn’t what it seems). Creatures with *trueseeing* are automatically able to penetrate the illusion.

The spell is able to disguise things and people, making them assume an illusionary static form (for example a group of soldiers could appear as a group of rocks or statues, but not a groups of bears), but it isn’t possible to alter the area by making those inside it literally disappear (for example, it isn’t possible to make a glade full of men appear empty, although it is possible to create the illusion of many small trees or sunflowers inside it). Moreover, if a creature disguised thanks to the spell dies within the *hallucinatory terrain*, its true nature is immediately revealed, without unmasking the others.

The spell’s effects continue until the illusion is magically dispelled: in this a single *dispel magic* spell is enough to eliminate the entire scene.

**Hypnotism**

**School:** Enchantment

**Range:** 40 feet

**Area of Effect:** one living and sentient creature

**Duration:** 1 turn

**Effect:** control the actions of an hypnotised creature

The spellcaster obfuscates the victim’s mind and influences him with unconscious commands. This spell only functions on living beings with an Intelligence of at least 3 points (higher than that of animals) present within 40 feet. Only creatures with4 or more HD/levels can resist the hypnotism with a successful ST vs. Mental Spells with a –2 penalty. If the ST succeeds, the hypnotiser can stay concentrated on the victim for up to 3 rounds, imposing a new ST at –3 in the 2nd round and –4 in the 3rd, but if the target resists the *hypnotism* has no effect. If however the ST fails, the creature fails into an altered state of consciousness in which it can still act normally, attack and concentrate, but because of the hazy reflexes suffers a –1 penalty to its AC, Attack Rolls, STs, Initiative and all characteristic and skill checks.

The victim of the hypnotism moreover perceives the mage’s words and actions in the most favourable way (as for *charm*). While the spell is active, the hypnotised creature keeps his attitudes and convictions, but never attacks the mage, who can give him instructions, as long as the victim can hear him and understand his language. The victim follows any of the hypnotiser’s orders, except suicidal ones. If his instructions go against his morals or attitudes, it is necessary for the hypnotiser to make an opposed Charisma check to force the victim to obey him, and if this fails he must wait a minute before trying again.

The mage doesn’t need to maintain his concentration to keep the effect on the victim: the state of hypnosis lasts one turn, unless it is interrupted earlier by the subject taking damage or if the spell is dispelled. At the spell’s end, the victim is stunned for 1 round and remembers nothing of what happened during the state of hypnosis.

This effect cannot be made permanent.

**Ice Spear**

**School:** Evocation

**Range:** 180 feet

**Area of effect:** multiple targets

**Duration:** instantaneous

**Effect:** ice spear that does 1d6 damage per level

The spell creates a 10-foot long spear of ice above the mage who directs it (in a straight line) at a visible target from 20 to 180 feet away. The spear causes 1d6 points of damage per spellcaster level (halved with a ST vs. Spells) to the victims that it strikes along its path. Reaching the final target the spear explodes and the splinters cause the above damage reduced by 1 dice for each victim hit along the way to all the creatures within a 10 feet radius sphere (ST vs. Spell for half). Cold-based beings (like frost giants) and undead automatically suffer half damage, and can reduce it to a ¼ with a successful ST.

**Example:** a 10th-level mage throws the spear at a red dragon and hits two orcs along the way. The orcs suffer 10d6 hp and when it impacts on the dragon the explosion causes 8d6 hp to everything within 10 feet (dragon included); all the victims can halve the damage with a successful ST vs. Spells.

**Ice Storm**

**School:** Evocation

**Range:** special

**Area of effect:** 20 ft. sided cube or 20 ft. radius sphere

**Duration:** instantaneous

**Effect:** Hailstorm causes 1d6 hp per level

This spell causes a sudden and violent hailstorm to appear which batters all those individuals and things in the area of effect. The spellcaster can decide to create the storm as a cube with 20 feet sides, which must be within 120 feet, or as a 20-foot radius sphere centred on himself. All the creatures present in the area (with the sole exception of the spellcaster, if he creates the storm sphere around himself) suffering 1d6 points of damage per caster level (max 20d6) because of the blows and the cold, although it is possible to halve the damage with a successful ST vs. Spells. The victims must make a second ST vs. Paralysis to not lose the initiative in the following round, because of the numbing of their muscles. Beings of cold (like frost giants or frost salamanders) and undead automatically suffer half damage (and can reduce it to one quarter with a successful ST), and are immune to the loss of initiative for the stiffening of the limbs.

**Improved Invisibility**

**School:** Illusion

**Range:** touch

**Area of effect:** a creature

**Duration:** 1d6 turns

**Effect:** a creature becomes invisible

Thanks to this spell, the subject touched (to a maximum of Large size) immediately becomes invisible to all creatures. The individual becomes visible if he attacks someone, uses magic, or is hurt in some way, but as for long as the spell lasts, he can become invisible again by concentrating for a round (like casting a spell).

At the end of the effect (or if it is magically dispelled), the subject becomes visible. Those under the effect of this spell can make themselves visible when they wish, and can be detected by *see invisible*, *second sight,* and *trueseeing*.

This effect cannot be made permanent.

**Interposing Hand**

**School:** Evocation

**Range:** 0

**Area of effect:** 3 foot radius per level

**Duration:** 1 round per level

**Effect:** hand prevents a being from approaching

This spell creates a semi-transparent hand of pure force that is tasked by the mage to protect him against the attacks of a specified being in the area of effect. From that moment, the hand acts independently (the mage can therefore do something else) and it interposes itself between the spellcaster and the subject, preventing the latter from approaching the mage beyond a certain limit from any direction (the hand thus moves with the mage). The maximum distance of approach can be changed by the spellcaster once per round as long as the effect lasts, but obviously, it cannot be greater than the area of effect. The dimensions of the hand can vary from a minimum diameter of 5 feet to a maximum diameter of 25 feet (the size is chosen by the mage at the moment of casting). The hand doesn’t follow the subject out of the area, but each time he tries to enter and approach closer than the specified limit, the hand stops him. The hand only prevents physical contact between the subject and the spellcaster holding the former at distance, but doesn’t prevent the creature from attacking the mage with ranged weapons or spells. Moreover, it doesn’t damage the target creature, not even if it crashes into the hand at full speed (it is abruptly stopped but without damage).

The *interposing hand* isn’t fooled by disguises or transmutation, always recognising the real subject, but cannot impede illusionary forms of the creature (like *projected image*) that pass beyond it. The hand moreover is also incapable of blocking a subject in gaseous or incorporeal form (*evanescence*), or its spirit projected from the body (*creeping shadow* or *astral body*). If the subject uses a spell of transport (like *dimension door* or *teleport*) to approach the mage, the hand immediately materialises in front of the creature and begins to push it away until, after a round, it is at the distance specified by the mage.

The *interposing hand* is able tohalt up to 1,800 lb. of weight. Beings of greater weight that forcibly pass through the hand are slowed, reducing their movement by half. It doesn’t however hamper any other creature that tries to pass through it: to all other beings, the hand is visible and transparent but doesn’t constitute an obstacle and can be passed through as if it was air.

If the subject associated to the hand is killed before the spell has ended, the mage can select another subject within the area of effect to be protected from, and the hand protects him from the new creature for the remaining duration.

The hand can be hit with normal weapons: it has AC 0 and the same Hit Points and ST as the mage, and if it is physically or magically destroyed this ends the spell. The spellcaster can also choose to dismiss the hand before the end of its duration, which ends the spell. The hand vanishes if it encounters an anti-magic field, and if the creature to which it is associated is surrounded by an *anti-magic barrier*, it isn’t able to obstruct him. There isn’t a limit to the number of *interposing hands* evocable simultaneously, but each must be bound to a different creature.

**Locate Creature**

**School:** Divination

**Range:** 0

**Area of effect:** 300 foot radius + 20 feet per level

**Duration:** 1 turn per level

**Effect:** find a known creature

This spell allows the locating of a specific creature (like the smith Fergus) or belonging to a species known to the mage (like a unicorn), but not creatures of a generic type (“a humanoid” or “an animal”), if it is within the area of effect. The spellcaster must have seen the specific subject or a member of the desired species at least once before. If the subject is moving, the spellcaster also knows the direction in which he is moving and can therefore follow him as long as he remains within the spell’s area of effect. This spell isn’t able to locate subjects magically protected from divination spells and remains active for 1 turn per level, without him needing to concentrate to evoke the power. However, it only remains active in regards to the indicated subject, and he cannot thus change species or subject once he has cast the spell. Magically camouflaged creatures are registered by the spell as they belonging to their real species if the camouflage is only illusionary (e.g. *disguise self*); if instead the transformation is real (e.g. *polymorph* or *polymorph self* or the shapechanging ability) the subject sought can avoid discovery by making a ST vs. Spells (the only case in which it is allowed to avoid the detection) the moment that he first enters the spell’s area of effect (the ST result is valid for the spell’s entire duration).

**Magic Circle**

**School:** Abjuration

**Range:** 0

**Area of effect:** 10-foot radius sphere

**Duration:** 6 turns

**Effect:** circle protects from physical attacks brought by a certain type of creature or imprisons it inside

When the mage casts this spell, he must choose which of the two mystic circles he wants to evoke.

***Protective magic circle*:**this is a 10 feet radius area centred on the mage, which moves with him or remains fixed at the position it was invoked. The spell impedes a particular category of being from entering the circle and attacking in melee or with its special powers all those inside it, even if the creatures can attack with ranged weapon or by casting spells at distance; those within the circle enjoy a +1 bonus to their ST and AC against the attacks of the indicated creatures. If one of the subjects within the circle directly attacks the external enemies, the spell immediately ends. Those that leave the *mystic circle’s* area of effectno longer enjoy its protection unless they re-enter the circle.

The spellcaster must choose when he creates the circle which creatures he wants to affect from the following species: undead, fey, giants, shapechangers (including lycanthropes), dragons, constructs, goblinoids, lizardmen, humans, demihumans, outsiders of the outer planes (including demons, angels, etc.), outsiders of the inner planes (Ethereals and Elementals), animals (normal and giant, insects included), and magical beast (creatures with strange anatomies in respect to normal animals, intelligent’ or with special powers).

***Imprisoning magic circle*:**once evoked, on the ground around the spellcaster appears a circle of silvery runes that remains fixed in that position. The mage chooses a category of creature from the above list, and any being of that category that sets foot within the *imprisoning circle* is forced to remain inside it for as long as the circle lasts; if the creature’s dimensions are too great to fit inside the circle, it enlarges to contain the entire creature without affecting others. As long as it remains in the, the creature cannot use its special powers or escape in any way (not even by using magic), but can use ranged weapons or spells (if it is able to cast any) to try to harm its enemies or to dispel the circle.

**Magic Conversion**

**School:** Transmutation

**Range:** touch

**Area of effect:** 500 coins per level

**Duration:** permanent

**Effect:** turn a quantity of coins into gems or other coins

Uttering the spell, the spellcaster touches a pile of coins of the same type, and the magic turns it into other coins of the same amount, or a series of gems of each value. The conversion is permanent and cannot be dispelled, although the items can be newly targeted by this spell. The maximum sum that can be converted with each application is equal to 500 gold pieces per caster level.

**Example:** Sieger, a 30th level mage, decides to convert a chest full of silver coins into gold pieces. In the chest are 5,000 silver pieces, which thanks to the spell become 500 gold pieces. The maximum amount that Sieger could convert for example could be, a pile of 15,000 gold pieces, which could become 3,000 platinum pieces or a diamond of 10,000 g.p. and an emerald of 5,000 g.p., or any other possible combination, if the final value equals the initial value.

**Magic Muzzle**

**School:** Conjuration

**Range:** 60 feet

**Area of effect:** a creature

**Duration:** 6 turns + 1 turn per level

**Effect:** close the mouth of the victim with a muzzle

This spell can be cast on any creature with a mouth, which can resist the spell’s effect with a ST vs. Spells. If failed, it creates a *magic muzzle* that perfectly fits the creature’s face (of any size) and harnesses it, preventing it from being able to open it mouth, speak, bite, or use any type of attack via the mouth, although it permits breathing. The muzzle remains solidly fixed to the face for the spell’s duration, until it is magically dispelled, or the mage decides to make it vanish, ending the effect.

**Magnetism**

**School:** Transmutation

**Range:** touch

**Area of effect:** one target max size Large

**Duration:** 1 minute per level

**Effect:** attract or repel metal objects

This spell gives the touched object a powerful magnetic field that is able to repel metal objects of equal or lower weight to that of the “magnet” or attract objects of a total weight equal to that of the “magnet”. For the spell’s duration a subject can chose to activate the power once per round, otherwise it remains asleep; as well as activating it, the subject can also perform other actions (fight, move, cast spells, etc.). If the *magnetism* is negative, any metallic object can advance no closer than 3 feet and weapons are deflected. However, if the subject possesses metallic items, they are thrown 10 feet away, so he cannot use metallic weapons. If the *magnetism* is positive, the subject attracts to itself 1 specific metallic item within 30 feet (or is attracted to the latter if its weight exceeds the limit) or all those within 10 feet of him, but in this case he cannot select metallic items to keep away from him. If the attracted item is worn or held by a creature, it can make a Strength check with a –4 penalty each round to keep the object.

If the spell is associated to an item instead, the positive or negative *magnetism* is always active until the end of the spell or until it is magically dispelled, and the chosen type of magnetism cannot be changed.

**Manipulate Plants**

**School:** Transmutation

**Range:** 120 feet

**Area of Effect:** surface of 3,000 ft2

**Duration:** permanent

**Effect:** make plants grow or shrink

The spell can be used in two ways:

***Grow Plant***: This spell causes the abnormal growth of bushes and trees (excluding monstrous plants), making them become a thick tangle of tendrils, creepers, thorns, and spines. It can therefore affect an area of up to 3,000 ft2: the exact dimensions are chosen by the spellcaster within this limit. To be affected, the plants must be entirely within the spell’s area of effect: such an area becomes totally impassable to all creatures that aren’t of at least Huge size (over 12 feet in height), including the spellcaster. If adopted to dispel the effects of *reduce plants*, it returns the plants to their normal size.

***Shrink Plant***: reduces all plants (excluding monstrous plants) that are within the spell’s area of effect (3,000 square feet), making the area easily passable. If adopted to dispel the effects of *grow plant*, it returns the plants to their normal size.

The *manipulate plants* effect lasts until it is reversed, or is removed by a series of *dispel magics* cast simultaneously which cover the entire ensorcelled surface.

**Massmorph**

**School:** Illusion

**Range:** 240 feet

**Area of effect:** 120 foot radius

**Duration:** special

**Effect:** disguised beings appear as plants

This spell makes all the creatures within a 240 feet diameter appear as trees in a spot or thicket, typical of the area in which it is (if used underwater, the effect causes the beings to look like pieces of seaweed). The creatures that aren’t subjected to the spell retain their appearance. The illusion is effective against all those that observe the area from outside, and also against those that travel through the area where the false trees are, while the disguised individuals are able to distinguish each other with no problem. Observers cannot see through the illusion, unless they have *trueseeing* available,(even infravision is fooled).

The illusion continues until it is magically dispelled (just one *dispel magic* spell is enough), or until the mage who created it decides dismiss it. Moreover, each being hidden by the illusion returns to his normal form if he leaves the area effected by the spell, or the moment he attacks a creature no subject to the magic. The movement of individual affected subjects within the area of the illusion however, doesn’t destroy the fiction, although the observer occasionally registers strange movement on the shadows among the trees, and can make a ST vs. Mental Spells to discover the subject in question (and only him).

**Natural Barrier**

**School:** Abjuration

**Range:** 0

**Area of Effect:** only the spellcaster

**Duration:** 1 turn per level

**Effect:** barrier that blocks animals or plants

The spell creates an invisible barrier around the spellcaster’s body that can be of two types, based on the beings from which he wants to protect himself.

***Anti-Animal:*** blocks all attacks from normal or giant animal species, as well as insects (including the effects of *insect swarm* and *creeping doom*) and any other creature of animal intelligence or lower (excluding fantastic monsters).

***Anti-Plant:*** impedes any animated or controlled plant and monstrous plants from physically touching the caster, completely protecting him from melee attacks or attempts to entangle him.

As long as the effect lasts, the subject can only attack the creatures he’s protected against at range (with spells or weapons), as the barrier prevents contact.

**Night Terrors**

**School:** Illusion

**Range:** ½ mile

**Area of effect:** a living being

**Duration:** special

**Effect:** a phobia negates the victim’s rest

This spell can only be cast after sunset and affects a living being that the mage must have seen at least once and that is within ½ mile (it isn’t possible to cast the spell more than once on the same person in a 24 hour period). The target remains the victim of a series of illusions based on what he fears the most or his phobias, which also amplifies reality making it impossible to rest. For example those that hate spiders will find them everywhere, those that fear wild animals will see them in every corner, those that fear the dark will see sinister movement in the shadows, those that fear thieves will hear footsteps behind them and so on. *Night terrors* are so harassing that it is impossible to get enough rest, thus preventing to the victim from recovering his strength (hp) and memorising his spells.

Moreover, a prolonged period of insomnia also severely tests the victim’s physique and mind: in fact, for every week spent without rest, he temporarily loses 1 Constitution point and 1 Intelligence point (is no longer able to focus his attention and his physical resistance is suffers some). If because of this his Constitution score drops to zero, the victim dies from a heart attack. If instead it is his Intelligence that drops to zero, the victim literally driven mad and can only be cured with a *heal* or a *wish*.

The victim can avoid any effect of the spell with a successful ST vs. Mental Spells. Moreover, for each day in which he remains under the spell, he is allowed a further ST to free himself of his *night terrors*. The spell ends when the victim dies, goes mad, or makes his ST, or if it is magically dispelled. For each day in which he is able to rest normally (for example through *restorative sleep* or *sleep*), the victim recovers 1 point of lost Constitution and Intelligence.

**Overwhelming Desperation**

**School:** Enchantment

**Range:** 90 feet

**Area of effect:** 20-foot radius sphere

**Duration:** 1 round per level

**Effect:** the creatures within the area of effect are desperate (−2 to Attack and Damage Rolls, ST, and skill and characteristic checks)

This spell throws into complete confusion all creatures within a 20 feet radius sphere. If the victim fails a ST vs. Mental Spells, he is so overcome by despair that he suffers a −2 penalty to their Attack Rolls and to inflicted damage, to Saving Throws and to all skill and characteristic checks until the spell’s end.

A *dispel magic spell* or a *mental cure* removes the *desperation*, while a *remove fear* isn’t sufficient.

**Passwall**

**School:** Transmutation

**Range:** 30 feet

**Area of effect:** 5 feet wide and 10 feet deep hole

**Duration:** 3 turns

**Effect:** creates a 10 foot deep hole

This spell opens a 10 feet deep and 5 feet diameter hole through any type of inert barrier (e.g. rock, metal, ice, dead wood). The hole can be opened either horizontally or vertically, and remains open for 3 turns, at the end of which the material reappears to occupy its former position. If anyone is still in the tunnel when the material reappears, He must make a ST vs. Petrifaction: if successful, he is thrown out of the nearest end suffering 2d6 points of damage, otherwise he remains trapped in the material and dies.

**Polymorph Others**

**School:** Transmutation

**Range:** 60 feet

**Area of effect:** a living creature

**Duration:** permanent

**Effect:** transform a being into another living creature

This spell transforms the victim into another living creature. The new form mustn’t have more than double the original’s Hit Dice, otherwise the spell fails; for this, it should be remembered the a human’s maximum HD is 9, as after 9th level no class acquires more HD. The subject acquires the physical (THAC0, AC, Strength, Constitution, and Dexterity scores) and natural (number and type of attacks and damage, movement) abilities of the new form, including the typical instincts (Alignment and Morale), spirit, and mentality (Intelligence, Wisdom, and Charisma) of the creature, though he keeps his own Hit Points, relative age, bit of his original memories, however distorted by his new instincts (for example, a human transformed into a goblin surely becomes a dark and distrustful creature, although it could have hints of past memories). The being doesn’t however gain the magical attacks and abilities (like the immunity to and the attacks of the gaze or breath type) of the new form.

While transformed, the individual cannot cast spells or use magic items that he has on himself, as they are fused into his new form and it is impossible to separate them from his body. If a limb of the new form is severed, it returns to its original form, and once the spell ends, the individual finds himself physically disabled.

This spell cannot create the exact duplicate of a single individual, but only an example of a race or type of monster, excluding constructs, undead, and extraplanar creatures (in respect to the individual’s home plane), or can transform a being into a representative of a specific class (e.g.: transforming a mage into a 3rd level fighter).

To totally avoid the *polymorph*, the victim must make a successful ST vs. Spells, otherwise the effects last until it is magically dispelled, or when the creature dies and returns to its original form. A further *polymorph* spellapplied to an already transformed individual doesn’t dispel the first, but creates further disorder, although a single *dispel magic* is enough to remove all the transformations thus induced.

**Polymorph Self**

**School:** Transmutation

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 turn per level

**Effect:** the spellcaster can change form

This spell allows the spellcaster to change form, assuming the appearance of another living species that he has seen previously or knows about, although it doesn’t allow him to assume the form of a specific individual, or a particular class (for example, a mage cannot become a fighter). The Hit Dice of the new form must be equal or less than the spellcaster’s level, otherwise the spell has no effect, and it isn’t possible to assume the form of undead, constructs, or outsiders (in respect to the mage’s home plane). In the transformation, the mage acquires the physical (Strength, Constitution, and Dexterity) and natural (number and type of attacks and damage inflicted, movement) abilities of the new form, but retains his mental abilities (Intelligence, Wisdom, and Charisma), AC, Hit Points, THAC0, and Saving Throws, and doesn’t acquire any of the new form’s magical or supernatural abilities or special immunities. While the mage is in his new form, he cannot cast spells or use magic items, and those that are worn fuse into his new form and are impossible to remove from his body. If a limb of the new form is severed, it returns to its original form, and at the end of the spell the mage finds himself physically disabled.

For the spell’s entire duration, the mage can decide to return to his own form and later retransform into the chosen creature: the metamorphosis in both cases takes one round and requires concentration. The *polymorph self* can be magically dispelled, and the spellcaster also returns to his normal form if he is killed (see the *polymorph others* spell).

**Primal Form**

**School:** Transmutation

**Range:** touch

**Area of effect:** a living creature

**Duration:** 1 turn per level

**Effect:** being gains natural attacks (bite and claws) and increase in Str, Dex, and Con but loses Intelligence

This spell transforms the target into a creature of bestial appearance, revealing its savage and sleeping primordial instincts. If he wants, the victim can oppose the spell with a successful ST vs. Spells, otherwise he suffers a mutation that augments his body hair, and makes his teeth and nails grow into fangs and claws with which he can make two natural attacks per round, causing 1d4 hp + Strength bonus with the claws; if both hit, it means that he has immobilised victim and can bite it (free attack), causing 1d6 hp + half Strength bonus. If he already has natural attacks, he adds 1d4 to the damage inflicted by the claws and bite. If he opts to attack with a weapon, he cannot use his natural attacks.

Moreover, the subject gains 6 points that he can distribute, at his liking, between Strength, Dexterity, and Constitution (at least 1 additional point to each), while his Intelligence falls by 4 points (because of this he may have difficulty in speaking and focusing his attention); if the mage’s Intelligence drops below 9 points, he loses the ability to cast spells whilst he remains in *primal form*. The subject continues to think according to his own inclinations and keeps his alignment and memories, but becomes testier, rash, and more inclined to solve problems by physical force rather than with intelligence or cunning. *Primal form* persists until the effect ends or is dispelled.

**Rainbow Pattern**

**School:** Illusion

**Range:** 180 feet

**Area of effect:** 20-radius sphere

**Duration:** concentration + 1 round per level

**Effect:** create lights that fascinate 24 HD of victims

With this spell, the mage creates a glittering pattern of rainbow colours within 180 feet that fascinates all those that are inside it. The pattern occupies a 20 feet radius spherical volume and affects 24 HD of living creatures, affecting those with fewest Hit Dice first, unless each victim makes a successful ST vs. Mental Spells. If the ST fails, the victim can do nothing bur remain entranced by the light show around him, forgetting about anything else around him.

If one of the fascinated creatures is injured or violently shaken, the spell’s effect immediately ends for him. The fascinations lasts as long as the mage concentrates on the pattern, and once his concentration is broken the pattern continues to fascinate its victims for 1 round per caster level.

Moreover, as long as he is concentrating on it, with a simple thought the mage can move the pattern at a speed of 30 feet per round (keeping it within the spell’s range): all the fascinated creatures follow the lights’ movement, as long as they remain within the area of effect. Creatures that are fascinated but held or that cannot remain within the pattern, however try to reach it and remain under the spell’s effect as long as they can see the *rainbow pattern*. If the pattern leads the victims into a dangerous area (through flames or off a cliff), each fascinated creature can make a second ST to free himself of the fascination.

If the sight of the lights is completely obstructed, the creatures that cannot see the pattern are no longer subject to the spell. Obviously, *rainbow pattern* has no effect against blind creatures or creatures that enter the area of effect after its appearance.

**Remove Curse**

**School:** Abjuration

**Range:** 10 feet

**Area of effect:** a creature

**Duration:** permanent or for 1d20 rounds

**Effect:** remove a curse from a creature, object, or place

This spell is able to permanently remove any serious *curse* on the person, object, or area touched by the mage if he is of equal or higher level than the one who created the *curse*; otherwise, the negative effect is only removed for 1d20 rounds. The spell only removes one *curse* with each application, so if there are more than one serious curse on the target, it would need several *remove curse* spells would be needed to remove them all.

**Revealing Shell**

**School:** Abjuration

**Range:** 0

**Area of effect:** 10 foot radius

**Duration:** 3 turns

**Effect:** annul invisibility within 10 feet of mage

This spell automatically dispels all forms of invisibility on objects or people that are within 10 feet of the mage; the invisibility returns if the creature or thing leave the area. *Revealing shell* isn’t perceptible to the naked eye, remains active for 3 turns if it isn’t magically dispelled or annulled earlier by the mage, and moves with him.

**Scry**

**School:** Divination

**Range:** same plane of existence

**Area of effect:** a known place/being/object

**Duration:** concentration

**Effect:** mage sees and hears thing that happen in a remote area

This spell allows the spellcaster to concentrate on a specific location, object, or individual and to see and hear things that happen at the chosen location or in the area in which the selected item or person is through an image that materialises on a reflective surface at his disposal, as long as he maintains his concentration (images and sounds are visible and audible by anyone who is near the reflective surface). The distance to the selected target is irrelevant, but must be a known object or place (which he must of seen at least once), or if it is unknown, the spellcaster must have something that allows him to visualise the target (for example clothing or hat of the sought person, or a map of the place, or a drawing of the target object or creature).

Whether it is an unknown or familiar place or item, the spellcaster must make an Intelligence check, whose roll receives a modifier based on his knowledge of the target and the available focus (see the tables below). If the check succeeds, he is able to visualise the target, otherwise the spell fails he cannot retry to visualise that target for the next 24 hours.

**Table 2.5: Modifier to the ST vs. *Scry***

|  |  |
| --- | --- |
| **Knowledge** | **Modifier** |
| None (Focus)\* | +6 |
| Second hand (heard about) | +3 |
| First hand (encountered once) | +0 |
| Familiar (known for a time) | −3 |

|  |  |
| --- | --- |
| **Focus** | **Modifier** |
| Drawing or map | −2 |
| Personal item | −4 |
| Body part | −6 |

*Note*:the modifiers listed in the table are cumulative.

If the mage attempts to visualise a being, the creature benefits from a ST vs. Spells to avoid being located, to which is applied a modifier based on the spellcaster’s knowledge of the target and any focus he has (see the table above). If the ST succeeds, the spell fails and the mage cannot retry to visualise that being for the next 24 hours.

Example 1: the mage Lyrandar attempts to visualise the place where his companion Sabine is held prisoner. He has a personal amulet of Sabine, but has no idea where she is. He must therefore resort to scrying by focusing on Sabine, who must make a ST vs. Spells with a −7 penalty (−3 as it is familiar to Lyrandar, to which is added −4 as he has a personal item). If Sabine’s ST fails, Lyrandar would be able to visualise his target, otherwise the spell has no effect and Lyrandar must wait 24 hours before retrying. Note that it is in Sabine’s interest to be found, the ST against the scrying is still needed.

Example 2: the mage Alamon attempts to visualise the place where the thief is who stole his treasure. He doesn’t know who it is, but has one of his tools that he left behind. He has two possibilities: the first is to visualise a specific object that was part of his treasure (for example his *wand of cold*), the second is to scry the actual thief. Alamon initially tries to visualise the wand, and must make an Intelligence check (16) with a −3 bonus on his dice roll, as he is familiar with the wand. In this case therefore, he will only fail in the attempt with a 20 on the d20 roll (as 20−3 = 17). If he unfortunately failed, he could try to identify the scoundrel, but would have a final modifier to his ST equal to +2 (+6 as Alamon has never seen him and −4 as he has a personal item). If the base value of the ST was 10, the thief comfortably manage to not be identified by rolling 8 or more with a d20.

As long as he continues to concentrate, the spellcaster can moved the visualised area by up to 360° each round (provided it remains fixed on the target). If the target is an object or individual, the area of the scrying is fixed above him and moves with him; if instead the target is a place, the spellcaster must select a specific point inside it as the scrying’s fixed area.

The spell allows any potential magical senses to function through it (for example *infravision*, *detect magic, ESP,* or *trueseeing*), and the mage can cast spells into the area he is scrying only if it is in range of the spell in respect to his real position. Moreover, any environmental condition in the affected area also affects the vision or hearing of the spellcaster (for example darkness or silence impede his vision and hearing as normal, and he certainly cannot see past a wall unless he has *X-ray vision* available). Note that the spellcaster can also be affected by any sight or hearing based spell or magical affect present in the scryed area (like a *symbol*, the gaze of a basilisk, or a song that fascinates those that listen to it, etc.).

10 feet of stone, a thin layer of gold or lead, or a protection spell cast on the place (come *magic sanctum*) is enough to block the effects of this spell. Moreover, any individual protected by a *mental barrier* or by a spell that prevents remote viewing is revealed by this spell (it is as if effectively he wasn’t there), although the spellcaster can deduce his presence based on the reactions around him.

This effect cannot be combined with *permanency*.

**Sculpt Stone**

**School:** Transmutation

**Range:** touch

**Area of effect:** 1 cu.ft. per level of stone

**Duration:** permanent

**Effect:** shape 1 ft³ of stone to the mage’s will

With this power, the spellcaster is able to mould any already existing piece of rock or stone giving it a form suited to his aims. He can, for example, create a stone weapon, a trapdoor, a statue, a frieze, or a bas-relief on a building’s facade. Any type of artistic intervention must be accompanied with a related *Sculpt* skill test: if the character doesn’t have it, the work is always rather crude and without artistic value. Moreover, there is always a 30% chance that a form that needs moving parts doesn’t work.

*Sculpt stone* also always allows the complete repair of stone items within the affected volume, or the repair of the damaged points of large constructions of rock or stone (likes houses or walls) at the rate of 1 PS for every 5 mage levels. The spell also permits the change of form to a brick wall to create an exit where none exists (as long as the dimensions of the opening remain within the maximum sculptable volume) or to seal an existing stone door.

If used on creatures of rock or stone (golems or elementals), the effect can cure or inflict 3 hp per level (max 60), with a ST vs. Spell for half damage.

**Seal Passage**

**School:** Conjuration

**Range:** 30 feet

**Area of effect:** a passage

**Duration:** permanent

**Effect:** seal and hide a passage

This spell allows to the spellcaster to seal an aperture up to 15 square feet wide per level, hiding the existence of the passage from any type of non-magical detection.

The spell differs from other similar spells (like *wall of stone* and *create stone*) as the surface is always absolutely identical to the type of stone of which that passage that it obstructs is made. Although it is only 1 inch thick, it seems absolutely natural to any type of non-magical test, and it is therefore impossible to know that a magical obstruction hides a passage. Only through the use of a spell (like *detect magic*) is it possible to discover that it is a magical wall.

Finally, the spellcaster who creates the *wall of stone* can pass through it normally, opening it like a normal door (the attempt takes 1 round), for a period of 1 day per mage level from the casting of the spell; after this time, the wall is also impenetrable to him.

**Searing Light**

**School:** Evocation

**Range:** 240 feet

**Area of effect:** a creature

**Duration:** instantaneous

**Effect:** solar ray causes 1d6 +1 hp per level

This spell creates a dazzling ray of light that projects from the sky onto the victim chosen by the spellcaster, chemist be within 240 feet and in an open area, from where it is possible to see the sky (it is impossible to use underground or within enclosed buildings). The ray seems to come from the sun, and automatically strike the target, causing it 1d6 + 1 point of damage per caster level (max 20d6 +20 hp).

The victim is allowed a ST vs. Spells for half damage, with the exception of undead: they always suffer the entire damage, without being able to reduce it.

**Second Sight**

**School:** Divination

**Range:** touch

**Area of effect:** a creature

**Duration:** 24 hours

**Effect:** see beings invisible to mortal eyes

This spell allows the touched subject to see all the creatures that belong to the faerie races within 60 feet (invisible or magically transformed) in their true form and to clearly see all invisible things and creatures within 60 feet.

**Shadow Monsters**

**School:** Illusion

**Range:** 30 feet

**Area of effect:** 20 foot sided cube

**Duration:** 1 round per level

**Effect:** create illusionary monsters

Uttering this spell the mage uses some Shadow energy to create quasi-real illusions of creatures he knows, which follow his orders for the spell’s duration. The spell can create a maximum number of Hit Dice of monsters equal to the mage’s level, and if the spellcaster chooses to create more than one being, all the shadows must be of the same species. The maximum volume of creatable creatures is a 20 feet sided cube, and in the case of more beings created simultaneously, their total volume cannot exceed the area of effect. This means that it isn’t possible to give form to monsters with one of its dimensions greater than 20 feet (e.g. an ancient dragon).

As the illusions are quasi real, the creatures only have 20% of normal hit points (for example a bear with 6 HD would only have 20% of 6d8 hp), and all 1 HD creatures only have 1 hp.

The monsters see in the dark as if it was light, have all the typical physical attacks of the emulated creature as well as its Armour Class (the THAC0 depends on each creature’s HD), but their attacks only cause half real damage, and they don’t have any of the weak points (for example holy water for undead, fire for trolls etc.) or the typical immunities or special qualities (regeneration for trolls and vampires) of some creatures. As such its special attacks (gazes, energy drain, breath, etc.) aren’t real and don’t produce their pre-established effects, but the victims that believe in the illusion consequently behave as if they aren’t aware of the deceit.

**Example:** a 5th-level fighter that sees a shadow vampire and fails his ST, believes that it is a true vampire, and if he is touched by it behaves as if he had lost 2 levels, until the being is destroyed or he becomes aware that it is only an illusion. If he then doesn’t have a +2 weapon, he will have difficulty attacking the vampire, knowing of its immunity to normal weapons. If however he attacks it and understands that it can be damaged, he then has the right to another ST to break the illusion, like if he sees the reaction if the vampire is hit with holy water.

Each victim that encounters the *shadow monster* can make a ST vs. Mental Spells: if successful, he sees the creature as a transparent vision that has a vaguely smoky form, otherwise he believes in the illusion until ii is destroyed or dispelled. Those that understand the fiction only suffer 20% of the real damage, aren’t at risk of any of the monster’s special attacks and know that they can damage it with any weapon.

**Sixth Sense**

**School:** Divination

**Range:** 0

**Area of effect:** 10 foot radius

**Duration:** 24 hours

**Effect:** warns of attempts of magical scrying

This spell allows the mage to instantly know of any attempts of magical scrying that happen within a 10 feet radius (although it doesn’t protect him from it). The spell’s area of effect moves with him and he is able to locate the precise position of the scrying sensor if it is within the area.

Moreover, if the observer is on the same plane, the spellcaster can try to see him. Both roll 1d20 and add their level and Intelligence bonus: if the spellcaster obtains the higher value he is able to see for one round those observing him, and knows how far it is from his current position; if instead it is the observer who wins, he notices that he has been discovered.

**Sleepwalking**

**School:** Enchantment

**Range:** 40 feet

**Area of effect:** an intelligent creature

**Duration:** 1 minute per level

**Effect:** control the actions of a sleeping creature

The mind of the spellcaster penetrates the victim’s subconscious and alters it making him sleepwalk. This spell only works on intelligent subjects (Int 3+) that are either awake or sleeping, within 60 feet of the mage. It isn’t possible to oppose it with a Saving Throw, but it needs an opposed Charisma check. If the victim wins the check, the spell ends without effect. If instead the spellcaster wins, the creature falls into a slumber in which every event appears as if it was in a dream. The sleepwalker can perform any type of action except running, but his partial unconscious state gives him a 2 point penalty to AC, Attack Rolls, damage, ST, Initiative, and to all characteristic and skill checks.

The spellcaster is able to affect the sleepwalker, as the victim perceives the words and actions of the mage in the most favourable way (see *charm*).

While the spell is active the creature doesn’t attack the mage, who can try to give it orders (as long as the victim heard it) making an opposed Charisma check: if the attempt is successful, the sleepwalker obeys the mage. A sleepwalker never follows suicidal orders, but can complete a dangerous action. The spellcaster doesn’t have to continue to concentrate to maintain the effect once the victim has begun to sleepwalk, as his *sleepwalking* stateautomatically lasts up to 1 minute per level, unless it is interrupted earlier, which only happens if the victim is wounded or if the spell is dispelled. In that case, the victim suddenly awakes and remembers nothing that happened in the “dream”, remaining stunned for an entire round.

This effect cannot be made permanent.

**Solid Fog**

**School:** Conjuration

**Range:** 120 feet

**Area of effect:** 30-foot diameter, 20-foot high cloud

**Duration:** 1 minute per level

**Effect:** fog obscures vision and hampers movement

This spell generates a boiling mass of foggy vapour that obscures all vision, including infravision, reducing it to 5 feet, and impeding any ranged attack within the area. *Solid fog* furthermore is so dense that it actually slows the movement of those who move into it; they cannot move quicker than 5 feet per round. Because of its density, the Attacks Rolls and damage of all those within also suffer a −2 penalty. Finally, even a creature that falls through *solid fog* is slowed, and every 10 feet fallen through the vapour reduces the damage by 1d6. A strong wind (25 mph), *dispel magic* or *dispel fog* can break the *solid fog* up before its time has elapsed.

**Soul Binding**

**School:** Necromancy

**Range:** touch

**Area of effect:** a creature

**Duration:** permanent

**Effect:** force a being to remain in one place

When casting this spell, the mage must touch (normal Attack Roll) a creature (either a living being, undead, or construct), which can avoid all the effects with a successful ST vs. Spells. If the ST fails, the spell binds the victim’s life force to a place chosen by the spellcaster, within which the victim must already be and which must have clear borders for the spell to have effect (for example an unfenced forest isn’t suitable, while a grotto, castle, or a field that has well marked lines of demarcation could be). The victim isn’t able to leave that place until he is freed with *remove curse*, *wish*, *dispel evil*, or *disjunction* cast by a subject of equal or higher level than the mage who created the bond; if this latter dies, the victim can free himself with one of the spells listed regardless of the level. The spellcaster that created the bond can dismiss the effect when he wants, leading the victim out of its perimeter (which ends the spell). The victim can circulate freely in the area, limited only by his physical condition and that of the environment. All the characteristics of the victim (powers, defences, immunities, weaknesses, senses, diet, life cycle, etc.) remain unchanged; the only difference is that he finds himself imprisoned in the area. If the place in which he is confined is destroyed, the prisoner dies and is thus freed from the curse.

Any attempt to the leave the area automatically fails: the subject’s body and spirit cannot pass beyond the borders. So if for example he is thrown beyond this limit, his body is stopped by an invisible force on its border, while any transport spell with an external destination doesn’t work. If however the subject dies while he is still under the effects of the bond, his soul remains bound to the building and doesn’t leave it unless destroyed or freed in the ways described above (becoming a Lost Soul or a spirit that haunts the place, especially if this is a building).

**Spirit Armour**

**School:** Abjuration

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 2 rounds per level

**Effect:** barrier offers AC 3 and +3 to ST vs. Spells

Upon uttering this spell, the spellcaster’s body is engulfed by an emanation of his own lifeforce that assumes the form of a gleaming aura (white for Lawful, blue for Neutral, red for Chaotic). This magic barrier gives the spellcaster AC 3 and a +3 bonus to all ST vs. Spells. This armour isn’t encumbering and doesn’t interfere in any way with movement or the casting of spells. However, it cannot be hidden, as it always shines around the mage’s body.

When the armour vanishes (at the spell’s end or if it is magically dispelled), the mage must make a ST vs. Spells: if he succeeds, there are no other effects, otherwise he loses the life energy he invested in creating the protective aura, or 1d6 hit points. These points can only be regained through magical healing.

**Steal Skill**

**School:** Enchantment

**Range:** touch

**Area of effect:** a creature

**Duration:** 1d6 hours

**Effect:** the mage steals and uses a general skill

Evoking this spell the mage must touch its victim, who can avoid the effects with a successful ST vs. Spells. If the ST fails, the spellcaster can select one of the victim’s general skills (which he already knows) and acquire it as his own with the better of his or the victim’s score in the skill (or with the same rank as the victim if using that optional rule). The spellcaster can use this skill for 1d6 hours, while the victim is deprived of this skill until the spell ends. *Dispel magic* caston the victim or spellcaster can annul the spell before its duration has elapsed.

**Summon Monstrous Ally**

**School:** Conjuration

**Range:** 6 feet per level

**Area of effect:** 1 monster

**Duration:** 1 turn

**Effect:** a monster appears and follows orders

This spell summons a fantastic creature or animal that obeys the telepathic orders of the spellcaster for 1 turn, even fighting until its death if necessary. The creature appears within range and acts immediately, in the round as soon as it appears, obeying the mage to the best of its ability. It can move away from the spellcaster to perform any task he commands, and maintains a one-way telepathic bond with him: the mage can send orders, but the creature cannot reply or make him understand what it perceives.

The mage can summon any animal known to him with HD equal to or less than his level, or a fantastic being randomly determined based on the desired type (roll 1d6 on the table below and consult the *Rules Cyclopedia* or the *Creature Catalog* for the statistics):

**Table 2.2: Summonable Monstrous Allies**

|  |  |  |  |
| --- | --- | --- | --- |
| *d6* | *Quadruped* | *Humanoid* | *Flying Being* |
| 1 | Owlbear | Centaur | Hippogriff |
| 2 | Unicorn | Sasquatch | Lupasus |
| 3 | Xytar | Gurrash | Griffon |
| 4 | Displacer Beast | Hill Giant | Young roc |
| 5 | Surtaki | Minotaur | Dragonne |
| 6 | Hellhound | Troll | Manticore |

If within a marine environment, the mage can only summon one of the following monsters: 1. giant lobster; 2. orca; 3. small sea serpent; 4. vamora shark; 5. white shark; 6. giant mackerel.

The spellcaster can only summon one example of the selected species with each spell, but there is nothing to stop him from casting the spell more than once to call several monstrous allies.

The creature remains in the mage’s service until the spell ends, or until it is killed or magically sent back, but it isn’t vulnerable to *dispel magic*.

**Summon Refuge**

**School:** Conjuration

**Range:** 120 feet

**Area of effect:** habitation of max surface of 60 sq.ft. × lvl

**Duration:** 1 hour per level

**Effect:** create a stone or wooden dwelling

This spell creates from nothing a cottage of wood and stone in which it is possible to rest. The building can only be created in an empty flat space, and its effective dimensions as well as it form are decided by the mage to his liking, as long as the house has just one floor. The habitation is 10 feet high, has one door, two or more windows and a fireplace, and can be subdivided into a maximum of five rooms separated by wooden walls with doorless openings. The door and all the windows are protected by a *wizard lock* spell worked by its creator, while the fireplace is protected by a grate from any intrusion.

The house has 8-inch thick walls and roof, a number of Structural Points equal to the mage’s level, and its resistance is similar to stone in regards to its Armour Class and Saving Throws against any type of attack. It can resist winds of up to 60 mph without being destroyed, but the temperature within it is similar to the temperature outside (so if it is too cold it must be heated using the fireplace). The spellcaster can choose to create within its interior a series of objects from the following: bed (with pillow and sheets), table for 4 people, chair, and desk with 2 drawers. The total number of objects cannot exceed half the mage’s level (**Example:** a 10th level mage can create 2 beds, a table, and two chairs), which vanish if taken out of the refuge.

The cottage and the created objects disappear at the end of the effect, or if it is affected by a successful *dispel magic*. Any object within the refuge at the moment of its disappearance falls to the floor in the area previous occupied by the building.

This effect cannot be made permanent.

**Symbol of Amnesia**

**School:** Enchantment

**Range:** touch

**Area of effect:** 20 foot radius

**Duration:** special

**Effect:** victims lose 1 memorised spell

When casting this spell, the spellcaster materialises a magic symbol on a surface or suspended in the air within 3 feet of his position. The symbol lasts until it is activated for the first time, although it can be annulled earlier with a *dispel magic* or similar spell, and remains fixed in the area it was created in. If it was created on a living being or a moving object, when the surface is moved, the rune remains suspended in midair. The symbol cannot be made invisible, although it can be covered or hidden using objects present in the area. Anyone reading, crossing, or touching the symbol activates the effects, which affects any spellcaster (arcane or divine) who are within 20 feet of the symbol at the moment of its activation. The spellcasters suffer a draining of their energy and forget one of their memorised spells (selected from among those of the highest level) with no possibility of avoiding the effect.

**Vampiric Ray**

**School:** Necromancy

**Range:** 60 feet

**Area of effect:** a living being

**Duration:** 1d4 hours

**Effect:** drain 2 levels from victim (only 1 with ST)

Uttering this spell the mage points a finger towards a living target within 60 feet and a ray of negative energy leaves his hand striking the victim. He must make a ST vs. Death Ray: if he fails he loses 2 levels or Hit Dice, while if successful he still loses 1, with all the disadvantages granted by the energy drain. In both cases, the lost HD/Levels are reacquired after 1d4 hours. If this loss takes the victim’s levels or HD to zero, he loses heart and remains insensible for the spell’s duration. Only a *remove curse* can restore the lost levels before the end of the spell. The spell is totally ineffective against undead and constructs.

**Wall of Fire**

**School:** Evocation

**Range:** 60 feet

**Area of effect:** wall of fire of 1,200 ft2

**Duration:** 3 turns

**Effect:** create a wall of fire of 1,200 ft2

This spell creates a wall of flames of 1,200 square feet (the specified dimensions and form are at the mage’s discretion) 12 inches thick, which blocks vision and prevents all creatures with 4 or fewer HD/levels from passing through it (if they try, they are burnt alive). Creatures with 5+ HD/levels can pass through it, but suffer 4d6 points of fire damage (no save), and aquatic creatures and creatures of cold suffer 5d6 damage.

The wall cannot be created in a space that already contains a solid object, and must rest on a stable support for all its length. It can be magically dispelled, otherwise it lasts for 3 turns after being created (concentration isn’t needed).

**Wall of Ice**

**School:** Evocation

**Range:** 120 feet

**Area of effect:** wall of 1,200 ft2, 12” thick

**Duration:** 6 turns

**Effect:** create a wall of ice of 1,200 ft2

The wall created by da this spell is a thin, 12 inch thick, vertical wall of magical ice, with the form and dimensions chosen by the mage, up to a maximum of 1,200 square feet (for example 10×120, 20×60, 30×40 etc.). The wall must rest on a stable surface for all its length and cannot be created in a place already occupied by another solid (including living beings). The *wall of ice* is opaque and block normal vision, has AC 7 and 5 Structural Points (see Volume 3). Beings with 4 or less HD/levels cannot physically damage it in any way, but could use spells to destroy it.

Beings with 5+ HD/levels can open a way by smashing it (Strength check with a –18 penalty) or striking it with weapons until it is dealt at least 1 SP (considered as Crystal, see Vol. 3 p.38). If a creature that isn’t immune to cold approaches closer than 3 feet from the wall he suffers 1d6 hp per round because of the magical cold, and this also happens when he passes through it after creating a breach.

The wall can also be magically dispelled, otherwise it remains in existence for 6 turns, at the end of which it melts, leaving behind a small pool of water.

**Wall of Water**

**School:** Evocation

**Range:** 60 feet

**Area of effect:** opaque wall of water of 1,200 ft2

**Duration:** 3 turns

**Effect:** create a wall of water of 1,200 ft2

This spell creates an 12 inch thick, opaque barrier of gurgling water of 1,200 ft2 (the dimensions and form are at the mage’s discretion), which blocks vision and prevents creature with 4 or fewer HD/levels from passing through it because of the extreme water pressure. Creature with 5+ HD/levels can pass through it, but suffer 4d6 points of damage (no save), and creatures of fire suffer 5d6 damage.

The wall cannot be created in a space that already contains a solid object, although it is possible to create it underwater (even not on the seabed), and can be magically dispelled, otherwise it lasts for 3 turns after being created).

**Whirlwind**

**School:** Conjuration

**Range:** 120 feet

**Area of effect:** a whirlwind 70-foot tall, 10 foot wide at the bottom and 20 foot wide at the top

**Duration:** concentration

**Effect:** create a miniature whirlwind

The spell creates a 75 feet high whirlwind, with a 10 feet diameter at the base and a 20 feet diameter at the top (it isn’t possible to create the *whirlwind* in an area of lesser size), and inside it the winds spin at a speed of 60 mph. The *whirlwind* moves at a speed of 60 feet per round following the mage’s commands as long as the latter keeps his concentration, and cannot move more than 120 feet away from him. Any item or being that weighs less than 200 lb. (2,000 cn) that finds itself in the whirlwind’s path is always thrown 3d4 × 10 feet away in a random direction (roll 1d8: 1=N, 2=NE, 3=E, 4=SE, 5=S, 6=SW, 7=W, 8=NW), if it isn’t solidly fixed to a stable support (or well held by its owner for objects). Any creature battered by the wind, as well as losing 1d6 hp for every 10 feet travelled, must also make a ST vs. Paralysis or be stunned for 2d4 rounds.

All creatures of large or huge size or that weighs over 200 lb. that are overrun by the whirlwind suffer 2d6 points of damage, and must make a ST vs. Paralysis or be swept 1d6 × 10 feet away, suffering another 1d6 damage for every 10 feet travelled, and (if still alive) is stunned for 1d4 rounds.

Flying creatures that find themselves in the area of the *whirlwind* must make a ST vs. Death Ray: if successful, they are thrown in a random direction on the same axis for 1d6 × 20 feet of distance, suffering 1d6 hp for every 20 feet travelled and stunned for 1d4 rounds. If the ST fails, the victim is projected for 2d6 × 20 feet in a random direction (1-2 on d4 remains on the same horizontal axis, 3-4 instead moved on the vertical axis), losing 1d6 hp for every 20 feet travelled and stunned for 2d4 rounds; if it hits the ground, it suffers the standard damage for the fall (1d6 for every 10 feet fallen, up to a maximum of 20d6).

A creature within the whirlwind can only try to leave it with difficulty: it is absolutely impossible to attack with ranged weapons, concentrate (and therefore cast spells or use most magic items), and any action requires a Strength check with a 3 point penalty. If a character, for example, tries to extract a potion and drink it, he must make a Strength check with a –3 penalty to prevent the flask flying from his hand, and maybe smashing on the ground.

Creatures of gargantuan size are slowed (as the reverse of *haste*) and lose 1d6 hp as long as they remain in the area of the *whirlwind*.

**Wind Squall**

**School:** Evocation

**Range:** 120 feet

**Area of Effect:** 20 feet radius sphere

**Duration:** instantaneous

**Effect:** explosion of air extinguishes fires, blinds and deafens per 2d6 rounds (ST reduces) and does 8d6 (no ST)

This spell creates an explosion of compressed air in a 20-feet radius area within 120 feet able to extinguish any uncovered flame (candle, torch, campfires, etc.) present in the area of effect, and has a 90% chance of snuffing out covered flames. Moreover, the sudden change in pressure blinds and deafens those present in the area for 2d6 rounds, and also causes 8d6 damage (no save) to the creatures present: a successful ST vs. Spells reduces the secondary effects of blindness and deafness to one round.

**Wings of the Phoenix**

**School:** Conjuration

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 turn per level

**Effect:** create wings of fire the permit flight and can create winds of fire that do 6d6 hp (ST half)

This spell creates wings of fire (12 feet wingspan) on the back of the spellcaster that doesn’t damage him or the items that he carries, and allows him to fly at a speed of 240 feet per round (16 mph) with Manoeuvrability 3 without tiring himself for all the spell’s duration. The wings also produce a glow that extends for a radius of 60 feet, therefore making the mage very visible, and gives him a protection against any fire-based attack, closing themselves around his body and automatically shielding it (unless he is in flight), granting him a +4 bonus to all the Saving Throws against fire damage.

The spellcaster can also use the wings in an offensive manner, producing a wind of fire, but in this case after the attack the wings vanish and the spell ends. To create the wind of fire, the mage slams the wings violently together, which produces a burst of heat that invests a 60 feet long and 10 feet wide, cylindrical area in front of the mage. All the creatures in this area must make a ST vs. Dragon breath: those that fail suffer 8d6 points of damage, while a successful ST halves the damage. As it is damage from heat and fire, any creature immune to or protected against this element can significantly reduce this damage.

**Wizard Eye**

**School:** Divination

**Range:** 240 feet

**Area of effect:** N/A

**Duration:** 6 turns

**Effect:** create an invisible, mobile eye

This spell creates a tiny invisible magic eye, through which the spellcaster can see. The eye has infravision and can detect invisible creatures up to 60 feet away. The eye floats above the mage’s head and passively follows him enhancing his vision, but if he wants, he can concentrate to make it fly at up to at a maximum speed of 120 feet per round.

The eye cannot pass through solid objects, or go further than 240 feet away from the spellcaster, but can pass through holes of at least 2 inches without problem. Whether the eye moves with or away from him or moves away, he always has the vision allowed by the environmental conditions in which the eye is sent.

**X-Ray Vision**

**School:** Divination

**Range:** 0 (only the spellcaster)

**Area of effect:** 60 feet range

**Duration:** 1 minute per level

**Effect:** X-ray vision within 30 or 60 feet

Once the spell is cast, the mage’s visual ability is improved to the point that he can also see through solid objects, easily detecting creatures or objects hidden by any type of barrier. *X ray vision* can be used to see through walls, stone, or rock, up to a distance of 30 feet, or to see through any other material (clothes, wood, tents, branches, etc.) up to a distance of 60 feet; *X ray vision* cannot penetrate walls made of gold or lead. The spellcaster’s vision remains normal until he decides to use the special sight, which can be activated and deactivated at will as long as the effect lasts. The operation needs one round, during which he cannot concentrate to cast other magical effects, although he can act normally in regards to any other available actions.

***Fifth Level***

**Animate Dead**

**School:** Necromancy

**Range:** 60 feet

**Area of effect:** 1 HD x level of skeletons or zombies

**Duration:** permanent

**Effect:** create zombies or skeletons from corpses present

This spell allows the spellcaster to animate as zombies and skeletons the corpses within 60 feet. These animated undead obey the spellcaster until they are physically or magically destroyed (with turn undead, *destroy evil,* or *dispel magic*). For each of the mage’s levels he can animate 1 Hit Dice of undead beings: the skeletons animated thus have the same number of HD as the beings they came from, the zombies instead have one more (e.g.: a horse with 2 HD becomes a skeleton with 2 HD or a zombie with 3 HD). Character levels aren’t taken into consideration: they are only considered to have the HD that had the moment the creature achieves maturity (so for example, a 9th-level thief could be animated as a 3 HD zombie or a 2 HD skeleton, as all humans and demi-humans have 1 HD when they reach maturity). The animated beings don’t have any spell, skill, or memories of the deceased, and are immune to the effects of *sleep* and *charm*, to poisons, and to paralysis. The number of attacks and the damage caused remain those of the living creature, although they don’t get any of its special attacks, but only those of claws, bites, and similar physical assaults, or can use a weapon (only one attack) for humanoid creatures without claws or bites; the THAC0 depends on the undead’s number of HD.

The spellcaster can control a maximum number of Hit Dice of undead created with this spell equal to double his own level. If he creates undead beyond this limit, the excess undead have free will and are not subject to the mage’s will.

**Aura of Security**

**School:** Abjuration

**Range:** 0

**Area of Effect:** only the mage

**Duration:** special

**Effect:** a ST succeeds automatically

Speaking this spell the mage is surrounded by an invisible aura that allows him automatically to make the first Saving Throw that he would have failed. The aura remains latent until the subject fails the first Saving Throw: at that point, the spell subverts the effect, then the aura vanishes and the mage becomes aware of the risk run. The effect cannot be made permanent nor is it cumulative, but it can be dispelled normally.

**Bind Undead**

**School:** Necromancy

**Range:** 20 feet

**Area of Effect:** undead of 1 HD per lvl. (max 20)

**Duration:** 1 day per level

**Effect:** control an undead with up to 20 HD

This power allows the caster to bind the lifeforce that animates a certain undead to his will and control its actions. The undead must be within 20 feet and have fewer Hit Dice than the necromancer’s level: the spell, however, permits the binding of a maximum 20 HD undead. To escape the control the creature can make a ST vs. Spells with a base penalty of –2 to which is added the binder’s Charisma modifier (if any): if the ST succeeds, the power is wasted and the undead becomes hostile towards the mage, who can never again try to bind that particular being. If the ST fails, the spellcaster takes control of the undead, which becomes an obedient servant for a period equal to one day per level.

The controlled undead is always friendly towards the spellcaster and panders to any of his wishes, including suicidal orders, as long as the effect lasts. To give orders the mage must concentrate for the entire round in which he imparts the command, unable to attack, cast spells, but can move at normal speed (the distance that separates them isn’t important, but they must be on the same plane). As long as the mage has bound himself to an undead, he cannot use this spell to bind others: it is necessary to free the undead if he wants to use the spell against other beings.

If some other being tries to control the undead bound to the mage with the same spell or other means (e.g. with the ability of necromancers or of some chaotic clerics), the spellcaster can maintain his domination by making a ST vs. Mental Spells every time that an attempt is made. The bond is automatically cut when the mage and the undead are no longer on the same plane, or if a *dispel magic* is used successfully on the undead.

At the end of the spell, the undead returns to acting according to its own will, and remembers the actions it took under the mage’s control.

This effect cannot be made permanent.

**Blackbolt**

**School:** Evocation

**Range:** 180 feet

**Area of effect:** 5 foot wide, 60-foot long lightning bolt

**Duration:** instantaneous

**Effect:** creates a 60 foot long lightning bolt that cause 1d6 hp per level + ST to avoid blindness

This spell creates a 5-foot wide lightning bolt of shadow that doesn’t emit light, which leaves from a chosen point within 180 feet of the spellcaster and that extends for 60 feet in a straight line, automatically hitting the selected target. All the beings along its path suffer 1d6 points of damage per spellcaster level (max 20d6), although they can halve the damage with a successful ST vs. Spells. Furthermore the victims must also make a successful ST vs. Paralysis or be permanently blinded.

**Bull’s Strength\***

**School:** Transmutation

**Range:** 120 feet

**Area of effect:** a creature

**Duration:** 6 turns

**Effect:** gain Strength 18; reverse gives Strength 3

When this spell is cast on a living creature, it’s Strength score becomes 18 for the spell’s duration; it clearly has no effect on creatures that already have a score of 18 or higher in this characteristic. All bonuses (Strength checks, Attack and damage rolls) are immediately applied.

The reverse of this spell, ***weakness***, reduces the victim’s Strength score to 3 (with all the penalties that entails), if he fails a Saving Throw vs. Spells; range and duration are the same as the normal spell.

Neither effect can be combined with *permanency*.

**Cat’s Grace\***

**School:** Transmutation

**Range:** 120 feet

**Area of effect:** a creature

**Duration:** 6 turns

**Effect:** gain Dexterity 18; inverse gain Dexterity 3

When this spell is cast on a living creature, its Dexterity immediately becomes 18 for the spell’s duration; it clearly doesn’t have any effect on a creature that already has a Dexterity of 18 or higher. It is immediately affects all the derived bonuses (Dexterity check, AC, initiative, etc.).

The reverse of this spell, ***clumsiness*,** reduces the victim’s Dexterity to 3 (with all the corresponding penalties), if he fails a Saving Throw vs. Spells; range and duration are the same as the normal version.

Neither *effect* can be combined with *permanency*.

**Cloudkill**

**School:** Conjuration

**Range:** 10 feet

**Area of effect:** 30 foot wide, 20-foot high cloud

**Duration:** 6 turns

**Effect:** creates a moving cloud of poison that kills all creatures with 5 HD or less

This spell creates a 30 feet diameter, 20 feet high, cloud of poisonous vapours, which appears within 10 feet of the spellcaster. The cloud moves at 60 feet per round, in any direction specified by the mage (who can change the direction by concentrating for a round, although it isn’t necessary to concentrate to maintain its existence), or in the wind’s direction if the mage doesn’t guide it, and is destroyed if it encounters trees, thick vegetation, or walls, or if it is magically dispelled before the end of its duration. All living beings (thus excluding undead and constructs, and also elementals and oozes) that find themselves in the cloud suffer 1 point of damage for each round they remain there. Moreover, each victim with 5 or less levels/HD must make a successful ST vs. Poison, or die from the poisonous effect of the stinking vapours.

**Consume Cinnabryl**

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** permanent

**Effect:** consume 1 ounce of cinnabryl every 3 levels

This spell is able to totally consume an ounce of cinnabryl for every three spellcaster levels, simply by touching the object that contains it (an Attack Roll is needed vs. the victim’s AC if the object is worn by someone that is opposing the attempt, but it isn’t allowed any ST to avoid the effects). Given the importance of cinnabryl in the Savage Coast, this spell is usually used to transform the cinnabryl in to red steel, but can also be used in an offensive manner to destroy the Cinnabryl reserve in the amulets of the Inheritors. If the spellcaster doesn’t manage to touch an item or a victim in the round he cast the spell, it will rebound on the mage and consume his cinnabryl.

If the consumption of the cinnabryl exceeds that carried by a person, every ounce more than that carried counts as he had spent a week without using cinnabryl (and this influences the penalty caused by the Times of Loss and Change – see the rules on the Red Curse in the Savage Coast).

[Refer to the section *New Forms of Arcane Magic* for further clarification on the nature of cinnabryl and the effects of the Red Curse]

**Contact Outer Planes**

**School:** Divination

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 round per question

**Effect:** the spellcaster contacts an Immortal and asks a certain amount of questions

This spell allows the spellcaster to contact an Outer Plane and to put some questions to an Immortal (whose role is played by the DM). This type of spell places the spellcaster’s mind under a great strain that can also cause madness, based on the power of the entity he is trying to reach: in fact, the more powerful and distant the divinity, the greater the force on the mage’s mind. The most powerful and wisest Immortals live in the most remote Outer Planes, and have a greater chance to know the answer to mortal questions, even if they aren’t necessarily disposed to reveal them, especially to spellcasters who don’t show some type of veneration or respect towards them.

The number of questions that the mage can place depends on the Immortal’s level of power that he chose to contact: he can ask one question per round, and at the end of the questions the spell ends.

The Immortal’s level also determines the chance that the Immortal knows the answer to the question and if he is disposed to reveal to the supplicant: the answer is always a single word, suited to the posed question (for example “yes”, “no”, “tomorrow”, “Thyatis”, “Bargle”, etc.). The spellcaster decides by himself which Immortal to contact, based on those he knows, and the DM must consider the divinity’s level (refer to the *Wrath of the Immortals* or the *Codex Immortalis*, or simply decides the level by himself) to know the type of response to give and the spellcaster goes insane, as shown in Table 2.6. The chance of insanity is determined when the mage begins to cast the spell, while the other chance must be determined for each response; The DM always has in the latter instance the option to decide whether or not he reveals anything to the players, ignoring the percentile rolls, based on the requirements of his campaign.

**Table 2.6: Result of *Contact Outer Planes***

***Probability of…***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Immortal Lvl.*** | ***N° questions*** | ***Insanity\* (d%)*** | ***Know (d%)*** | ***Lie (d%)*** |
| 1-3 | 3 | 5 | 25 | 50 |
| 4-6 | 4 | 10 | 30 | 45 |
| 7-9 | 5 | 15 | 35 | 40 |
| 10-12 | 6 | 20 | 40 | 35 |
| 13-15 | 7 | 25 | 45 | 30 |
| 16-18 | 8 | 30 | 50 | 25 |
| 19-24 | 9 | 35 | 55 | 20 |
| 25-30 | 10 | 40 | 60 | 15 |
| 31-35 | 11 | 45 | 65 | 10 |
| 36 | 12 | 50 | 70 | 5 |

\*If the spellcaster’s level is higher than 20th, the chance of insanity reduces by 2% for every further level.

The spell can be used a maximum of once per month. If the character goes insane, his Intelligence is reduced to 2 and automatically regains his sanity after a number of weeks of complete rest equal to the level of the Immortal with which he came into contact, or earlier if magically healed.

**Control Giants**

**School:** Enchantment

**Range:** 60 feet

**Area of effect:** up to 4 giants of a species

**Duration:** concentration

**Effect:** mage controls max 4 giants of a species

Not to be confused with *charm*, this spell allows the spellcaster to control up to 4 visible giants within 60 feet and that belong to a specific species chosen at the moment of casting of the spell. Each giant can make a ST vs. Mental Spells to escape the control, but even if the ST succeeds, the mage can try to take control of the victim in the next round, continuing to try until the subject fails its Saving Throw or his concentration is interrupted.

The victims are always friendly towards the spellcaster and obey him, with the exception of suicidal orders, while the concentration lasts. To give telepathic orders to the victims, the spellcaster must concentrate for the entire round in which he imparts the order, without being able to attack, or cast spells, but only move at normal speed. The mage can chose which giants under his control to abandon to try to control others.

When the concentration is interrupted, the effect ends and the victims are always hostile towards the mage: attacking him if they think they have a good chance of defeating him, or attempt to flee.

This effect cannot be combined with *permanency*.

**Create Wood**

**School:** Conjuration

**Range:** 10 feet

**Area of effect:** max volume of 1,000 ft3 of wood

**Duration:** permanent

**Effect:** create a maximum of 1,000 ft3 of wood

This spell creates wood to a maximum volume equal to 1,000 cubic feet, whose linear measurements can vary based on the mage’s will (column of 50x6 ft., or a wall of 15x15x4 feet). The time required varies according to the form’s complexity: a linear wall needs 1 round, a simple ladder could require a turn (10 minutes), while a complicated form that has to fit to an irregular surface (like for example the keel of a ship) could require up to 12 turns (two hours, the maximum time allowed) to be made. It is up to the DM in these cases to establish the time the mage needs to create the desired volume of wood.

The wood created in this way always results in a single piece, without moving parts. It is also possible to cast the spell a second time on a previous application to modify it (spellcasters usually use this method to create refined sculptures and inlay works), and it is still up to the DM to decide how long it takes the mage to modify the previously created form (from 1 round to 12 turns). When the spellcaster is satisfied with the result, he casts the spell a third time to permanently fix the form: at this point it cannot be modified further, it can only be destroyed.

The wood produced must rest on a solid surface at its creation, and cannot be created in a space that is already occupied by other objects or people. The mage can leave one side of the volume of wood unworked, and at a second time he can add another wood with the same spell, without any apparent join or weak point along the side where the two spells were joined; this is usually done to create ships, buildings, or other structures of resilient wood.

The spellcaster can also decide which type of wood to produce, within certain limits. It is possible to create any type of common wood, but magical (like that of the Tree of Life) or particularly expensive wood (like ebony and mahogany) are not allowed.

The wood created in this manner is normal and cannot be magically dispelled: it lasts until it is physically destroyed (burnt, smashed to pieces, or disintegrated, for example). A wooden structure created with this spell has AC 7 and 1 Structural Point for every 90 cubic feet (or the Hit Points of large constructions, see the sections *Enchanting large constructions* and *Structural Points* in Volume 3), or Damage Points appropriate to the object’s size (see *Damage Points of Objects* in Volume 3 for clarification).

**Deadly Bolt**

**School:** Transmutation

**Range:** touch

**Area of effect:** a projectile

**Duration:** 3 turns or when the attack is made

**Effect:** a bolt causes the victim’s death

This spell can only be cast on a bolt or any one type of projectile; if it is cast on a bludgeoning or melee weapon the spell is ineffective. The spell’s effect remains on the projectile for a maximum of three turns, within which it must be used: after the first blow struck (whether it hits or not), the spell ends. If the bolt strikes the target, it can have one of the three following effects, chosen by the mage when he casts the spell: annihilation, bleeding, or poisoning.

***Annihilation*:** the spellcaster must choose a specific class of enemies for the bolt from the following: undead, elementals, lycanthropes, dragons, constructs, outsiders, fey, giants, insects, animals (normal and giant), magical beasts (creatures with strange anatomies in respect to normal or intelligent animals or with special powers), enchanted monsters (catchall category that includes all creatures immune to normal weapons). If the projectile strikes a victim that belongs to the indicated class, and as well as the normal injury it makes a ST vs. Death Ray to avoid instant death. The effect strikes the creature’s physical body, which stops working, but isn’t able to destroy the soul (so for example a vampire or lich is reduced to dust but not annihilated).

***Bleeding*:** the projectile doesn’t inflict extra damage when it strikes the target, but penetrates deeply and leaves an open wound that begins to pour bleed. At the start of successive rounds, the victim suffers 1 Hit Point of damage per round, and this bleeding continues without stopping until the victim dies or is magically cured; the curative spell or potion used to end the bleeding only does this and doesn’t cure any Hit Points. A victim subjected to bleeding has difficulty concentrating: if he intends to cast a spell or use a magic item must first make a Wisdom check, and if successful the victim can concentrate, otherwise the spell (or the item’s charge) is wasted. Undead, constructs, and oozes are totally immune to this effect.

***Poisoning*:** the projectile is transformed into a snake when it strikes the target, and as well as the normal injury, the victim suffers the effects of instantaneous poisoning and must make a ST vs. Poison at –4 to avoid dying in 1d4 rounds in appalling agony. Undead, constructs, and oozes are totally immune to this effect.

This effect cannot be combined with *permanency*.

**Déjà-Vu**

**School:** Divination

**Range:** touch

**Area of effect:** any being

**Duration:** 24 hours

**Effect:** an Attack Roll, Dex check, or ST automatically succeeds

Anyone benefitting from this spell is able to see the future before it happens: the knowledge remains in his unconscious until foreseen situation manifests. At that moment, he has a fleeting flash of inspiration regarding the scene that is in front of him as if it has already happened, such that he is able to anticipate what is about to happen next.

The effect of the *déjà-vu* remains latent for 24 hours, during which the character can decide to use the power and at that point *déjà-vu* manifests and the spell ends. The effect available to the subject is chosen by the mage when he casts the spell from:

***Security*:**automatically make a Saving Throw that he would have failed.

***Far-sight*:**automatically make an Attack Roll or a Dexterity check to the best of his ability.

The effect cannot be made permanent.

**Dimensional Tunnel**

**School:** Conjuration

**Range:** 10 feet

**Area of effect:** special

**Duration:** up to 1 round per level

**Effect:** create passage that connects two points up to 30 feet per spellcaster’s level apart

This spell is a powerful version of *dimension door*. With it the spellcaster creates a magic portal that appears within 10 feet and which instantly transports anyone that passes through the place chosen by the mage, which must be within a maximum radius of 30 feet per mage level. Once created, the tunnel remains table for the time established by the spellcaster (to a maximum of 1 round per level), unless it is magically dispelled earlier. The portal appears as a shining door whose dimensions are large enough to all creatures of the mage’s size to pass through: this therefore means that larger creatures cannot pass through it. A similar door appears at the tunnel’s destination, through which it is possible to see the area of the tunnel’s origin and cross there. The movement through the tunnel is instantaneous and bidirectional, and the tunnel can be used by any creature of the right size (although, in a round, only a maximum of 10 creatures can pass through in each direction), except beings protected by an *anti-magic barrier*. The portal of arrival never appears in a space already occupied by a solid, but can appear in midair. If the chosen destination is an anti-magic area, the spell has no effect and the tunnel collapses.

**Disguise**

**School:** Illusion

**Range:** touch

**Area of effect:** a creature

**Duration:** 24 hours

**Effect:** modify the subject’s features

This spell allows the subject touched by the mage to disguise himself. He can change his height, weight, smell, sex, appearance, and race, taking that of any species known to him and to a maximum of one size smaller or larger than his own, and only with a height and weight that corresponds to that race. His Hit Points and physical and mental abilities don’t change, nor does he gain the special abilities and immunities of the new form: they remain the same, even if he assumes a totally different form, and fool all of the senses of the spectators.

**Example:** a mage can transform himself into a dwarf or a goblin, and in the latter case smells like a goblin. If instead he chooses to become a centaur, he sprouts four hooved legs (although his movement speed remains the same). If he wants, he could also try to pass for a small dragon, but wouldn’t have any draconic abilities, even if he could move the air by beating his illusionary wings (although without producing any real effects).

The spell doesn’t allow the subject to assume the exact features of another person. Indeed, it cannot happen even accidentally: if he imagines a face that corresponds to that of some other, the spell gives an approximately similar result to what he wanted, but not exactly the same (recognisable by someone who knows the original and stops him to closely examine him with 1-5 on d6).

An individual under the effect of *disguise* is able to cast spells. The subject can remove his *disguise* at any time(which ends the spell), otherwise it lasts an entire day, and lasts even if the mage is asleep or unconscious; if he dies, however, he returns to his original form, as if it was magically dispelled.

As long as the effect of the *disguise* lasts, the subject can change his appearance a maximum of once per hour.

**Dissolve\***

**School:** Transmutation

**Range:** 120 feet

**Area of effect:** 3,000 ft2 area of rock or mud

**Duration:** permanent

**Effect:** liquefy 3,000 ft2 of rock; reverse set 3,000 ft2 of mud into rock

This spell has the property to transform earth, rock, or stone into similar to quicksand. The solid layer can be up to 10 feet thick and is transformed into a surface of 3,000 square feet, with the spellcaster deciding the area’s exact dimensions (20 ft. × 150 ft., 30 ft. × 100 ft., etc.), which must be within 120 feet of him. The beings inside or that enter the area suffer a 90% reduction in speed, and can be held, sinking in the mud, if they aren’t helped from the outside or by magical means, or if they aren’t able to leave the area within one round (considering the subject’s new speed whilst in the area). In fact, after the first round the victims sink up to their waist and can no longer move, and from that moment slowly sink at 12 inches per round if they attempt to move. Anyone totally submerged by the mud, risks death from suffocation (he can hold his breath for a number of rounds equal to his Constitution score, and then loses ⅓ of his hp each round and after the 3rd round he dies).

If the spell is directed against a being made of rock or stone (like a stone golem), it must make a ST vs. Death Ray or be completely melted and destroyed; if the ST succeeds, he still loses half his total Hit Points, is irrevocably disfigured and slowed (like the reverse effect of the third level *haste* spell) until it is repaired by suitable magical means or the reverse of this effect.

The reverse spell, ***harden***, transforms the same volume of mud into rock. The effect is permanent and any victim immersed in the mud must resort to a ST vs. Spells (with a –4 penalty for beings trapped up to the waist and beyond), to avoid being trapped in the rock and dying. A successful ST means that the victim was able to leave the mud before it suddenly, hoisting himself on to its surface.

**Dominate Person**

**School:** Enchantment

**Range:** 60 feet

**Area of effect:** a living humanoid creature

**Duration:** 1 day per level

**Effect:** mage controls the victim’s actions

With this spell the mage can control the actions of any one living humanoid creature within 60 feet, except for undead, constructs, and oozes, by means of a telepathic bond with the subject’s mind. Once the domination is established, the only limit is that the mage and victim remain on the same plane of existence. If they share a common language the spellcaster can force the victim to follow his orders to the best of its intellective ability. If they don’t share a language, the mage can only impart basic commands like “Follow me”, “Come here”, “Attack him”, “Stay here”, and so on.

Once the dominated creature is given an order, it continues to attempt to follow it to the exclusion of all other activities with the exception of those needed for daily survival (like eating and sleeping). If the mage wants to, he can change the given order at will, simply by concentrating for a round, and if the victim is on the same plane of existence he immediately follows the new instructions, otherwise it contains with its old task.

Moreover, by concentrating on the dominated creature, the spellcaster can receive absolute sensory perceptions as they are interpreted by the subject’s mind, although there is no true telepathic link but only empathic. The mage cannot see through the eyes of the victim or hear through its ears, but can take account of what has happened based on the sensations (if for example he is cold, afraid, in pain, speaking with someone, or asleep).

The victim can oppose the domination with a successful a ST vs. Mental Spells with a –2 penalty, but if the ST fails, he remains under the control of the spellcaster for the effect’s duration or until control is magically broken. Moreover, if the victim is forced to undertake actions against his true nature, he is opposed to this order and can annul the domination with a new ST vs. Spells with a +2 bonus. Evidently suicidal orders aren’t followed and free the creature from the spell’s bond. The creature always remembers all of the actions carried out under the mage’s influence and acts accordingly.

Via this spell, each spellcaster can dominate a maximum of one creature per Intelligence or Charisma bonus (whichever is best). If he wants to dominate others, he must abandon his control over one of the ones he is currently controlling.

Finally, the spellcaster must spend at least one turn per day concentrating on the dominated creature to maintain control, otherwise each day the victim receives a new ST vs. Spells with no penalty to free himself from the effect

This effect cannot be made permanent.

**Dream\***

**School:** Illusion

**Range:** infinite

**Area of effect:** a creature

**Duration:** special

**Effect:** send a dream to a sleeping creature; reverse send a nightmare to a sleeping creature

The spellcaster is able to send a message through his dreams to another living creature that is asleep and that the subject has seen at least once. It isn’t important where the dream’s addressee is if this is a known person, as the spell uses the Plane of Dreams or the Dimension of Nightmare to arrive at its addressee: the important thing is that he is sleeping (and cannot counter the *dream* in any way). When the mage concentrates, he enters a state of trance and appears in the dreams of the addressee, speaking with him until he decides to end the contact, which also ends the spell and makes the mage’s mind return to his body.

During the *dream* the communication is bidirectional (both sender and addressee can interact) and the length of time isn’t important: the addressee always remembers what happened in the dream when he awakes. To the questions put to him by the mage, the addressee can respond directly (if friendly) or through visions and alterations of the dream that both are immersed in (if reticent or hostile), as when the recipient refuses to openly answer the spell draws from his subconscious the answers to the questions put by the spellcaster and shows them in a confusing or enigmatic way (for example if questioned about the testimony of an assassin that was seen to commit murder, he could show a vision of a tiger that rends his cubs to indicate a close relative).

The messenger is also able to show the addressee images that he has personally seen, making these elements appear in the dream as part of their conversation (if for example if they are talking about a dragon that has attacked a village, the sender can create the vision of the attack or of the dragon in front of them). The messenger appears in addressee’s dream in exactly the form and with the items that he wore at the start of the *dream*. If it is a nightmare, the messenger cannot modify the visions, but can help the recipient to get out, and all the spells cast by the messenger during the dream are effectively removed from those memorised.

If the addressee is awake at the moment of the contact attempt, the sender knows that the addressee isn’t yet asleep and can remain in the trance until that moment, or can suddenly awake and end the spell. If during the trance the messenger’s body is in any way injured, the trance is immediately interrupted and the spell ends with the awakening of the messenger in his body. The sender is totally unconscious of what is happening around his body whilst he remains in the trance, and is both mentally and physically defenceless (automatically fails any Saving Throw).

The reverse spell, ***nightmare***, sends a terrifying vision to the victim making it impossible to rest. The nature of the *nightmare* is up to the mage, but the victim is called to a ST vs. Mental Spells: if successful, the victim defeats his fear after an hour of disturbed sleep and can rest for the rest of the night (the hp recovered by the rest are however halved). If the ST fails, the *nightmare* not only lasts the entire time of the sleep, preventing him from resting (he recovers no hp and cannot memorise spells), but upon awakening the victim’s psyche is so shaken that it causes a temporary loss of 1 point of Intelligence and a –1 penalty to his Attack Rolls, Saving Throws, and any skill or characteristic check; this penalty is cumulative up to a maximum of –4. If his Intelligence score drops to zero, the victim goes insane (the madness renders a PC unmanageable) and can only be healed through more applications of *mental cure*, or with a *wish*.

A prolonged period of nightmares also places great stress on the victim’s physique: in fact, for every week spent without rest, he loses 1 Constitution point. If because of this his Constitution score drops to zero, the victim enters into a coma and his mind is lost in the Dimension of Nightmare. It is only possible to recover it with a *wish*, or with *dream* or the *Dreaming* skillto reach the victim’s soul, and afterwards a *heal* spell cast on his body can revive him.

Spells of mental protection prevent a person from falling victim to *nightmare* or *dream*, while a *restorative sleep* (2nd level divine spell) neutralises the effects of a *dream* or a *nightmare* for a day. For each day in which he rests, the victim normally recovers 1 point of Constitution and Intelligence.

**Elemental Form**

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** 1 turn per level

**Effect:** transform an individual into an elemental

This spell gives the creature touched by the spellcaster the ability to transform into a chosen type of elemental, until the spell’s end. The statistics of the creature (THAC0, ST, AC, hp, characteristics, number of attacks, etc.) remain unchanged, but it acquires the immunities (and weaknesses) of the elemental and its special attacks, and if it is transported to an elemental plane it can survive and move. The individual can change the assumed elemental form at will, concentrating for a round, but whilst in *elemental form* he cannot use his equipment or cast spells.

**Elemental Protection**

**School:** Abjuration

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 12 turns

**Effect:** protect the spellcaster from attacks based on an element

When casting this spell, the spellcaster must specify which type of element he wants to be protected from for the spell’s duration from air, earth, fire, fire, or water. From that moment, the subject is immune to the natural form of the chosen element, while magical effects of that element automatically causes half damage (even if there should be no Saving Throw for half damage); if the damage can normally be reduced with a ST, a successful ST means that the spellcaster only takes ¼ damage. For the spell’s duration, elemental creatures of the chosen element cannot physically attack the spellcaster as long as he doesn’t attack them first, and the damage they produce is automatically halved.

Finally, the spellcaster can move through the element at his normal speed: in water, air, or magma ignoring adverse currents (as long as he can fly or swim), while on earth he ignores adverse ground conditions (although he cannot pass through stone or rock walls). If used in the corresponding elemental plane, it allows him to breathe and see in its atmosphere.

**Elemental Wave**

**School:** Evocation

**Range:** 6 feet per level

**Area of Effect:** 15 feet long arc

**Duration:** instantaneous

**Effect:** wave causes 1d6 per level and provokes a secondary effect (ST for half and minimise secondary)

The spell creates a 15-feet semi-circular wave of the elemental energy selected (air, earth, fire or water) that comes from the mage’s hands and strikes a chosen target within 6 feet per level, damaging all the creatures and items that the wave touches on its journey (a straight line). The victims always suffer 1d6 damage per level of the mage, and as well as the damage a secondary effect manifests that is based on the type of wave created:

***Fiery Wave:*** burns and smoke cause blindness for 2d4 rounds; if the ST vs. Spells is successful, the damage is halved and the blindness only lasts for 1 round.

***Icy Wave:*** hypothermia causes paralysis for 1d6 rounds; if the ST vs. Spells is successful, the damage is halved and the subject is *slowed* for 1 round.

***Sonic Wave:*** stunned by the wave for 1 turn; if the ST vs. Spells is successful, the damage is halved and the stun lasts for 1 round.

***Sand Wave:*** sand cause suffocation and stunning for 2d4 rounds; the ST vs. Spells is successful, the damage is halved and the subject is held for 1 round.

Beings that are immune to the element involved don’t suffer the damage or the secondary effects. If the wave encounters an obstacle of Huge size or larger, then it damages the obstacle before stopping and dissolving.

**Empathic Torture**

**School:** Necromancy

**Range:** 120 feet

**Area of effect:** two creatures

**Duration:** 1 turn per level

**Effect:** victim suffers the same damage

This spell binds the soul and body of two different subjects and for the spell’s duration any wound suffered by one of the two subjects is duplicated on the other’s body (the positive effects instead aren’t duplicated). The effect ends when one of the two subjects dies, or the duration is exhausted, or when one of the two is successfully affected by a *dispel magic*. If one of the two victims fails the ST vs. Spells or doesn’t oppose the effect, the bound is automatic.

It is possible to use the spell against other creatures to bind them to one of the two initial subjects, and all would be and all would be connected with the same bond (so if A is bound to B and C and B suffers damage so does A, while if A is injured both B and C also suffer the consequences). Note that the torture the linked subjects endure only relates to injuries suffered: it excludes any other effect (like charm, paralysis, etc.).

If *empathic torture* is combined with *permanency* (see the 8th-level arcane spell), it counts as a permanent spell on all the affected subjects.

**False Vision**

**School:** Illusion

**Range:** 120 feet

**Area of effect:** 60-radius sphere

**Duration:** 1 hour per level

**Effect:** fool divination spells with false images of a place

With this illusion, the spellcaster alters the results of the spells of scrying related to the area magically masked. In practice, at the moment of casting the mage decides which type of image he wants to make appear to any attempt of magical scrying of the selected area, and as long as the spell lasts, he can concentrate for a round to change the desired image. The image that appears to those that use divination spells seems real to all senses, but is always static. The spellcaster can therefore decide to create an empty candle-lit hall where there is a treasure room or a hall full of assembled warriors, or make it appear as a bedroom with a sleeping individual who snores whilst a nightingale’s song resonates, but cannot make any of the elements present in the area move.

**Feeblemind**

**School:** Enchantment

**Range:** 240 feet

**Area of effect:** a spellcaster

**Duration:** permanent

**Effect:** reduce Intelligence to 2

This spell is only effective against spellcasters, or on any being able to cast spells (arcane or divine, makes no difference), but not those spells that are simply magical abilities characteristic of its race (like a genie’s magical powers, for example). The victim instantly loses his intellectual ability, can no longer remember, think, or speak correctly, and becomes an oblivious illiterate; in game terms, his Intelligence score is reduced to 2. Such effects can be avoided with a successful ST vs. Spells, to which a –4 penalty is applied.

The effects of *feeblemind* are permanent until removed with *mental cure* or *heal*.

**Forced Transformation**

**School:** Transmutation

**Range:** 30 feet

**Area of effect:** a being or object

**Duration:** instantaneous

**Effect:** a transformed being returns to its natural state

This spell is only effective against living beings or objects that have been subjected to a magical or natural transformation, but is completely ineffective against the effects of illusions. The spell causes the transformation of the target into its natural form, and impedes the object or creature from assuming other forms (voluntarily or not) for one turn. If the victim is a shapechanger and has less HD or Levels than the mage, the transformation is automatic; all those of the same level or higher can (if they want) resist the effect with a successful ST vs. Spells. For objects or creatures that are the victims of a spell, the *forced transformation* always takes the best of any magic that affects it. The natural form of lycanthropes is always human.

**Fragment**

**School:** Transmutation

**Range:** 120 feet

**Area of effect:** a volume of 10 cubic feet

**Duration:** instantaneous

**Effect:** destroy items or beings of inert matter

This spell only affects targets composed of insert matter (like metal, stone, wood, crystal, etc.). The spell’s target must be within 120 feet and be within a volume of 10 cubic feet; if it is larger, the spell cannot affect it. Once the spell is cast, the target must make a successful ST vs., Destruction: if failed it is destroyed and falls into fragments, while if the ST succeeds, the item however loses half of its Hit or Structural Point (for large constructions) total. If the target is a magic item (excluding artefacts) or a construct, it benefits from a +5 bonus to its ST.

**Freedom**

**School:** Abjuration

**Range:** 120 feet

**Area of effect:** 1d4 living creatures

**Duration:** 6 turns

**Effect:** free up to 4 living creatures

This spell is only effective against living beings, with the exception of undead, constructs, and oozes. The spell removes any type of paralysis on 1d4 beings of any type within 120 feet, including normal or magical rope and chains (which are opened instantly), but has no effect against paralysis due to congenital factors (like having severed or atrophied muscles or broken bones).

**Health Drain**

**School:** Necromancy

**Range:** 0

**Area of effect:** 10 foot radius

**Duration:** special

**Effect:** the spellcaster draws living energy from the environment or living creatures to heal himself

This spell creates a 10-foot radius circle around the spellcaster, inside which there are living creatures (an area covered in normal vegetation, for example, is a valid target). The vegetation that occupies the area struck wither in an abrupt and gruesome way: trees and bushes become black and twisted, while the herbaceous plants seem to burn up; as do the small animals, insects, and all the other living creatures with less than 1 HD V (no Saving Throw is allowed to avoid the death). If there are also living beings in the area (beyond the mage) with 1 or more HD, they suffer 1d8+1 points of damage, or 2d6+2 if it is a creature with a special bond to nature (like druids, elves, sprites, sidhe, unicorns, and so, but excluding elementals); no Saving Throw is allowed to avoid the damage, but the victims can recover the lost hp normally through rest.

Moreover, the spellcaster assimilates the life energy stolen in this way gaining 1d8+1 hp for each application of the spell against normal vegetation and creatures with less than 1 HD, and absorb the same Hit Points lost by each living creature with 1+ HD present in the area of effect. The Hit Points that help the spellcaster to return to full health remain permanently, while any excess hp vanish after 1 turn (or before, if they are magically dispelled or the spellcaster is injured). The Hit Points gained from repeated casting of *health drain* are cumulative, but the spellcaster cannot accumulate more than double his own maximum hp with this effect. It is only possible to drain life energy in areas where creatures still exist after the first application.

**Example:** the evil necromancer Hugorth is in a glade surrounded by three druids that want to stop him, and decides to absord their energy by casting this spell. The plants in the area of effect immediately wither, and each druid loses 2d6+2 hp. For his part, Hugorth absorbs the released energy and gains 1d8+1 from the vegetation, plus the same hp lost by the three druids. Supposing that he had a total of 40 hp and acquired 6 hp from the vegetation and 20 hp from the druids, his new total would be 66 hp. If he was already wounded (reduced to 20 hp), the use of this spell would bring him to 46 hp. If a turn passes without him being damaged, the 6 excess hp vanish and Hugorth keeps his usual 40 hp.

This spell is completely ineffectual against undead, constructs, elementals, and corpses. If the spell is used by an undead spellcaster, the effects are the same as above.

This effect cannot be made permanent on a magic item.

**Hold Monsters**

**School:** Enchantment

**Range:** 120 feet

**Area of effect:** up to 4 visible living creatures

**Duration:** 3 turns

**Effect:** paralyse up to 4 living creatures

This spell is effective against any living being, of any form or size, with the exception of undead, constructs, and oozes. The spell is able to hold for 3 turns up to 4 visible beings within 120 feet of the mage, paralysing their central nervous centre: the victim continues to see and hear, can concentrate, but cannot speak or move, although other people can move the parts of his body by exerting a strong pressure (Strength check), without however causing fractures. Each victim can make a successful ST vs. Mental Spells to avoid the effect; if the spell is cast against a single being, a –2 is applied to its Saving Throw.

**Hold Undead**

**School:** Necromancy

**Range:** 120 feet

**Area of effect:** 30-foot diameter sphere

**Duration:** 1 round per level

**Effect:** hold an undead or all those within a 30 feet diameter sphere

This spell is able to hold undead in an apparently similar way to how hold monsters paralyses living creatures. In reality, the principal magic that forms the spell’s basis is completely different: it interferes with the field of negative energy (entropic) that feeds the undead; therefore, it only works on undead and has no effect on living creatures or constructs.

The spell can be cast in a 30 feet diameter sphere or directly against a single undead. In the first case all (and only) the undead that are in the area can make a ST vs. Spells to avoid the effects; in the second case only the chosen victim must make the ST, but with a –4 penalty. The undead that fail the ST are paralysed for the given duration (if it was flying it falls to the earth, unless it is incorporeal, in which case it levitates in midair); undead with 2 HD or less aren’t allowed a ST (they are automatically paralysed). As long as they remain immobilised, the undead cannot use any of their powers and are in a catatonic state, incapable of perceiving anything that happens around them.

**Ice Trap**

**School**: Abjuration

**Range**: 120 feet

**Area of Effect:** one target

**Duration:** 3 turns

**Effect:** imprison target in a block of ice

This spell imprisons a target in a block of magical ice. It can be used in two different ways based on the mage’s will when he casts the spell.

***Instantaneous Trap:*** the spellcaster chooses a visible target within 120 feet, who must make a ST vs. Paralysis at –2 to avoid being held.

***Delayed Trap:*** the spellcaster associates the trap to a location or object, and it activates when it is touched or passed through without its creator’s password being spoken. The victim can make a ST vs. Paralysis at –2 to resist it.

In both cases if the ST succeeds is still stunned for 1 round, while if the ST fails the target remains imprisoned in a block of unbreakable ice for 3 turns. The ice doesn’t cause the victim’s death, leaving him in a state of suspended animation, and it can only be melted with *dispel magic*, but it cannot be used to freeze entire structures. Any being that comes closer than 10 feet of the block of ice suffers 2d6 cold damage each round.

**Image Multiplication**

**School:** Illusion

**Range:** 0

**Area of Effect:** only the spellcaster

**Duration:** 1 round per level

**Effect:** mage gains a double if struck

Instilling the illusion’s energy into his body, the mage is able to split himself if he is hit by a weapon or by an effect (magic or natural) that hits a narrow area of space, thereby preventing the spellcaster taking any damage. In practice, once struck his body divides itself into many projections that move laterally, vertically and diagonally in respect to his original position, reuniting a few moments later in the same point (maintaining its facing and original direction). The spell only works against items of Large size or smaller or against effects whose longest dimension doesn’t exceed 10 feet: otherwise, the spellcaster suffers all the damage normally (e.g. most weapons cannot injure him when protected by this spell but a 12 foot lance can, as can a mass or a spell with an area of 10 feet).

The effect functions against an infinite number of attacks as long as the spell’s duration hasn’t ended (or the mage hasn’t interrupted it earlier himself), and for every doubling that happens in the round, he loses one of his attacks for that round. Example: Felonius has two attacks since he is hastened, but acts before his adversary who hits him once with a sword. The *image multiplier* protects him, and when his combat turn comes around, he has only one attack remaining to use. If his enemies had hit him twice, Felonius wouldn’t have suffered any damage but wouldn’t be able to counterattack.

As long as the spell is active, the mage cannot directly cast spells, but can use magic items. Note that the spell also protects against unexpected or surprise attacks.

The effect cannot be made permanent.

**Imposition**

**School:** Enchantment

**Range:** 30 feet

**Area of effect:** a creature

**Duration:** special

**Effect:** force a being to perform a task

This spell forces the victim to respect a certain law or to perform a task that the mage imposes, under pain of a heavy punishment. The spell is effective on any type of being, including undead, constructs, outsiders, and oozes. Among the typical tasks that can be entrusted to the victim are numbered: respect a specific law, kill a monster, recover a prisoner or an item, avoid speaking to someone, or to remember something, etc. If the imposed *imposition* is suicidal (for example diving into lava or cutting his own throat), the spell has no effect, while if the task has a definite end (like returning a stolen item to the house), once the task is completed the *imposition* vanishes. To avoid this imposition, the victim must make a ST vs. Spells at –4, if however he fails, he succumbs to the *imposition* until the completion of the task (if the imposed task has a definite end), or until the mage that cast the spell declares the *imposition* fulfilled, or until the victim benefits from a *pardon* (5th level cleric spell) or from a spell of higher level able to annul the magic (like *break enchantment*). Each victim that refuses to perform the assigned task is cursed, until he submits to begin, or continue, his assigned task. The type of punishment is decided by the spellcaster When casting this spell, which can be of double power in respect to a normal *curse*, but is never immediately deadly (although in the long run it could cause the rebel’s death).

This effect cannot be made permanent.

**Iron Constitution\***

**School:** Transmutation

**Range:** 120 feet

**Area of effect:** a creature

**Duration:** 6 turns

**Effect:** gain Constitution 18; reverse gain Constitution 3

When this spell is cast on a living creature, its Constitution score immediately becomes 18 for the spell’s duration; it clearly doesn’t have any effect on a creature that already has a Constitution of 18 or higher. All the bonuses (Constitution checks, bonus hit points etc.) are immediately applied. Any injury suffered by the individual are first taken from the extra Hit Points gained with this spell, and then the subject’s real ones. Note that at the spell’s end, the subject must subtract from his hp those that he gained from this spell, only if his hp total is higher than his normal hp value.

The reverse of this spell, ***weariness***, reduces the victim’s Constitution to 3 (with all the consequential penalties), if he fails a Saving Throw vs. Spells; range and duration are the same as the normal spell.

Neither effect can be combined with *permanency*.

**Lightning Strike**

**School:** Evocation

**Range:** 0

**Area of effect:** 3 foot per 2 levels radius sphere

**Duration:** instantaneous

**Effect:** lightning causes 1d6 hp per level in the area

With this spell, the mage’s body is charged with electromagnetic energy and discharges a potent series of lightning bolts on all those (friends and enemies) that are within 3 feet for every 2 spellcaster levels. Only the mage is immune to the discharge, but all the other victims struck by the discharge suffer 1d6 points of damage per level (max 20d6 hp at 20th level), although they can make a ST vs. Spells for half damage. The only variable that the mage can control is the extension of the radius of the *lightning strike*, which he can vary from a minimum of 3 feet to the maximum allowed by his level.

**Magic Jar**

**School:** Necromancy

**Range:** 30 feet

**Area of effect:** a living creature

**Duration:** special

**Effect:** spellcaster can take possession of a body

Uttering this spell, the mage’s soul leaves his body and is transferred into a non-magical inanimate object (the “jar”) chosen by the subject within 30 feet. From this object then, the mage’s spirit can try to take possession of any living being with a soul (thus excluding undead and constructs), which is within 30 feet of the jar. If the victim makes a successful ST vs. Spells, if the attempt fails the spellcaster cannot try to possess that subject for 1 turn. If the victim’s ST fails, his body is possessed by the mage’s spirit and is placed under his control, while the victim’s lifeforce is transferred into the *magic jar*.

The spellcaster can perform normal actions in the possessed body, but cannot use the new body’s special abilities (like breaths or magic powers), or his own (like cast spells), although he gains the physical characteristics (AC, Hit Points, Strength, Dexterity, and Constitution scores, movement ability), and the natural immunities and special characteristics of the body. Keeping instead his own Saving Throws, THAC0, xp, memories, mental abilities (Intelligence, Wisdom, and Charisma), and all general skills, and if he remains in the host body uninterrupted for a long enough period (1 week per level), he is able to enter into a symbiosis with it and regains all his class abilities (spells included).

A *destroy evil* spellforces the mage’s soul to abandon the possessed body and return into the *magic jar*, while the victim’s soul retakes possession of its body. However, as long as he remains in the jar, the spellcaster can try to take hold of any other living victim, and doesn’t need food, sleep, or air, can live forever (although each year spent in the *magic jar* hemust make a ST vs. Spells or lose 1 point of Wisdom from the loss his mental sanity). When the mage’s soul return to its original body (which in the meantime remains completely vulnerable and without senses), the spell terminates.

If the body possessed by the spellcaster is destroyed (or reduced to less than 0 hp), the victim’s soul dies and that of the spellcaster returns into the *magic jar*; from which, the mage’s soul can attempt to take possession of another body or return to his original body. If the *magic jar* is destroyed, the soul within it dies, and if it is that of the victim, then the spellcaster is confined in the new body forever. If the mage’s original body is destroyed, his soul remains imprisoned within the *magic jar* when he returns to it, until he is able to take possession of another body.

**Magic Sanctum**

**School:** Abjuration

**Range:** 120 feet

**Area of effect:** 10 foot per level radius sphere

**Duration:** 12 hour

**Effect:** impede divination within the protected area

This spell impedes any type of divinatory spell (like *wizard eye* or *scry*) of scrying within the protected area, or a sphere of 10 feet per spellcaster level. The area becomes unexplorable by any type of divinatory spell for the spell’s duration, and every attempt simply registers the presence of an unfathomable barrier that is impenetrable by magical techniques. Naturally, the spell doesn’t interfere with the natural sight or hearing of any creature that is near the protected area, but only those magical senses.

This effect cannot be combined with permanency.

**Memory**

**School:** Evocation

**Range:** touch

**Area of effect:** a spellcaster

**Duration:** special

**Effect:** recover a spell after casting it

When the spellcaster casts this spell on himself or another spellcaster (arcane or divine), the subject can immediately recover (i.e. rememorize) any one spell of 1st to 5th level that he has cast with the previous 10 minutes (1 turn). This ability lasts until it is used for the first time (an action that then ends the spell). The spell is useless on subjects that cannot cast spells.

This effect cannot be made permanent.

**Mind Fog**

**School:** Enchantment

**Range:** 120 feet

**Area of effect:** 20-foot radius cloud

**Duration:** 6 turns

**Effect:** create cloud of fog that weakens the mental resistance of those within it

This spell produces a light mist that doesn’t obstruct vision much but weakens the mental resistance of those that are inside it. The cloudbank forms within 120 feet of the mage and occupies a 20 feet radius sphere, remaining in the area for 6 turns. Those that venture inside it suffer a –4 penalty to all ST vs. Mental Spells and to all Wisdom and Intelligence checks as long as they remain within the cloud, and the penalty persists for another 1d6 rounds after they leave it.

The cloud doesn’t obstruct sight or movement in a significant way and can normally be swept away in a minute by a moderate wind (16 mph) or in a round by a strong wind (25+ mph), as well as by a *dispel magic*.

**Minor Creation**

**School:** Conjuration

**Range:** 10 feet

**Area of effect:** N/A

**Duration:** permanent

**Effect:** create food and objects

This is a versatile spell that creates materials useful for any situation. The spell can create food and beverages, clothes, leather, softwood, porcelain, and other delicate materials, but not hardwood, stone, metal, and similar hard materials. To create it is necessary that the spellcaster concentrates for an entire minute while he forms the desired object.

As a reference, each application of the spell creates a quantity of material appropriate for a single person (for example, if used to create food & water it creates a daily portion).

Some applications of *minor creation* are:

* A daily portion of food and water (the equivalent of iron rations), without the related containers;
* tableware for a person;
* complete outfit for a person;
* a saddle and tack for a horse;
* a weapon of softwood (weapons of several materials cannot be made), which breaks on a 1 on a d20.

It is useful to use this spell in combination with a general craft skill of any type. If the character doesn’t know how to cook, for example, he can certainly create food with this spell, but it would be of mediocre quality (while if he had the *Domestic arts* skill he could prepare delicacies).

If he doesn’t know how to sew or weave, he creates shapeless or ugly garments. If he knows nothing of the cobbler’s art, the shoes he creates would probably be rather uncomfortable. However, if the mage prolongs the casting time by up to a turn (the minimum is a minute), and is advised by a craftsman or expert, he can follow their advice to make a good work with *minor creation*.

This spell isn’t as powerful as the clerical *create food & water*, but is much more versatile. The spell produces permanent common materials that cannot be magically dispelled.

**Necromorph**

**School:** Necromancy

**Range:** touch

**Area of effect:** a creature

**Duration:** 1 turn per level

**Effect:** a living individual resembles a zombie

This spell allows the living creature touched by the spellcaster to assume the appearance and characteristics of a zombie. For the duration’s, the subject stops breathing, doesn’t feel pain or emotions, becomes immune to paralysis, poison, and energy drain, but is still vulnerable to spells of charm and enchantment, and to fatigue (and thus to *sleep*). If he is exposed to a poison, the effect is only felt when the effect ends, while the effects of a poison taken before the transformation is temporarily held, and retakes its normal course at the spell’s end. The immunity to pain doesn’t give any protection against attacks, as the damage suffered remains such. Spells that have a specific effect on undead however (like *destroy undead*), do not have any effect on the subject, nor do attempts to turn him, revealing his real nature.

The subject’s body assumes in all aspects the appearance of a body returned to life: skin and flesh discolour and sag exposing the bones beneath, but his clothing and items remain unchanged. However, because of this metamorphosis, although the subject’s joints and muscles lose flexibility, and he has the same handicaps as normal zombies, or a –4 penalty to Initiative Rolls, a base speed reduced to 90 (30) feet per round, and the impossibility to benefit from the effects of a *haste* spell, as well as the inability to make more than one attack per round. Finally, because of the transformation, the subject is forced to eat dead flesh to feed itself (assume other food do not satisfy its hunger), although he isn’t able to control himself perfectly until he has spent at least 24 hours in that form.

Any creature that observes the subject of the *necromorph* believes that he really is a zombie, and even the undead believe that he is one of them and don’t attack him unless they receive a specific order to do so. If however the subject performs actions that don’t agree with his form, the observers could discover the deceit with a successful Wisdom check.

**Oblivion**

**School:** Necromancy

**Range:** 240 feet

**Area of effect:** a living creature

**Duration:** instantaneous

**Effect:** destroy beings with 4 HD or less and wound those with 5+ HD

This spell has different effects based on the victim’s toughness. It affects any living being (excluding undead and constructs) on which it is cast, and the effects are determined by the creature’s Hit Dice as follows:

* 4 HD or less: the creature is completely pulverised (excluding his equipment, which falls to the earth), leaving behind a cloud of smoke that dissipates shortly afterwards;
* 5-8 HD: the creature must make a ST vs. Spells to not be pulverised (see above); If the ST succeeds, it still suffers 6d6 points of damage;
* 9+ HD: the creature suffers 6d6 points of damage, which can be halved with a successful ST vs. Spells.

**Penetrate Defences**

**School:** Transmutation

**Range:** 30 feet

**Area of effect:** a creature

**Duration:** 1 round per level

**Effect:** vulnerable to normal weapons and 2 point AC penalty

This spell has been created to be used against creatures normally immune to normal weapons. If the victim fails a ST vs. Spells, for the effect’s duration, any immunity to normal weapons (natural or magically acquired) is suppressed, and its Armour Class worsens by 2 points. This means, for example, that a vampire, lycanthrope, gargoyle, or a being in gaseous form victim of the spell can be injured by normal weapons, as well as being more awkward and easier to hit. The effect cannot be combined with *permanency*.

**Persistent Image**

**School:** Illusion

**Range:** 240 feet

**Area of effect:** maximum volume of 8,000 ft3.

**Duration:** 1 turn per level

**Effect:** creates an autonomous illusion

This spell is similar to *phantasmal force* but doesn’t require the mage to remain concentrating to control it. The illusion lasts for 1 turn per mage level and includes visual, audible, thermal, and olfactory effects and can be broken by anyone that penetrates or comes into contact with the area of effect and making a ST vs. Mental Spells (with a modifier from +5 to –5 given by the DM based on the illusion’s realism based on the surrounding environment).

If it creates a creature or group of creatures (which must however remain within the spell’s area of effect), they behave by following the instructions that the mage gave when he cast the spell, and are even able to speak simple phrases that the spellcaster has taught. If the spellcaster concentrates and the illusion is in range, he can also move it as long as it remains within 240 feet of him. When it stops or the mage stops concentrating, that point becomes the new centre of the illusion’s area of effect.

If instead the spellcaster creates an environmental or magical effect (like a storm or the explosion of a *fireball*), a ST vs. Mental Spells is allowed to recognise the illusion and ignore its effects. If the ST fails, the victim must behave exactly as if the effect was real, except if he leaves the spell’s area of effect when he notices the fiction. If with this effect a creature should die, it only remains unconscious for 1d4 rounds, and when he awakens is aware of the fiction.

**Purifying Flame**

**School:** Evocation

**Range:** 6 feet per level

**Area of effect:** 10-radius sphere

**Duration:** instantaneous

**Effect:** explosion of fire causes 1d6 hp per level, mage is immune, undead have –1 to ST

This spell is similar to *fireball*, with a notable difference: the explosion of fire doesn’t damage the spellcaster or his equipment, and so he can centre it on himself. Moreover, all undead creatures within the area of effect suffer a –1 penalty to their Saving Throws for half damage.

**Rain of Terror**

**School:** Conjuration

**Range:** 1 mile

**Area of effect:** ½-mile diameter

**Duration:** 1 hour + 1 turn per level

**Effect:** horrible rain creates panic

This spell develops the conditions of a strong storm that forms of the course of 1 turn, during which the spellcaster must continue to concentrate to not lose the spell. If the sky is already covered by clouds instead, the rain begins to fall after one round and continues until the end of the spell’s duration, covering a ½-mile diameter area.

Once the rain starts, the effect continues by itself with the need of the spellcaster concentrating. The spellcaster can select the rain form based on his level (see table 2.7).

**Table 2.7: Form of *Rain of Terror***

|  |  |
| --- | --- |
| **Level** | **Type of Rain** |
| 9th-10th | Black, putrid water |
| 11th-12th | Burning ash & soot |
| 13th-14th | Blood and bone |
| 15th-16th | Bats and spiders |
| 17th-18th | Frogs and toads |
| 19th+ | Snakes |

**Example:** an 18th-level mage could make it rain spiders, bats, blood, ash, or black water. A third of the creatures that rain from the sky survive the fall and flee. Any unsheltered person in the area suffers 1 point of damage because of the rain per minute in which it remains without shelter. Moreover, all the creatures that witness the rain and have less than 5 HD or Levels must make a TS or be panic-stricken as long as the rain continues (the panic produces a –2 penalty to all their Saving Throws, Attack rolls, skill and characteristic checks); despite their HD, any non-intelligent animal panics.

**Rock Door**

**School:** Transmutation

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 turn per level

**Effect:** open a way through the rock

For the spell’s entire duration, rock, regardless of its density, isn’t able to impede the mage’s movement (even stalagmites and rock walls magically move aside or open to allow the mage to pass). The spellcaster can take all his equipment with him, but no other creature can use the passage, which closes right after he passes. Within the rock, the spellcaster proceeds on the same plane without being able to ascend or descend and without seeing where he is heading.

This spell moreover allows the mage to hide within a rock large enough to contain him, which opens and closes at his command: as long as he is inside, however, he cannot see or hear what is happening outside, although he can leave when he wants (as long as the spell lasts); If he remains held in the rock (for example the spell is dispelled), the mage dies.

**Shadow Evocation**

**School:** Illusion

**Range:** variable

**Area of effect:** variable

**Duration:** variable

**Effect:** imitates an Evocation spell

This spell uses Illusion energy to create a quasi-real version of any evocation spell of 4th-level or lower.

Each victim of the spell must make a ST vs. Mental Spells (a roll that the DM should make in secret) to doubt the effect; if the player explicitly states this doubt, the ST benefits from a +2 bonus. Each creature that makes the ST only suffers a fifth of the attack’s damage, and if the spell has a special effect, it has one-fifth force (if applicable) or only a 20% chance of working. Independent of the ST to doubt it, the victims of the spell can make any permitted ST to avoid or reduce the effects of the simulated spell. All the spells that don’t produce damage have normal effect except those whose nature were successfully doubted: these latter have no effect.

Objects are always immune to this effect.

**Siege Fire**

**School:** Transmutation

**Range:** 360 feet

**Area of effect:** a siege engine every two levels

**Duration:** 12 hours

**Effect:** +4 to Attack Rolls and BV of war machines

When casting this spell, the mage selects a war machine (placed within range) for every two experience levels he has attained (for example, a 21st level mage can involve up to 10); by siege engines we only mean artillery pieces such as ballista, catapults, trebuchets, and other similar machines (excluding siege towers, rams, and so on). All the machines involved magically hurl their missiles with unusual precision (+4 bonus to the Attack Roll); if using the rules for siege warfare, the BV bonus granted by each artillery piece is increased by 4 points.

Each machine can only receive one application of this effect. The enchanted siege weapons don’t work by themselves, but must be manoeuvred and loaded by artillerymen; if there is enough ammunition, the spell is wasteful.

*Siege fire* can be magically dispelled, but each *dispel magic* only affects one war machine at a time.

**Spatial Distortion**

**School:** Transmutation

**Range:** 0

**Area of effect:** 100 ft2 per level

**Duration:** 2 turns per level

**Effect:** distort space within 100 ft2 per level to aid or slow movement

This spell is able to alter the space within a fixed surface of 100 square feet per mage level in front of him, but only if it is cast in a setting composed exclusively of one type of element: underground, underwater, in air, in lava, or in one of the elemental planes. The effect alters the space in one of the following ways chosen by the mage:

***Increase distance*:**the individuals that pass through the area affected by the spell travels a third of the distance that they would normally cover (for example, a normally 300 feet long underground corridor becomes 900 feet long, and so takes three times as long to travel through).

***Reduce distance*:** for every 1 foot travelled within the area of effect, the individual in reality travels ¾ mile in normal space (so for example, if the affected area is 100 feet, the individuals within would in effect move 75 miles in a specific direction).

To be able to distort the space, it either is necessary that the spellcaster is an elemental or uses the services of an elemental of the type suited to the place where the spell takes effect (for example using *summon elementals* or similar spells). The same elemental becomes the physical carrier through which the *spatial* *distortion* takes place. It lengthens the place of spell’s area of effect to increase the distance and slow those that pass through it, or condenses it to reduce the space and ease the passage of those within for the spell’s duration. Note however that the elemental doesn’t render those that pass through immune to the element’s adverse effects, in particular if they are walking in lava or underwater they risk death if not magically protected, as also happens if they have poor oxygen levels or if they pass through underground pockets of noxious gas.

**Example:** underground an earth elemental goes to occupy the spell’s area of effect creating a tunnel, and forms handholds or stairs based on the incline and the direction of the tunnel to aid the passage, or create corners and holes to distract those travelling through it from perceiving the increased distance. In air, instead an air elemental creates a tubular breach through which the wind quickly transports those that enter it or slow those that follow, and so on.

The effects of this spell cannot be perceived by mortal senses: anyone entering the spell’s area of effect as long as it is working has the right to make an Intelligence check to notice something isn’t right. If he is aware that reality has been distorted and chooses to resist the effect, he can make a ST vs. Spells, and if successful, for him the special dimensions remain normal. Moreover, any damage done to the elemental that physically creates the passage stops the distortion and makes the elemental return to its normal form, presumably very angry. The spellcaster can try to retake control of the creature by persuading it through the appropriate spells, and as long as the duration of the spatial distortion is active, the elemental can reinstate the effect for the portion of the originally affected space. Any spell that damages the transit area or any physical attack of the transit area also damages the elemental and causes the tunnel to collapse at the point where the damage was inflicted onwards (so there is no danger to those travelling through it from being crushed by the tunnel’s collapse).

This spell doesn’t allow passage through any type of magical barrier, or to leave a plane, and as already said only functions as long as the altered dimensions remain in an environment exclusively composed of one type of element. Moreover, the spell doesn’t allow passage through the World Shield (the physical barrier of anti-magic rock that is found in the Mystaran crust and separates the outer world from the Hollow World), unless there is already a breach in the World Shield.

**Spectral Aura**

**School:** Necromancy

**Range:** 0

**Area of Effect:** only the spellcaster

**Duration:** special

**Effect:** take 1 level or HD from a victim

This spell pervades the mage’s body with negative energy, which lasts until it is discharged and gives him a sinister and cadaverous appearance that allows him to pass for an undead and be ignored by lesser undead (max 5 HD) as long as he doesn’t threaten them, but imposes a –2 penalty on Reaction rolls and Charisma checks. Moreover, any living being who touches the mage or if physical touched by the latter must make a ST vs. Death Ray or be permanently drained of one level or Hit Dice (if he dies due to the drain he returns as a spectre after 24 hours), while the mage permanently recovers 30% of his HP total (if wounded). The *spectral aura* remains active until it drains as level, is magically dispelled or 24 hours have passed. This spell is totally ineffective against constructs and undead.

This effect cannot be made permanent.

**Spellbinding Barrier**

**School:** Abjuration

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 turn per level

**Effect:** the spellcaster absorbs a spell of a specific level of power and memorises it

This spell creates a magic barrier that tries to intercept any one spell (arcane or divine) of between 1st to 5th level casted directly at the spellcaster (it doesn’t thus help against spells with a vast area, unless it is centred on the spellcaster), absorbing it without causing adverse effects to the spellcaster if he makes a ST vs. Spells with a +4 bonus and transmit its power to the same spellcaster (who learns of all its effects), which he could unleash at some point in the barrier’s duration. If however, the mage’s ST fails, the effect manifests normally, but the barrier continues to be active and can intercept other spells (unless it is dispelled). The barrier can absorb a maximum of 5 spell levels of spells (for example, five 1st level, or two 2nd and one 1st level, or one 5th level etc.) and is then full and cannot intercept others, and the mage cannot cast the spell again until he decides to loose the absorbed spell (or spells).

To unleash an absorbed spell from the barrier it is simply necessary to direct it against a new target, and he needs to do so before the spell’s duration ends, otherwise the magical force imprisoned by the barrier dissipates. The unleashed spell always has its variables (damage dice or power, duration, and range) fixed at the minimum level needed to cast it (regardless of the mage’s level who uses it).

**Example:** if a 6th-level mage cast *magic missile* (or any of the three created) at the spellcaster, the barrier absorbs it, and he can then throw the spell, which however only produces one dart (as it is considered cast by a 1st level mage, or of the minimum level needed to master that spell level) rather than three (as would normally happen with a 6th level mage).

This effect cannot be combined with *permanency*.

**Stoneskin**

**School:** Abjuration

**Range:** touch

**Area of effect:** a creature

**Duration:** 1 turn per level

**Effect:** the skin becomes thick like stone and offers AC 5 and a reduction of 4 points of damage per attack

This spell turns the touched creature’s skin grey, smooth, and as hard as stone, giving it a natural AC of 5 and reduces any type of damage inflicted to the subject by 4 points for each attack, except for sonic attacks and those from bludgeoning weapons, which causes normal damage, while attacks with picks cause double damage.

The beneficial effects of this spell aren’t cumulative with other spells that modify a subject’s skin (the best affect is applied).

**Summon Elemental**

**School:** Conjuration

**Range:** 240 feet

**Area of effect:** an elemental

**Duration:** concentration

**Effect:** summon a 16 HD elemental

This spell allows the spellcaster to summon an elemental from its native plane. As long as the spellcaster concentrates, the elemental performs each task it is given to the best of its power (like carry items or people, attack, defend the spellcaster, watch a place or person, etc.). The elemental’s statistics are based on the type of elemental, but all summoned elementals are 16 feet tall and take the form of legless humanoids, with a torso, head, and arms made of its own element. Each elemental inflicts an additional 1d8 damage to creatures that it fights in its habitat (air, earth, fire, or water):

**Air Elemental**: AC –2; HD 16; MV fly 360(120); # Atk. 1 punch; Damage 3d8; ST F16; AL N; Immunity to normal weapons, make beings with 2 HD or less automatically fall (ST vs. Spell avoids); Receives double damage from earth elementals (ST vs. Death Ray for normal damage) and minimum damage from water elementals; cannot pass through a barrier of earth thicker than 1 foot.

**Earth Elemental**: AC –2; HD 16; MV 60(20) or tunnel 90(30); # Atk. 1 punch; Damage 3d8; ST F16; AL N; Immunity to normal weapons; Receives double damage from fire elementals (ST vs. Death Ray for normal damage) and minimum damage from air elementals, cannot pass through a barrier of fire thicker than 6 feet.

**Fire Elemental**: AC –2; HD 16; MV 120(40); # Atk. 1 punch; Damage 3d8; ST F16; AL N; Immunity to normal weapons, inflicts +1d8 points of damage to creatures of cold or water; Receives double damage from water elementals (ST vs. Death Ray for normal damage) and minimum damage from earth elementals, cannot pass through a barrier of water thicker than 6 feet.

**Water Elemental**: AC –2; HD 16; MV 60(20) or swim 180(60); # Atk. 1 punch; Damage 3d8; ST F16; AL N; Immunity to normal weapons, inflicts +1d8 points of damage to creatures of fire; Receives double damage from air elementals (ST vs. Death Ray for normal damage) and minimum damage from fire elementals; cannot pass through a barrier of air thicker than 6 feet.

To keep control of the elemental, the spellcaster cannot fight, cast spells, or use magic items, but can walk at half normal speed and speak; if for any reason the concentration is interrupted (for example if he is injured), the domination of the elemental is lost and cannot be re-established with this spell. Uncontrolled elementals try to kill those that summoned them and attack anyone that places themselves between them and their target and its target.

As long as the elemental remains under the summoner’s control, the latter can return it to its home plane with simple concentration; if instead, it is uncontrolled, it can be returned to its own plane with a *dispel magic*, *destroy evil*, *exile,* or *banish* spell. It should be noted that defeating magically created or summoned creatures doesn’t grant the xp related to them until whoever summoned them has also been defeated.

**Symbol of Discord**

**School:** Enchantment

**Range:** touch

**Area of effect:** 60 foot radius

**Duration:** special

**Effect:** victim attacks his own allies or those present

When casting this spell, the spellcaster materialises a magic symbol on a surface or suspended in midair within 3 feet of his position. The symbol lasts until it is annulled with *dispel magic* or similar spells, and remains fixed to the area it was created. If it was created on a living being or moving object, when the surface moves, the rune remains suspended in midair. The symbol cannot be made invisible, although it can be covered or hidden with using objects in the area.

Anyone that reads, passes through, or touches the symbol activates its effects, which affect every creature (living or not) within 60 feet of the symbol when it activated: only spellcasters (arcane and divine) can avoid the effects with a successful ST vs. Mental Spells. Those that fall under the effects of the *symbol of discord* is invaded by a blind fury and considers every other creature his enemy (including his allies). As long as the spell is active, the victims attack each round in the most lethal manner possible, using missile weapons, spells of direct damage, and magic items, and make their attacks against the closest creature or creatures and that they can damage in the most effective manner, with no regard to his own safety (a mage could cast a *fireball* centred on himself to damage a large number of creatures). The spell’s victims gain a +2 bonus to damage inflicted with melee weapons because of the spiritual fervour that pervades them, but suffer a –2 penalty to their ST vs. Mental Spells because of the psychic disorder caused by the madness. If the victim has no available viable target, he turns his wrath onto the objects, breaking and setting fire to things, and screaming like a possessed person.

When the effects of the *symbol of discord* have ended(or are dispelled), the victim regains his sanity, but is exhausted for a number of rounds equal to those he remained under the spell’s effect. The penalties of an exhausted creature are the following: those that attack it receive a +2 bonus to their Attack Roll, the subject’s AC is calculated without his shield and his movement is halved.

This altered state affects the victims for 1 round per spellcaster level that created the symbol, and can only be magically removed earlier with the cleric spells *heal* or *mental cure* or by spells with similar effects and of no lower than 5th level (like *break enchantment*). A *heal* as well as eliminating the effects of the discord also avoids the distress described above.

**Telekinesis**

**School:** Transmutation

**Range:** 120 feet

**Area of effect:** weight in lb. equal to 2 x (INT+WIS) x lvl

**Duration:** 6 rounds + 1 round per level

**Effect:** push beings or things by the force of thought

This spell allows the spellcaster to move items or beings just by concentrating. As long as the spell is active (6 rounds duration, +1 round per spellcaster level), the spellcaster can concentrate on one or more targets and move them to his liking at a speed in feet per round equal to 3 times his Intelligence score. As long as they remain within 120 feet the mage can influence any number of targets with a combined weight in lb. equal to 2 times the sum of Intelligence and Wisdom multiplied by his level (e.g. 15th-level mage with Int 16 and Wis 14 can push a maximum of 900 lb. of targets).

Unwilling victims (as well as items worn or held by someone) can resist the effect with a ST vs. Spells: if failed he cannot freely move, attack, or cast spells, as long as he remains in the grip of the *telekinesis* (can only speak and use worn voice-activated magic items). If however the mage loses concentration (is wounded, attacked, or casts another spell), his hold on his targets is broken and they fall freely to the ground. If the duration of the *telekinesis* hasn’t ended, the mage can try to resume control in the next round.

If *telekinesis* is used to throw a victim against a hard surface, the impact always causes 1d6 lethal damage +1 point every 10 feet thrown and if he loses more than 50% of his current hp, he is stunned for 1 round; if instead he hits a spiked surface or a weapon, the damage doubles.

**Telepathy**

**School:** Divination

**Range:** special

**Area of effect:** a thinking being

**Duration:** 1 turn per level

**Effect:** mage communicates with the thoughts of another creature

This spell can be used in two ways by the spellcaster: aimed at a specific person, or at an area (this is decided whilst casting the spell). In the first case, the spellcaster decides which person he knows and has already seen at least once he want to telepathically contact (he must be on the same plane when he casts the spell).

When the contact begins, the recipient instinctively knows that someone is attempting to contact him telepathically, but if he doesn’t want to establish the contact, he need only make a successful ST vs. Mental Spells and the spell fails. If instead contact is established, for the spell’s entire duration the spellcaster can speak telepathically with the person he is connected to simply by concentrating (he can naturally also not concentrate and act normally, without losing this ability, which lasts for 1 turn per level). The communication always happens as long as the two are on the same plane, regardless of the distance, or as long as one of the two isn’t shielding his mind with a 5th-level or higher spell. Thanks to *telepathy* the spellcaster can perceive the true thoughts and intentions of his recipient, and see any images that emerge from his mind, dreams included.

The second use of *telepathy* allows the spellcaster to establish a mental contact with any living creature within 90 feet, whose mind isn’t magically protected. The spellcaster must concentrate for a round on an individual, who can avoid the mental contact with a successful ST vs. Mental Spells. Once established, the contact lasts as long as the spellcaster continues to concentrate and he can read all the creature’s thoughts, even those hidden, as well as to make telepathic demands. As long as the spell lasts, the spellcaster can change target once per round, by concentrating, but can only address himself to one speaker per round.

In both cases, the two speakers understand their thoughts even if speaking different languages, and if actively engaged in telepathic conversation they cannot do anything but move at normal speed. If the contact chooses not to actively respond to the telepathic questions he can act normally, but the will equally find the answer in his mind in an independent way.

**Teleport**

**School:** Conjuration

**Range:** 10 feet

**Area of effect:** a creature

**Duration:** instantaneous

**Effect:** a creature is instantly transported to a location on the same plane

This spell can instantly transport the spellcaster or any one other creature (together with all the equipment he carries) within 10 feet of him to a specific place situated on the same planetary or celestial body (regardless of distance), as long as that place isn’t already occupied by a solid (for example underground).

If the subject of the spell refuses to be transported elsewhere, he can oppose its effects with a successful ST vs. Spells.

The spellcaster must have a precise idea of the location and appearance of the *teleport’s* destination (he cannot, for example, decide to teleport into the castle of King Uther without having a vague idea of where it is, what is looks like and is made from). The clearer his mental image of the place, the greater the chance that the spell succeeds without adverse consequences. To know if the teleport functioned correctly, roll a d% and consult Table 2.8:

**Table 2.8 – Teleport Results**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Location familiarity*** | ***On target*** | ***Off target*** | ***Similar area*** | ***Error*** |
| Familiar | 01-97 | 98-99 | 00 | - |
| Studied | 01-94 | 95-97 | 98-99 | 00 |
| Seen | 01-76 | 77-88 | 89-96 | 97-00 |
| Described | 01-52 | 53-76 | 77-92 | 93-00 |
| False | - | - | 81-92 | 93-00 |

These are the classifications of familiarity:

Familiar: this is a place where the spellcaster has been very often and that he knows inside out.

Studied: a place that the spellcaster has studied much thanks to spells of scrying or through detailed plans or maps, reliable stories from a third party, and that he has seen several times.

Seen: is a place that the spellcaster has seen a maximum of twice, may be by passing through during a journey or watched without particular attention through a spell, and that he doesn’t know well.

Described: is a place of which he only knows the location only through the imprecise accounts of third parties or the consultation of a not very detailed map without having personally visited.

False: is a place that doesn’t exist or that isn’t as the mage thinks (like if he had tried to teleport himself into a room of a treasury that he believes to have identified thanks to ancient legends or to the false account of a liar that described a totally different place to the real one). When travelling to a false destination, roll 1d20+80 to establish his destination.

Based on the d% result, these are the possible destinations for the *teleport* subject:

***On target***: the subject appears in the exact place specified.

***Off target***: the subject appears unharmed at a random direction and in a random direction in respect to the chosen point. The distance is always 1d10 × 20% of the distance that has been covered, while the DM determines the random direction by rolling 1d8 and assigning to each value one of the cardinal points. If the new location is an occupied area (for example the inside of a mountain or in a lake), the individual has the right to a ST vs. Spells: if it fails he suffers the consequences (often mortal), otherwise he instantly returns to the point of departure but suffers 1d10 hp.

***Similar area***: the subject ends up in an area that is visually or conceptually similar to the selected destination (e.g.: if he was heading to his laboratory, the spellcaster could end up by mistake in a similar laboratory that belongs to another person).

He generally appears in the closest similar place to the chosen destination, but seeing as this spell has no range limit, it could also be another part of the globe.

***Error***: the subject is “mixed up” by the magical energy of the spell and suffers 1d10 hp. Roll again on the destination table, this time roll 1d20+80 to establish the arrival point. Each time that he get an Error result, the subject suffers new damage and the procedure is repeated.

*Teleport* can be blocked by an area of anti-magic that exists at the moment of departure or arrival or by a *zone of interdiction*. It moreover cannot be used to transport unguarded items elsewhere, but only works on single individuals and their equipment. Not even inanimate bodies are affected by this spell: undead and constructs are considered animated and are thus effectible, but corpses aren’t, unless they are held in the arms of an individual, in this case they are considered part of his equipment.

**Tracks of Fire**

**School:** Divination

**Range:** 20 feet

**Area of effect:** a creature

**Duration:** 1 turn per level

**Effect:** flames trace path covered by subject

When evoking this spell, the spellcaster must name a single subject, specifying the sex (for example “the man that stole the jewels of the sultan Mamut” or “the woman that killed the seer Shemes”), after which a small magical flame oozes from his fingertip and drops to the round. If a subject that corresponds to the description passed within a 20 feet radius from the point where the flame fell in the last 24 hours, the flame is able to identify the direction that it took, and instantly covers its steps going away at great speed and leaving behind itself an easy to follow 2-inch wide ash trail. If instead no individual similar to the description has passed through the area, the small flame flickers and goes out, ending the spell.

The flame travels 1 mile per turn and continues to exist for 1 turn per mage level before going out (which ends the effect). The flame can be magically dispelled, or vanishes if it enters a mass of water (river or sea), but rain doesn’t stop it. The tracks of ash left don’t vanish unless they are physically removed.

Anything that tries to stop it suffers 1d6 fire damage and it ignites any inflammable material it encounters along its path.

The flame can be misled if the subject’s trail crosses a water course or if the prey is able to move without touching the ground for more than 1,600 feet (if he flees or teleports), which interrupts the flame and ends the spell.

**Example:** a thief flees from the palace of the caliph and arrives next to a crevice. Here he successfully jumps across the 20 feet wide chasm and resumes his path on the other side. When a few hours later the vizier uses *tracks of fire* to find the thief, the flame arrives with no problem at the edge of the crevice, and then it would travel vertically down to the bottom, cross it, and climb the opposite side following the thief’s path. If however there had been a river or stream in the chasm, the flame would go down to the bottom but the moment it passed over the watercourse it would be spent.

**Transparency**

**School:** Transmutation

**Range:** touch

**Area of effect:** a solid of max volume 35 ft3 × lvl

**Duration:** 1 turn per level

**Effect:** make an object or solid transparent

Casting the spell, the mage touches an object or a solid opaque surface, and doing so makes it completely transparent, so that light rays are able to pass through it as if it was made of glass, therefore making sight possible in both directions (note that this spell makes small items practically invisible). This effect doesn’t alter the object’s properties, which continues to be solid and material, it only makes it transparent. The spell can only affect one object at a time, whose volume doesn’t exceed the maximum effectible by the mage (for example only making one wall transparent rather than an entire house). *Transparency* lasts for 1 turn per level, but can be magically dispelled as normal.

**True Seeing**

**School:** Divination

**Range:** 0

**Area of effect:** 120 feet radius

**Duration:** 3 turns

**Effect:** see the true form, alignment, and level of creatures, items, and hidden things within 120 feet

Once he has cast this spell, the mage gains a special vision that allows him to see in their true form any being magically disguised or transformed within eyesight within 120 feet. He can moreover identify the alignment of a creature and discover its level (or number of Hit Dice for creatures without levels) simply by concentrating for a round. In the same way he can penetrate the planar barrier and watch the plane adjoining the one he is on (the Ethereal if on the Prime Plane, the Prime or Astral if on the Ethereal, the Ethereal or an Outer Plane is on the Astral, the Astral if on an Outer Plane) as long as he concentrates, extending his vision to 120 feet. *Trueseeing* moreover allows him to see through any spell of the school of illusion from the first four spell levels that fool vision (except the various *patterns*), which however have no effect on him, to see in the dark or through fog and similar sources of obscurement (magic or normal), and to see things or creatures magically concealment (even invisible). It is also possible to identify individuals or things hidden by mundane means (like a hidden thief or secret door), and discover people disguised by mundane means (like make-up and rags), but cannot see through things or people.

**Unconscious Command**

**School:** Enchantment

**Range:** touch

**Area of effect:** a living creature

**Duration:** special

**Effect:** victim is unconsciously programmed to perform an action

This spell is only effective against living creatures: undead and constructs are thus immune. While evoking this power, the spellcaster must touch the designated victim, who can make a ST vs. Mental Spells to totally ignore the effect and the mage’s words. If however the ST fails, the spellcaster puts the victim into a trance that lasts 2 rounds, and acts on his subconscious planting in his mind a relatively task (the DM must judge the complexity) which he follows when the occasion presents itself. The spellcaster must specify well the type of event that triggers the required action, and when this is met, the victim automatically finds himself doing what the mage demanded. Once he leaves the trance, the victim remembers nothing about what happened in the previous 2 rounds nor the implanted order, and continues to act as if nothing (so if he was attacking the mage he continues to do so).

**Example:** the witch Rowena casts this spell of the son of the king while the two fight in her private rooms. The young prince falls victim to the sorcery, and is stopped with weapon in hand, while the woman whispers his order: “Tomorrow you will present yourself before your father with your weapon at your side, and when he greets you, you will attack and kill him.” The trance then vanishes, the prince continues to attack the witch calling reinforcements, but she escapes laughing before being caught.

If the programmed action goes against the victim’s morality, after having undertaken it the victim can make a new ST vs. Mental Spells with a −2 penalty each round after the first in which he continues to perform that action to rebel against the manipulation: If the ST succeeds, the spell’s effect vanishes. While undertaking the subconscious order, the victim cannot communicate his true intentions, but continues to watch his actions like a defenceless spectator until he performs the imparted command. At that point the effect is deemed concluded, and he can interact with the outside as he wishes, having recovered control of his body and mind and remembers well what has happened up to that moment (except the trance period in which he received the command). The spell remains active until the conditions to follow the order are met, or until the victim is hit by a *dispel magic* spell or enters an area that annuls the spell.

**Universal Tongue**

**School:** Divination

**Range:** 0

**Area of effect:** 30 foot radius

**Duration:** 1 turn per level

**Effect:** mage speaks with any living being within 30 foot

This spell allows the spellcaster to speak with any living creature (including animals and monsters but excluding plants), he is able to understand it and make it understand him in its turn, as long as it remains within 30 feet of the spellcaster. The spell also allows him to interject with more than one creature at the same time.

**Wall of Stone**

**School:** Conjuration

**Range:** 60 feet

**Area of effect:** 540 ft2 and 2 feet thick wall

**Duration:** permanent

**Effect:** create a wall of stone of 540 ft2 and 2 feet thick

This spell creates a vertical wall of grey stone, exactly 2 feet thick, whose dimensions are chosen by the spellcaster, although its total surface cannot exceed 540 square feet. The entire wall must be within 60 feet of the mage when it is created, must be supported on the ground or on a stable support, and cannot be created in a space already occupied by other solid objects.

The *wall of stone* continues to exist until it is physically destroyed (it cannot be magically dispelled), using a siege weapon, hammers, or picks, or if attacked by a creature of huge size or larger. Its AC is 5 and it has 1 Structural Points for every 72 cubic feet of volume created, but it is enough to cause 1 SP to open a breach (refer to the rules in Volume 3 on *Structural Points* to know how to damage and destroy a *wall of stone*).

The mage can also make the wall collapse by simply concentrating for a round. In this case, the collapse inflicts 10d8 points of damage to the creatures that are within 10 feet of it during its fall, they can take half damage with a successful ST vs. Spells.

If the wall in the meantime was damaged, reduce the inflicted damage in proportion to the DP or SP lost (for example a wall of 15 SP reduced to 10 SP has lost 33% of its points and thus only causes 7d8 points of damage if it collapses).

**Wind Whip**

**School:** Evocation

**Range:** 0

**Area of effect:** 20 foot radius

**Duration:** 1 round per level

**Effect:** invisible whip causes 3d6 hp + deafness

This spell uses the force of the wind to create an invisible and howling whip that extends from the mage’s finger and it can be used by him to strike any creature within 20 feet. The whip causes 3d6 points of slashing damage to creatures and objects and emits a sharp crack that stuns for 1 hour if the victim doesn’t make a successful ST vs. Spells. The whip cannot be blocked as it is made of compressed air, neither can the spellcaster be disarmed as the energy comes directly from his finger. To injure the enemy requires an Attack Roll modified by the mages Dexterity bonus, but as the victim cannot see the weapon the mage receives a +3 bonus to his Attack Roll. The whip is considered a +3 magic weapon in order to know which creatures it is able to damage.

The effect lasts 1 round per level, but can be magically dispelled earlier or can vanish if the mage faints or dies. The spellcaster can also cast other spells or use his hands to perform other actions, but when he uses the *wind whip* he cannot evoke other spells and must have at least one hand free.

*Telepathy* cannot be blocked by any insulating material, and *mental protection* doesn’t make the victim immune but gives him a bonus to his ST.

***Sixth Level***

**Acidic Fog**

**School:** Conjuration

**Range:** 120 feet

**Area of effect:** 30-foot diameter, 20-foot high cloud

**Duration:** 1 round per level

**Effect:** acidic cloud does 2d6 hp and hampers movement

This spell generates a boiling mass of foggy vapours similar to *solid fog* (4th-level arcane spell). As well as slowing creatures and obscuring vision like *solid fog*, the vapours in this cloud are acidic and each round inflict 2d6 points of damage to all the creatures and objects within it. Only a very strong wind (36 mph) or dispel magic is able to sweep away *acidic fog* before the end of its duration.

**Alter Memory**

**School:** Enchantment

**Range:** touch

**Area of effect:** a creature

Duration: permanent

**Effect:** modify the victim’s memory

The spellcaster is able to modify (alter or remove) the memories of a being that he has touched with his finger. The spell affects the first touched (needs an Attack Roll, and is wasted if it misses), and is ineffective against no-intelligent creatures è (Intelligence 2 or less). The victim can oppose the spell with a successful ST vs. Mental Spells with a –4 penalty. Once he has touched the creature, the spellcaster enters its mind and in the brief space of a round can alter or eliminate up to 1 hour of recent memories (including, for example, the events that led the victim to the encounter with the mage, and even the memorised spells for that day, if he has any).

If then the spellcaster is able to maintain his contact with the victim uninterrupted for at least a turn (for example if the victim is immobilised), he is able to move within the victim’s memories for up to 1 year per level (from the present), choosing to modify up to 1 week of memories per level where he please.

**Example:** if the victim is twenty years old and the spellcaster is 25th level, he can choose to remove any part of his life of up to a maximum of 25 weeks. He could therefore remove the first weeks of infancy, or the last 25 weeks of life during which he learnt to use the weapon he is currently wielding, or make him believe that he has accompanied the mage as his apprentice for the last 6 months, etc.

The original memories can only be restored through a mental cure cast by a cleric of equal or higher level than the mage who altered the memories, or via a wish or the normal construction of a new block of memories (via third hand accounts or *alter memory*, etc.).

The spellcaster cannot use this spell on himself.

**Animate Weapons**

**School:** Transmutation

**Range:** 120 feet

**Area of effect:** a weapon

**Duration:** 3 turns

**Effect:** a weapon attacks a target by itself

This spell can be cast by the mage on any weapon within 120 feet: the weapon immediately becomes able to fly by itself. The weapon’s owner, after it has been affected by this spell, must attack with it at least once (whether it hits or misses), after which he can order it to attack a specified enemy and let it go. The weapon flies against the designated adversary and continues to attack it for 3 consecutive rounds, moving at 20 feet per round; in the fourth round it returns to its owner (or even earlier, if the specified opponent is killed), who must brandish it and make at least one strike with it, before launching it again to attack by itself, and can repeat this as long as the spell hasn’t ended (3 turns) or the spell is dispelled. The animated weapon cannot pass through a *protection from evil* or an anti-magic field.

When fighting alone, the weapon makes one attack per round with the same THAC0 as its owner, using the bonuses from his Strength and mastery, but not from any spell affecting the character (like *bless* or *haste*). However, the weapon’s magical bonus and any from spell’s cast on it (like the *spell of striking*) affect the Attack Roll and damage as normal.

**Example:** a 24th level, sword master, fighter with Strength 18 using a *+3 sword*; would normally make three attacks, his THAC0 is 5 (+14 bonus to Attack Roll for mastery, Strength, and magic) and inflicts 2d6+14 points of damage for each successful attack. When the sword attacks by itself, it makes one attack with THAC0 5 and +14 Attack bonus and inflicts 2d6+14 points of damage.

This effect cannot be combined with *permanency*.

**Anti-magic Barrier**

**School:** Abjuration

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 12 turns

**Effect:** personal barrier that defends against magic

This spell creates around the spellcaster’s body (less than half an inch from him) an invisible barrier, which prevents any magical effect from entering or leaving the barrier. This means that no spell or magical effect (produced by items or creatures with magic powers) can hit the mage, and similarly that the mage cannot cast any other spells or use magical powers, as long as the barrier remains active. The *anti-magic barrier* doesn’t however annul the permanent spell placed on weapons or armour (so a *+5 sword* that hits a mage protected by this spell doesn’t lose its bonus), or dismiss the magic effects active on the subject before the barrier was created (for example, if the mage already had on himself a *haste*, *protection from evil,* and *contingency*, the spells continue to have effect despite the barrier), and doesn’t even prevent a summoned or controlled creature from attacking him. It only affects magical effects created afterwards (whether from magic items or the spellcaster’s memory) annulling them. In fact, as normally the formula invokes the raw magical energy from the environment and allows it to flow through the spellcaster’s body (or the item that evoked it), which shapes it and releases it in the form of a specific magical effect; it is therefore impossible to use new spells or produce magic effects from items after having created the barrier.

The spellcaster can dismiss the barrier when he wants, thus ending the spell, otherwise it continues to exist until the end of the spell’s duration (12 turns). No magic power (including *dispel magic*) is able to dispel the *anti-magic barrier*, with the exception of *wish* and *disjunction*, and if the barrier comes into contact with another anti-magic area, the two areas simply ignore each other without either prevailing or dispelling the other.

**Arcane Sight**

**School:** Divination

**Range:** 0

**Area of effect:** 120 foot radius

**Duration:** 1 minute per level

**Effect:** spellcaster sees magic active within 120 feet

As long as this spell is active the mage is able to identify without fail any magic effect within 120 feet (in red those derived from arcane magic, in blue those derived from divine magic, whose brightness increases based on the power level) and knows the school that each power placed on the item or place belongs to, simply by concentrating.

Moreover, if the spellcaster concentrates on a creature, he is able to determine if it has spellcaster level and how many, which type of magical ability it has, the spells active on it as the moment, and even the level of the highest level spell it can cast at that moment. If instead he concentrates on a place or item, he is able to determine the gravity of curses and the item’s level of power (adding the levels of the evocable spells to the item in question’s magic bonus).

**Blinding Light**

**School:** Evocation

**Range:** 0

**Area of effect:** 3 feet radius per level

**Duration:** variable

**Effect:** blind all creatures within range

Once he has uttered this spell, the mage emits a dazzling ray of light from his body. Anyone that is within the spell’s area of effect (3 feet per caster level) and has a clear sight of the mage remains blinded for a period of time that depends external conditions: if in the presence of light it remains blind for 1d4+1 rounds, if in the dark for 3d6 rounds (no ST allowed to negate the effect). Creatures that don’t use sight to perceive their surroundings are immune.

Moreover, all the undead in the area of effect of the blinding light receive 3d6 points of damage because of the exposure to the sunlight, and those that survive flee away from the spellcaster as if under a successful turn undead attempt.

**Blink**

**School:** Conjuration

**Range:** 0

**Area of effect:** only the mage

**Duration:** 1 round per level

**Effect:** mage can teleport up to 120 feet each round

This spell allows the mage to perform a series of dimensional jumps (up to one per round) for its entire duration. The mage can teleport up to 120 feet in the desired direction (even up and down) in a similar way to *dimension door*. Whenever the destination is occupied by a solid object, the mage ends up in an empty space a shorter distance in the same direction.

To teleport the mage needs to briefly concentrate (for about 1 second) on his destination, which takes the character a move action. He can therefore perform the blink and in the same round attack, cast a spell, activate a magic item, or continue to move without attacking or using magic.

**Boneshatter**

**School:** Transmutation

**Range:** 30 feet

**Area of effect:** a being with limbs

**Duration:** instantaneous

**Effect:** fracture victim’s limbs

This spell strikes the bones of the victim’s joints or in general the limbs chosen by the mage, instantly fracturing it and causing to the target 1d6 points of damage per mage level. Moreover, based on the body part chosen by the mage, it has the following secondary effects:

* Wings: flight impossible, ground movement reduced to ⅔, −2 penalty to Dexterity.
* Arm: impossible to make Attacks using the hands and held items, impossible to cast spells, −4 penalty to Dexterity.
* Tail or similar appendage: movement reduced to ⅔, −2 penalty to Dexterity and AC.
* Leg: movement reduced to 10 feet per round, Dex halved, −2 AC and ST vs. avoidable effects.

If the victim makes a successful ST, the damage is halved, but imparts a −2 penalty to Dexterity until the damage is cured.

**Break Enchantment**

**School:** Abjuration

**Range:** 90 feet

**Area of effect:** a creature per level

**Duration:** instantaneous

**Effect:** free creature from charms, transmutations, and curses

This spell frees the creatures chosen by the mage from charms, transmutations, and curses. The spellcaster must identify a maximum number of creatures equal to his level, which must all be within 90 feet of his position. When it is cast, *break enchantment* automatically annuls any effect of enchantment, transmutation, or serious curse on them, only if the said effect was created by a being of equal or lower level than the spellcaster. Otherwise, the subject still anyhow benefits from another ST vs. Spells to break the spell.

The spell can also be used to free a subject from a cursed item. In this case, the individual no longer feels the need to keep the item and is freed from its curse, although the item retains its curse.

**Burning Tentacle**

**School:** Conjuration

**Range:** 240 feet

**Area of effect:** a source of fire

Duration: 1 round per level

**Effect:** create a tentacle of fire that causes damage

This spell manipulates an existing source of fire extracting a burning tentacle that attacks a target and crushes it. The source of fire must be within 240 feet and be at least the size of the flames of a torch. The spell evokes a tentacle of magical fire that comes from the source and is flung against a target within 3 feet per cast level from the source. The victim can avoid being struck with a successful ST vs. Spells, otherwise he is crushed by the tentacle and totally immobilised, and suffers 3d6 fire damage each round, until the tentacle disappears. If the ST succeeds, the target still suffers 1d6 points of damage because of the burns received, and the tentacle can be redirected each round against the same victim or a different target at the mage’s choice (no concentration needed), until it isn’t clinging or the duration ends.

Anyone that want to strike the tentacle can do so: it has AC 7 and a number of damage points equal to its evoker’s level, can only be damaged by +2 weapons or by cold or water based spells, as well as naturally with *dispel magic*. If the flame from which it originates is extinguished, the tentacle only remains for half its normal duration. It moreover can never go further away from its source than its own length.

**Burning Touch**

**School:** Evocation

**Range:** touch

**Area of effect:** one target

**Duration:** 1 round per level

**Effect:** touch causes 1d6 hp or 1d4 hp per level

This spell makes a magic flame appear around the mage’s hand, which doesn’t burn the mage and shines like a normal torch within a 20 feet radius. If the mage touches an item or person with his burning hand, there is a chance that the target absorbs the fire and is destroyed.

If it is a creature, it must make a successful ST vs. Spells to avoid catching fire, and in this case only suffer 1d6 points of damage. If however the ST fails, the fire is transferred on to it burning it for one round, and the victim suffers 1d4 Hit Points per mage level with no chance to halve it, then the fire disappears and the effect ends.

If instead the target is an object, it must make a ST vs. Destruction to avoid suffering 1d4 Damage Points per mage level, which cannot be halved. If the ST succeeds, it only suffers 1d6 DP. For objects without Damage Points, if the ST succeeds it survives, while if the ST fails it is irretrievably destroyed (see Volume 3).

The spell remains in the mage’s hand for 1 round per level and can be magically dispelled, or until it is thrown at a target.

**Communicating Mirror**

**School:** Transmutation

**Range:** touch

**Area of effect:** a mirror

**Duration:** 1 turn

**Effect:** create a dimensional passage on a reflective surface to speak and pass items through

This spell can only be cast on a mirror or a reflective surface, regardless of its size. Once he touches the surface, the spellcaster names a place where he has been at least once (and which must be on the same plane), which must contain a similar reflective surface, or a particular mirror that is on the same plane and of which the mage is aware: the image reflected by the enchanted mirror disappears, replaced by a vision of the area immediately in front of the surface or mirror with which the mage has established contact (for example, a mage can use his portable mirror to connect himself with another mirror owned by his friend, or with a pool of water in a very precise glade). In practice, anyone that looks through the mirror on which the spell was cast, can see the area with which it is in contact as long as they are within 60 feet and in a 120° arc of it. It is possible to establish a verbal and sound communication between the two areas (as long as the speakers speak the same language), and it is even possible to exchange items, by passing them through the reflective surface: only one item can be passed each round, as long as the spell lasts, and only items smaller than the enchanted surface can come or go. It isn’t possible to cast spells or magic effects through the mirror, neither is it possible to pass living or animated beings. The spell ends after 1 turn, or if it is magically dispelled.

This effect cannot be combined with *permanency*.

**Control Currents**

**School:** Transmutation

**Range:** 0

**Area of effect:** 30 foot radius per level

**Duration:** 1 turn per level

**Effect:** calm or agitate the currents with 30 feet per level

This spell creates an “eye of the hurricane” type effect, reducing the intensity of any type of marine current until it is completely calm, while allowing the mage to vary the intensity of the currents within a 30 feet radius per level (the affected area moves with him). By concentrating, the mage can vary the direction, speed, and intensity of the currents by 25 mph per round, up to a maximum of 2.5 mph per level. As long as he concentrates, the spellcaster can only move at half speed, or transport himself in the water as if swimming at the same speed as the currents. The effect can be countered by anyone of higher level than the mage and using the same spell. The spellcaster doesn’t have to continue to concentrate to maintain the spell, but must only concentrate when he wants to modify the intensity of the currents in the area of effect, or to obtain one of the two effects given below. If *control currents* is used against a creature composed of water(for example a water elemental), the victim can make a Saving Throw vs. Spells: if failed, the mage can kill the being by smashing it into a thousand pieces, or make it move like a puppet as he likes (as if under the *telekinesis* effect). If the concentration is broken, the being is freed and attacks the mage to avenge itself, trying to kill him by any means available.

The spellcaster can moreover once per turn trigger a marine whirlpool, which attacks and moves as if it was a Water Elemental with 16 HD as long as the mage continues to concentrate. The vortex vanishes if the concentration is broken or if it is magically dispelled or physically destroyed.

The spellcaster can try to summon another vortex after a turn has passed (until the end of its duration).

**Control Dragons**

**School:** Enchantment

**Range:** 60 feet

**Area of effect:** up to 3 adult dragons

**Duration:** concentration

**Effect:** mage controls up to 3 adult dragons

Not to be confused with *charm*, this spell allows the mage to control, with simple concentration, up to three Adult dragons (Small according to the categories of the classic D&D rules) or younger visible within 60 feet belonging to the specific species chosen when casting the spell. Each dragon can make a ST vs. Mental Spells to escape the control, but even if the ST succeeds, the mage can try again to take control of the dragon in the next round, continuing until the victim fails its Saving Throw or the concentration is interrupted.

The controlled dragons are always friendly towards the mage and obey his orders, with the exception of suicidal orders, as long as the spell lasts. To give telepathic orders to the victim, the spellcaster must just concentrate for the entire round in which he imparts the command, without being able to attack or cast spells, but can move at normal speed and speak. Each round, the spellcaster can chose to release dragons from his control to try to affect others.

When the concentration is broken, the victims are always hostile towards the mage: attacking him if they believe that they have a good chance of defeating him, or try to escape.

This effect cannot be combined with *permanency*.

**Control Inertia**

**School:** Transmutation

**Range:** 120 feet

**Area of effect:** an object

**Duration:** 12 turns

**Effect:** hold an item

The spellcaster can cast this spell on any normal or mafic item, animated or not (thus excluding constructs and magically animated items) of a maximum encumbrance equal to 200 cn (20 lb.) per level, which are within 120 feet. It is automatically affected, unless it is possessed (held or worn) by a creature: in this case, it benefits from a ST vs. Spells to negate the effect. The spellcaster can completely influence the movement of the affected object with a simple word: spoken once, it immediately stops the object wherever it is, even in midair. The item cannot be moved in any way as long as the spellcaster doesn’t order it to resume its motion: at this point the item resumes its movement as if it had never been interrupted (for example, if it was held while falling it resumes its fall; if it was thrown at a target and then stopped, it resumes its flight in that direction, etc.).

An item held in such a way cannot be moved except via a *wish* (even *dispel magic* has no effect), and can be used as an infinitely resistant surface; if the item is disintegrated or physically destroyed, the dust and fragments still remain motionless.

The item can also be resume its movement with a programmed order, which must take account of it happening in the specific circumstances, which must however happen within the spell’s duration (for example, a sword can be thrown against a door and held, and ordered to resume its movement when someone crosses the threshold; in that case it makes a normal Attack Roll).

When the spell’s duration ends, the item begins to behave normally again (if it was held, it resumes its motion).

**Control Liquid**

**School:** Transmutation

**Range:** 240 feet

**Area of effect:** 4,000 ft2

**Duration:** 10 turns

**Effect:** lower or higher the level of a surface of 4,000 square feet of liquid

This spell can be used to lower or raise the level of a liquid mass. In the former case it halves the height of a mass of liquid (water, lava, oil, or similar) of 4,000 square feet of surface area that must be within 240 feet, or lowers it by 10 feet per spellcaster level (his choice), for all the spell’s duration. Any mass the remains around the altered area doesn’t flow into the space left empty, but remains immobile at its normal level, and anyone can enter or leave it.

The lowering of the liquid isn’t sudden, but happens gradually over 1 minute (6 rounds), so that people or ships within the area don’t suffer damage. However, at the end of the spell, the barrier that holds back the surrounding liquid mass vanishes, and the space created by the lowering of the liquid level is rapidly refilled. This effect causes 1d12+20 points of damage to the hull of any ship within the area, and the creatures present must make a ST vs. Death Ray to avoid being submerged and drowned (or worse, if the liquid is incandescent like molten lava); if the ST is successful, they still however suffer 3d20 points of damage.

If instead the spellcaster chooses to raise the level of a liquid mass, the elevation affects an area of 4,000 square feet of liquid up to 100 feet of height. Any creature inside the raised area is thrown into the air and loses 3d20 Hit Points because of the sudden jet of pressure it is placed under, plus another 10d6 Hit Points from the fall once the column of liquid returns to its old level after 10 turns (unless the victim is able to levitate in the air). If there is a ship within the area of effect, it suffers 1d20+20 points of damage to its hull during the elevation, and as much once the column of liquid returns to its normal level (which happens after 10 turns, or earlier if the spell is dispelled).

If *control liquid* is used a being composed entirely of liquid (for example a water elemental), the victim can make a Saving Throw vs. Spells: if failed, the mage can kill the being or take control of it by using the force of the liquid. The being continues to obey as long as the mage maintains his concentration: if the concentration is broken, the being is freed and attacks the mage to avenge itself by any means available.

Finally, control liquid can also be used to start an abnormal wave and direct it at a point within 240 feet. The raised surface must stay within the spell’s limits, i.e. 4,000 ft2 (like a 40 ft. tall and 100 feet wide wave, or 10 ft. high and with a 400 feet wide wave front). Anything that is hit by the abnormal wave suffers 1d6 Hit Points per mage level (or 1 Damage Point per level to the structure) halved with a successful ST vs. Spells. Any living creature that fails its ST must moreover make a ST vs. Paralysis to not faint and die from drowning and being crushed by the increased weight of water.

Clearly the abnormal wave can only be used against targets that are on a sufficiently large surface (like a river, lake, or sea), or within 240 feet of a surface of water. Any volume of water with a surface of less than 4,000 ft2 (for example a swimming pool) can however be used to produce the effects described above, but the damage derived from these effects is always halved. Water volumes of less than 1,000 ft³ cannot produce significant damage, although it is possible to control the liquids in the ways given above.

**Control Undead**

**School:** Necromancy

**Range:** 60 feet

**Area of effect:** up to 18 HD of undead

**Duration:** concentration

**Effect:** spellcaster controls up to 18 HD of undead

Not to be confused with *charm*, this spell allows the mage to control up to 18 Hit Dice of undead (with no limit on the type of controlled creature, or the maximum HD of each, as long as it is within 18 HD), by simple concentration. The spellcaster can try to take control of any undead within 60 feet (provided he can see them), and it can make a ST vs. Mental Spells to escape the control. Even if the ST succeeds, the mage can try to take control of the undead in the next round, continuing to try once per round until the victim fails its ST or his concentration is broken.

The controlled undead are friendly to the mage and obey any of his orders (except suicidal ones), as long as the spell lasts. To give orders to the victims, the mage must just concentrate for the entire in which he imparts the order, without being able to attack or cast spells but only walk and speak. The spellcaster cannot control more than 18 HD of undead at a time, and can chose which creatures to release control of to try to control others.

When the concentration is broken, the victims are always hostile towards the mage: attacking him if they believe that they have a good chance of defeating him, or try to escape.

This effect cannot be combined with *permanency*.

**Control Winds**

**School:** Transmutation

**Range:** 0

**Area of effect:** 30 foot radius per level

**Duration:** 1 turn per level

**Effect:** calm or agitate the winds with 30 feet per level

This spell creates an “eye of the hurricane” type effect centred on the mage, reducing the intensity of any type of wind or storm until it becomes a simple breeze, while allowing the mage to vary the intensity of the winds within a 30 feet per level radius (the affected area moves with him). The spell has no effect on precipitation or the atmospheric events that accompany the storm, but only on the intensity of the surrounding winds. The spellcaster can strengthen or reduce the wind by a maximum of 2½ mph per level, varying the wind direction, and the speed up to 25 mph per round of concentration; as long as he continues to concentrate, the spellcaster can only walk at half speed, or transport himself in the air at the same speed as the wind. The effect can be countered by anyone of higher level than the mage and using the same spell or a *control weather*. The spellcaster doesn’t have to continue to concentrate to maintain the spell, but must concentrate only when he wants to modify the intensity of the winds in the area of effect, or to obtain one of the two following effects. If *control winds* is used against a being composed of air (for example an air elemental), the victim can make a Saving Throw vs. Spells: if it fails, the mage can kill the being or take control of it by using the force of the wind. The being continues to obey as long as the mage maintains his concentration: if his concentration is broken, the being is freed and attacks the mage to avenge itself, trying to kill him by any means possible. Alternatively, the mage can choose to unleash a whirlwind once per turn under his control, which attacks and moves as an Air Elemental with 16 HD as long as the mage continues to concentrate.

If the concentration fails or the whirlwind is magically dispelled or physically destroyed, it instantly vanishes. The spellcaster can try to summon another whirlwind only after a turn has passed (until the end of the spell’s duration).

**Create Undead**

**School:** Necromancy

**Range:** 60 feet

**Area of effect:** a corpse

**Duration:** permanent

**Effect:** animate corpse as undead

This spell is a more powerful version of the simple 5th level *animate dead* spell. The mage must have a corpse available (at least 50% of the original body) and must only evoke this spell at night. The spellcaster places within the corpse (usually in the mouth or thorax) a gem of a value of 100 gold pieces per Hit Dice to animate, which is used as a catalyst for the necromantic energy and is consumed by it, animating the body as undead the moment when the spell is cast. The mage is able to permanently create a type of lesser undead of his choice (skeleton, zombie, ghoul, ghast, spectre, or mummy) that can have a maximum of 1 HD for every 2 mage levels (max. 10 HD at 20th level) and that faithfully obey its creator. The total Hit Dice of the undead are decided by the mage when casting this spell and they don’t depend on those of the original creature.

The created beings don’t have any spells, and retain 20% of their general skills linked to Strength and Wisdom that it had whilst alive, as well as partial memories of its past life. As undead they are immune to the effects of *sleep* and *charm*, poison, and paralysis, and cannot be destroyed with *dispel magic*. The being gains the number of attacks and type of damage typical of the type of undead into which it was transformed, and its THAC0 depends on its number of HD.

The spellcaster can keep under control a maximum number equal to his own level of Hit Dice of undead created with this spell or with the empowered 8th level version. If he creates undead beyond this limit, the excess undead have free will and aren’t subject to the mage’s will.

Defeating magically created or summoned creatures doesn’t grant the xp related to them until those that summoned them have also been defeated.

**Deadly Oath**

**School:** Necromancy

**Range:** touch

**Area of effect:** living being with half the mage’s HD

**Duration:** 1 day per level

**Effect:** victim performs a task and dies

When casting this spell, the mage must touch a living being that doesn’t have more than half his HD or Levels, who can oppose its effects with a successful Saving Throw vs. Death Ray. If however the ST fails, the subject loses control of its own body and the spellcaster gives it a simple and comprehensible order (deliver a message, kill a person, carry an item, guard a place, object, or person etc.) that must take a maximum of 1 day per mage level. The victim tries to perform the task without interacting with anyone, and if threatened reacts to defend himself to the best of his ability or flee (based on the situation). The mage must give him precise indications to perform his task (for example if he has to deliver something to someone he must be told where to go), or he can decide to leave him where he is: in this case, if he doesn’t have the knowledge needed to perform his task, the victim remains still and immobile in a state of agitation. If anyone finds him in this state, the victim asks to be led to the right place or person without doing anything else. Once he reaches his destination and fulfils his task, the victim contorts in great pain and expires.

The victim survives for a maximum number of days equal to the mage’s level, or until he has performed his task (if this happens earlier). In this period of time the subject continues to need food, water, and rest, and tries to survive to complete the task, limiting his interaction with other beings to a minimum. To a close examination the person seems in a state of shock, with a fixed stare, heedless of what is going on around him and loath to respond to any question. If magically examined, the victim irradiates a necromantic aura. Only if someone casts a *dispel magic* or *destroy evil* (or similar more powerful spells) on the subject before the end of the deadly oath can the victim be saved from his destiny. In this case, the individual becomes himself and perfectly remembers everything that happened to him.

**Deadly Weapon**

**School:** Transmutation

**Range:** touch

**Area of effect:** a weapon

**Duration:** 2 turns

**Effect:** a weapon kills or triples damage

This terrible offensive spell only affects one type of weapon chosen by the mage. Based on the weapon type, the application of the spell takes the name of ***Slicing*** (slashing weapons), ***Piercing*** (piercing weapons), or ***Shattering*** (bludgeoning weapons). When, using a weapon enchanted with *deadly weapon*, if he obtains a natural “19” or “20” (without taking any modifier into account, but only counting the result shown on the die face), the victim must immediately make a Saving Throw vs. Death Ray. If the ST fails, the victim struck dies from the blow because of a profound series of wounds that appear on his body and from internal bleeding; If the ST succeeds, the victim however suffers triple the weapon’s normal damage (damage from any mastery is also tripled), as several gashes have opened up at the point of the injury. If the spell is cast on a magic weapon, the range in which the power takes effect increases by a point for each point of the bonus (for example, if it is a *+3 sword*, this power activates on a natural dice score of 16-20 on the d20, which is an additional three points– for the weapon’s magic bonus – to the normal range of 19-20).

Undead, constructs, and oozes are immune to the effects of deadly weapon, as they are immune to bleeding because of their particular biology.

This effect cannot be combined with *permanency*.

**Death**

**School:** Necromancy

**Range:** 240 feet

**Area of effect:** 60-foot cube

**Duration:** instantaneous

**Effect:** kill 5d8 HD of beings (max 8 HD each), or a single creature (ST at –2 negates)

This powerful spell can be used in two ways: against multiple targets, or against a single target. In the first case, the maximum numbers of HD of creatures affected is 5d8: all creatures with 6 or less HD are automatically killed, and creatures with less than ½ HD don’t count against the maximum number of affected HD (this usually includes insects, small pants and animals, and babies), while beings with 9 or more HD or levels are immune to this effect. The spellcaster must select a specific area (a cube with 60 feet sides) within 240 feet, and the creatures within it are struck by the *death* (beginning with the creatures with fewest HD): only victims with 7+ HD or levels can avoid the spell’s effects with a successful ST vs. Death Ray.

In the second case instead, the spell can be used against a single individual, with no limit to the number of HD/levels he has: if his ST vs. Death Ray with a –2 penalty fails he dies instantly.

Undead and constructs (not really alive) are totally immune to the effects of this spell.

**Delusion**

**School:** Illusion

**Range:** touch

**Area of effect:** an object or creature

**Duration:** 24 hours

**Effect:** an object emanates a false magic power, a creature gives false information to divinatory spells

This spell only has effect if cast on a non-magical object or creature (living or not). The spellcaster that cast *delusion* on an item selects any one magic power (generally similar to that of a spell or a magic item that is already known, it isn’t necessary that he has mastered the power) to associate to the item: for the spell’s entire duration (24 hours), the item emits a magical aura that can be detected *detect magic* or similar divinatory spells, and if closely examined or with a divinatory spell of 5th level or lower, it indeed seems to possess the magic powers that the spellcaster has attributed to it (divinatory spells of 6th level or higher instead aren’t fooled by the *delusion*). In reality such powers are usually illusory, and if any attempt to use the fictitious magic item is made, it naturally doesn’t work: the victim has the right to a Saving Throw vs. Mental Spells, and if the ST is successful, the victim understands that he has been tricked, otherwise he is convinced that the item functions perfectly (or, worse, thinks he hasn’t spoken the correct magic word). The DM can assign to such Saving Throws a 4-point maximum bonus or penalty according to how clear the *delusion* is.

**Example:** a character tries to use a fictitious pair of boots of levitation, and cannot raise himself even a ½ inch, this deception is easy to detect (+3 bonus to the ST). If instead the same character finds a false potion that he identifies as a potion of healing, doesn’t have any right to a ST, because he hasn’t used the item. Some hours later, when he drinks the potion during a fight, it will be difficult to notice that it has no effect (–1 to the ST): if the Saving Throw fails, the character believes himself healed (recovering the Hit Points), but this is only a conviction of the character. If he instead drinks the potion at the end of the combat, his companions could notice that his injuries remain, putting him on his guard and giving him a bonus to the ST.

If *delusion* is cast on a creature, it can avoid the effects if it wants to, by making a successful ST vs. Spells. If instead it accepts the spell or fails the ST, the spellcaster chooses one of the individual’s characteristics from those commonly read by divinatory spells (Alignment, Level, Hit Points, Race, Class, any presence of a magical aura or curse) and modify it to his liking. So for the spell’s duration any attempt to obtain a reading of that characteristic of the subject always gives false information chosen by the mage (even with *trueseeing*), unless if using a 7th level or higher spell. Multiple applications of *delusion* allows him to modify several characteristics simultaneously or to change the transmitted information.

**Example:** The elf mage Elarianthas knows that to infiltrate a cave of shadow elves he must look like one of them. As such, after using an illusion to change appearance, casts *delusion* on himself three times to disguise the reading of his true race (shadow elf rather than wood elf), his level (5th rather than 15th), and his real hp (25 rather than 50).

*Delusion* affects the mind and divinatory spells, and therefore if it is cast on an item it has no effect on the undead and constructs. A *dispel magic* spell successfully cast on the disguised item or creature disperses the effects of the *delusion* even on its “victim”.

**Dimensional Anchor**

**School:** Abjuration

**Range:** touch

**Area of effect:** a creature

**Duration:** 1 turn per level

**Effect:** creature is incapable of instantaneous travel

This spell makes the subject touched by the mage unable to use any spell of instantaneous transport (e.g. *dimension door*, *teleport*, *planeshift*, etc.) and prevents him from passing through any planar barrier (like via a *gate,* a vortex, or in ethereal form, and so on). The subject cannot oppose the effect in any way (no ST), but it doesn’t prevent a summoned creature from leaving once the spell ends.

**Disintegrate**

**School:** Transmutation

**Range:** 60 feet

**Area of effect:** a being or object max 1,000 ft3.

**Duration:** instantaneous

**Effect:** disintegrate a being or object

This spell instantly reduces to dust a being or object within 60 feet, without leaving any trace. If the target is a living or animated creature, it must make a successful ST vs. Death Ray to avoid being disintegrated.

If the objective is an item, it can only disintegrate a volume of matter of 1,000 cubic feet with a maximum area of 10×10 ft. (for large constructions, subtract a number of SP based on the percentage of the volume disintegrated).

Normal objects are automatically vaporised, while magic items (artefacts excluded) can attempt a ST vs. Destruction (see Volume 3) to totally avoid the *disintegration*. If the spellcaster wants to, he can even concentrate the power of the *disintegration* on just one part of the target, reducing the area of effect. For a living being, it can just disintegrate part of its body, but in this case should make a further ST vs. Death Ray to avoid fainting from the shock. The disintegration of a body part reduced the Hit Points total by 10% for each leg, arm, or other limb struck (e.g. tail or wing); disintegrating the torso or head results in the victim’s death. The hp only return to maximum once the limb is regenerated or recreated.

If instead it is an object, the effect could compromise the structure’s integrity, and still cause its destruction at the DM’s judgement.

**Elemental Travel**

**School:** Conjuration

**Range:** 10 feet

**Area of effect:** a creature

**Duration:** 24 hours

**Effect:** transport a creature in an elemental plane

This spell transports a creature within 10 feet of the mage to one of the four Elemental Planes chosen by the mage, who can also choose the arrival point with a certain precision, if he has already visited some areas of the Elemental Planes and remembers well the territory’s appearance (Intelligence roll). The subject never appears in midair, or within another solid, but always arrives at his destination safe and sound. Once he reaches his destination, the spell’s subject is protected for 24 hours from the normal environmental conditions of the corresponding elemental plane, and moreover is able to see normally (up to 120-1,200 feet depending on the environmental conditions) and breath the corresponding airy form of the element (air, water vapour, dust, or plasma according to the selected elemental plane) as if it was pure air (or water, if the subject is a marine creature). However, *elemental travel* doesn’t provide any special movement ability beyond what he normally has available (so if to move from one continent to another in the elemental plane of air requires flight, the individual would be held on one continent if he is unable to do so). If at the end of 24 hours the subject wants to remain on the elemental plane he can do so, but loses any protection from the environmental conditions offered by the spell. If he wants to return to the Prime Plane, he can do so freely before the end of the 24 hours, but this ends the spell. Note that if the subject is transported to a different plane from the Elemental (like the Ethereal, Astral, or an Outer), ne cannot use this spell to return to the Prime or to one of the elemental planes.

When cast within an elemental plane, this spell allows movement to a different elemental plane, or to return to the Prime Plane, in any place the mage has visited at least once. It doesn’t allow travel to other planes (Ethereal, Astral, Outer), or other dimensions, but only movement between one elemental plane and another or between the Prime and one of the Elemental Planes.

**Ethereal Form**

**School:** Transmutation

**Range:** 10 feet

**Area of effect:** a creature

**Duration:** 24 hours

**Effect:** transport the subject in the Ethereal Plane and return him to his original plane

This spell transports a creature within 10 feet of the spellcaster to the Ethereal Plane, in the corresponding point at the individual’s location on the original plane. Once he reaches his destination, the spell’s subject can move within the Ethereal at his normal movement rate and see within 120 feet normally, or concentrate to be able to see up to 30 feet within his original plane within a 30 feet radius. This ability lasts for 24 hours, at the end of which the subject is returned to his original plane, in the corresponding point to his current position in the Ethereal (which isn’t necessary the place he left, especially if he moved). The subject can return to his original plane (and only that one) even before the end of the spell’s duration, but in this case the spell immediately ends.

The spell only has effect if it is cast in the Prime Plane, one of the Elemental Planes, or the Astral Plane. If cast on an individual that is already in the Ethereal, it gives him the ability to pass through the Ethereal’s border and enter one of the planes listed above (within 24 hours of time), but in this case the spell ends once the transition is made, and doesn’t make the individual immune to any adverse effects present in the destination’s environment, or give him any special movement ability.

**Evanescence**

**School:** Transmutation

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 turn per level

**Effect:** make the spellcaster incorporeal

With this spell, the spellcaster alters his own body assuming the consistency of air and becomes intangible. He doesn’t become invisible, as he can still be seen normally, but his change is only obvious only when he encounters other physical items. In this state the spellcaster is able to fly at a constant speed of 360 feet per round, cannot be injured by normal weapons, and magic ones cause half damage. The mage can move through surfaces occupied by solids and other bodies, even passing through people, at a speed of 10 feet per round (in any direction, even up or down), doesn’t need to breathe (can pass through water or rock without problems) and ignores the force of the winds that invest it, but the other environmental conditions (for example breathing extreme cold or heat) continue to affect him.

He however cannot be physically attacked, and any spell produced by him spell from the schools of Conjuration (except those of transport) and Evocation have no effect, as like any other spell that produces or creates physical effects (like *forcefield*). Instead on him, all the spells of 2nd level or higher have normal effect, except those that create physical barriers (like *web*, *wall of ice*, etc.), which he is able to pass through without problem. Spells of 5th level or higher that create barriers of force instead (like *prismatic wall*, *forcefield*, *forceful hand*, etc.), affect it normally.

The spellcaster is susceptible to attempts to try to dispel his magic, and returns to normal in any area of anti-magic as long as he remains inside it. If the spell is dispelled while it is within a solid, the spellcaster must make a ST vs. Spells: if successful, he is expelled from the solid but suffers 5d6 hp (no save), while if the ST fails, the spellcaster materialises in the solid and dies instantly. The spellcaster can also break the effect before the spell’s natural end, but this ends the *evanescence*.

**Extended Elemental Protection**

**School:** Abjuration

**Range:** 0

**Area of effect:** 10-foot radius sphere

**Duration:** 12 turns

**Effect:** sphere protects from element-based attacks

This spell is identical to the 5th level *elemental protection*, but in effect creates a 10 feet radius sphere centred on the mage (and that moves with him) that protects anyone inside it in the way described. If one of the creatures present within the circle of protection attacks an elemental of the element from which he is protected, all the creatures within the sphere can be attacked in melee by the elemental, although the damage is halved, as long as the creatures remain in the sphere.

**Extension**

**School:** Transmutation

**Range:** 0

**Area of effect:** a spell

**Duration:** special

**Effect:** improve a 1st to 4th level spell’s duration, range, or area of effect

This spell must be cast before the spell that it is intended to alter. Its purpose is to increase by 50% the duration, range, or area of effect (only one of the three variables) of a 1st to 4th level spell, provided that the duration is neither instantaneous or permanent, the range isn’t zero (personal or touch, and the area of effect isn’t personal or a single creature. The spell in question must be cast the following round, otherwise the *extension* is wasted.

This effect cannot be made permanent.

**Eyebite**

**School:** Necromancy

**Range:** 30 feet

**Area of effect:** 1 living creature

**Duration:** 1 round every 3 levels

**Effect:** look provokes coma, panic, or infirmity

Once he has cast this spell, for its duration (1 round per 3 mage levels) the spellcaster can choose to direct it against a different target each round. Simply by looking at the victim (there is no need for it to face the mage) and concentrating for that round, the spell acts like a curse based on the target’s HD (as shown in the table below), who can however avoid all the effects of the gaze with a successful ST vs. Spells. If there are more than one effect listed, they are all applied if the ST fails, in the order in which they are listed, with the next beginning as the preceding effect ends.

**Table 2.10: *Eyebite* Effects**

|  |  |
| --- | --- |
| ***Hit Dice*** | ***Effect on the victim*** |
| 1-4 | Coma, Panic, Infirmity |
| 5-9 | Panic, Infirmity |
| 10+ | Infirmity |

**Coma:** the victim falls into a catatonic coma for 1 turn per mage level. During this period of time it cannot be awakened in any way if the effect isn’t magically removed with *dispel magic*, *remove curse,* or similar.

**Panic***:* the victim falls prey to a panic that lasts for 1d4 rounds during which he remains curled up in a foetal position quivering so much that it prevents him doing anything else. After panicking the victim however remains afraid per 1 turn per mage level (–2 penalty to Attacks, ST, and skill and characteristic checks), and automatically falls prey to panic if during this period of time the mage re-enters his field of vision.

**Infirmity:** a sudden pain and fever assaults the subject’s body. An infirm creature suffers a –2 penalty to Attacks, damage, ST, and skill and characteristic checks. The creature struck remains infirm for 1 turn per caster level. The effects of the infirmity can be negated by *remove curse* but not by *remove disease* or *heal*.

**Flames of Justice**

**School:** Divination

**Range:** touch

**Area of effect:** a creature

**Duration:** 10 round

**Effect:** discover lies and cause 2d6 hp to the liar

Casting this spell the mage must touch a creature (needing a normal Attack with a +2 bonus): if the attempt fails, the spell is wasted.

If instead the spellcaster touches the target, it cannot negate the spell’s effects in any way and is engulfed by a reddish halo that reveals its position, as well as preventing it from using any magical means of instantaneous transport for the following 10 rounds.

From this moment, the spellcaster can place a question to the victim per round, and if he answers in a truthful manner nothing happens. Otherwise, if he lies or refuses to answer but knows the truth, he suffers 2d6 points of fire damage, halved each time with a successful ST vs. Spells. The reddish halo is warm but doesn’t burn: it only flares up if the victim lies when addressing the spellcaster (and in this case only for a fraction of a second, enough however to cause pain and damage to the victim). Note that the truth perceived as such by the interrogated is considered sincere: if for example the victim has been informed of a falsehood, but believes the information he has acquired, his testimony (although objectively false) doesn’t cause the adverse reaction of the flames.

*Flames of justice* affects any creature, living or not, and can only be negated by a *dispel magic*, an *anti-magic barrier*, or a *mental barrier*. Spells of fire resistance reduce the damage suffered, but cannot totally prevent it. Naturally the victim can try to escape normally from his questioners, and can act undisturbed for the spell’s duration, but the moment a question is asked by those that cast the enchantment, he is forced to give an answer (true or false). In this case, a *silence* spell can be used to resist the effects of the flames.

**Flesh to Stone\***

**School:** Transmutation

**Range:** 120 feet

**Area of effect:** an object or creature

**Duration:** permanent

**Effect:** petrify a creature of flesh; reverse make flesh a being or object of stone

This spell petrifies a being made of flesh (therefore excluding all elementals and most constructs), including all equipment carried; the victim can make a successful ST vs. Petrification to totally avoid the effect. The petrified creature doesn’t need to eat, sleep, or breathe, but ages normally, although externally he doesn’t seem to (so if he was freed from the petrification after 20 years, he would age the same number of years spent as a statue). If he is attacked, he has AC 5 and the same Hit Points as the victim had when he was petrified. If reduced to pieces, the effect ends and the creature returns to flesh, although dead.

The reverse spell, ***stone to flesh***, can transform any stone object with a maximum volume of 1,000 cubic feet into an equal amount of flesh. Usually it is adopted to return characters turned to stone (for example, by a gorgon’s breath), but if used against a wall, it transforms it into a mass similar to dead flesh, pliable and easily pulled down; a statue turned to flesh, at first sight, resembles a corpse, that reveals its strangeness once sectioned, given the lack of internal organs. If cast on a stone construct, it can avoid the spell’s effect with a successful ST vs. Petrification, otherwise it falls to the ground transformed into a corpse.

The effect of both versions of this spell is permanent, and cannot be magically dispelled, but only inverted using the opposite form.

**Forcecage**

**School:** Abjuration

**Range:** 60 feet

**Area of effect:** 29 foot sided cube

**Duration:** 1 turn per level

**Effect:** create an indestructible and unmoveable cage

This spell generates an unmoveable cubic prison made of bars of force that traps anyone that finds themselves inside it with no chance of escape. Only if the creatures inside the area of effect are smaller than the cage will they be imprisoned, otherwise the effect doesn’t take place. The *forcecage* also doesn’t appear if its perimeter is physically obstructed (excluding liquids): the area must be free for the spell to have effect. The bars of force that delimit the cage are ½ inch wide with a ½ inch gap between, and the cage extends to the neighbouring plane (usually the Ethereal if cast on the Prime), and thus prevents spells like *ethereal form* from being used to escape. If created on the ground, the cage has a compact and smooth roof from which the bars that end at the ground originate (it therefore has no floor of force). If created in air or water, it has both an aperture less roof and floor of force, joined by bars on the four sides. Any creature able to pass through a ½ inch space can escape, as can those using spells of dimensional transport like *dimension door*, or *teleport*, otherwise the bars are indestructible: only a *disintegrate*, *wish,* or an *anti-magic ray* can annul it earlier, no other attempt to dismiss the spell is effective. All spells and breath weapons can pass through the bars without problem, while melee weapons are stopped, like any other item more than ½ inch thick. If attacks are made against those imprisoned with missile weapons, there is always a 90% chance that each attack strikes one of the invisible bars and therefore the attack hits no one.

**Forceful Hand**

**School:** Evocation

**Range:** 0

**Area of effect:** 6 feet per level

**Duration:** 1 round per level

**Effect:** create a hand of force that obeys

This spell creates a 10 feet diameter translucent hand of pure magical force, which can only be damaged by spells or magic weapons, has the same Hit Points and Saving Throws as the mage and an Armour Class equal to 0 if it is attacked. The hand moves with the mage and acts in an independent way based on the orders it receives (leaving the spellcaster free to do what he wants). It only and exclusively affects the creature designated as the target (ignoring other beings and they can pass by it as if it didn’t exist) and can be used in two ways (the mage must specify which task he wants the hand to perform for the spell’s duration the moment he casts it):

*Attack*:the spellcaster designates a target at the moment of casting, and for the effect’s duration the hand throws itself violently against the target like a hammer. Every round the hand performs an attack (it is considered a magic weapon) that causes 2d8 points of damage if it hits, and requires an Attack with the mage’s THAC0 to establish if the hand strikes the victim. The hand continues to strike the victim as long as he remains within the Area of effect: if he leaves, the hand floats inert next to the spellcaster until the end of its duration without affecting the environment. If the target returns to approach the mage before the spell’s end, the hand attacks him again. If it dies before the end of the spell, the spellcaster can designate a new target that the hand attacks for the spell’s remaining duration.

*Defence*:the spellcaster indicates a potential enemy, and the hand constantly places itself between this target and the mage anytime it tries to approach closer than thirty feet to the mage. It isn’t important from which side it arrives, the hand always acts more quickly than the assailant does and it will damage him before he can touch the mage, forcefully pushing him 6d4 feet away. The target must make a Dexterity check to avoid falling (and in this case suffers 1d6 damage for every 10 feet fallen), and can halve the distance of the push if it makes a successful Strength check with a –8 penalty. The hand in defence obstructs all melee attacks and any attempt by the target to pass it, but it doesn’t block magic or react to ranged attacks. The hand is able to stop up to 2,000 lb. of weight. Beings with greater weight that forcibly try to pass the hand are slowed and can only advance at 10 feet per round.

The *forceful hand* disappears when its duration ends, or earlier if it is destroyed with magical attacks or with magic weapons, or finally if it is magically dispelled. The hand cannot pass through anti-magic barriers or fields (creatures protected by a similar barrier are therefore immune to its effects and ignore it, passing through it), nor can it pass beyond the area of effect. *Forceful hand* isn’t tricked by forms of disguise or transmutation, always recognises the target subject, but cannot prevent the illusionary form (like *projected image*) of the creature from passing it. The hand moreover is also able to affect an insubstantial subject or in gaseous form (*evanescence*), but not out of body projections (*creeping shadow* or *astral body*).

There is no limit to the number of *forceful hands* that the mage can create simultaneously, but each must be bound to a different creature.

**Freezing Sphere**

**School:** Evocation

**Range:** 360 feet

**Area of effect:** 10-foot radius sphere

**Duration:** instantaneous or 1 round per level

**Effect:** sphere causes 1d6 damage per level or freezes

This spell creates a sphere of cold energy that flies from the mage’s finger to the selected point, where it bursts in a 10 feet radius explosion, inflicting 1d6 points of damage per level to each creature in the area, halved with s successful ST vs. Spells. Elemental creatures of water instead suffer 1d8 hp per level, while undead and constructs are immune to the effect, and creatures of cold automatically suffer half damage (and can be reduced to a quarter with a successful ST). If the *freezing sphere* bursts within a body of water or hits a liquid with a large percentage of water, it can freeze a maximum volume equal to a 20 feet radius sphere, which remains frozen for 1 round per level. The creatures that are trapped within the frozen area can try to free themselves with a Strength check with a −4 penalty, but only if they have at least half of their body (arms included) outside the frozen block.

**Globe of Invulnerability**

**School:** Abjuration

**Range:** 0

**Area of effect:** 10-foot radius sphere

**Duration:** 1 round per level

**Effect:** globe protects from 1st to 4th-level spells

This spell created around the spellcaster a 10 feet radius, immobile sphere that emits a weak light and that excludes the effects of any arcane or divine spell of 1st-4th level that is cast against anyone inside it. The excluded effects include the magical abilities of items, but not the magical powers of monsters or creatures unless they are derived from the fact that it is also a spellcaster (for example, it doesn’t block a vampire’s charm, but if that vampire is a mage and casts a *fireball*, this has no effect on those within the globe). Spells of 5th level or higher are not affected, and a simple *dispel magic* cast specifically on the globe is however able to dismiss the barrier, which otherwise lasts for 1 round per mage level.

Any type of spell can be cast from inside to outside the globe, and anyone can leave and re-enter it without impediment. Note that the spells aren’t dispelled, but only suppressed if their area of effect overlaps that of the globe.

For example, the creatures inside the globe could see a mage’s illusionary images created outside the sphere, but if they enter the globe, they vanish to reappear the moment the leave the spell’s area of effect.

**Ironwood**

**School:** Transmutation

**Range:** touch

**Area of effect:** an object of 5 lb. weight per level

**Duration:** permanent

**Effect:** transform wooden object into petrified wood

This spell transforms a non-magical, wooden object into a woody substance that weighs twice as much as the wooden item (double encumbrance), has the same durability (Damage Points) of an item made of stone but with a greater resistance (AC 4, ST of stone with a +1 bonus). The maximum weight of matter that can be transformed is equal to 50 cn (5 pounds) per caster level, and must be part of a single item. The transformation is permanent and cannot be magically dispelled, and the created petrified wood is deemed a magical substance (detectable with the appropriate spell). If it was used on trees or living wooden creatures, the plant or creature continues to live normally.

**Magic Door**

**School:** Transmutation

**Range:** 10 feet

**Area of effect:** a solid surface

**Duration:** number of uses equal to spellcaster’s level

**Effect:** a passage, which only the spellcaster can use

This spell, which can be directed at any wall, floor, ceiling, or section of ground, creates a magic and invisible passage, which can only be detected and used by the mage. The passage is up to 10 feet long, which passes through any inorganic material, and can even be used to connect a corridor with a secret room that the mage wants to render unapproachable. The *magic door* can only be discovered with *detect magic* or with *trueseeing*, and can be destroyed normally with *dispel magic*. The *magic door* lasts until it is dispelled, or until it is used for a number of times equal to the mage’s level, (“used,” means each single passage through the door).

**Magic Lock**

**School:** Abjuration

**Range:** 10 feet

**Area of effect:** a passage

**Duration:** number of uses equal to spellcaster’s level

**Effect:** make a passage impassable to all except the mage

The lock is nothing other than a more powerful version of the 2nd level arcane spell *wizard lock*, and cannot be neutralised by the *knock* spell. The *magic lock* makes the passage or the door on which it is spoken impassable to anyone, except its caster, who can however pass through it without problem; even if attempts are made to physically batter down the door or overcome the passage, it is deflected away by an unbeatable magnetic force. The spell can act on any desired passage (on a section of 10×10×10 feet cubes), or on a door or gate, and the door or passage doesn’t change appearance. The effects of the *magic lock* last until magically dispelled, or until the passage has been used by the mage a maximum number of times equal to his level.

**Mass Suggestion**

**School:** Enchantment

**Range:** 360 feet

**Area of effect:** 1 being/level within 30 ft. of each other

**Duration:** 1 hour per level

**Effect:** one or more victims are urged to perform an act

This spell functions in a similar way to *suggestion*, but can influence more creatures. When *mass suggestion* is cast, the spellcaster identifies a number of victims equal to his level, which must however be within range and cannot be more than 30 feet away from each other. The victims must make a successful ST vs. Mental Spells to totally avoid the effects, otherwise the spellcaster can affect the actions of the targets suggesting a certain action to them with a single phrase. The suggestion is the same for all of them and arrives telepathically to all contacted creatures, even those that have avoided the effects of the *suggestion*. The suggestion must be spoken in such a way that it makes the action seem achievable and must be given within an hour of casting the spell, otherwise the effect is wasted. If the suggestion seems forced or dangerous to the victim, the spell instantly vanishes. The *suggestion* cannot alter the perception of reality (like asking a person to throw himself into a ravine when in reality a ravine doesn’t exist), but can alter the mental state or predisposition of the victim to someone (for example ask a dragon not to attack before it has heard what the mage has to say, or ask a giant to stop fighting and ally with him to destroy a greater threat). The suggested action can be performed for a maximum of 1 hour per mage level, or until it is completed. The spellcaster can also specify certain conditions that activate the action as long as the spell is active (for example suggest to a knight to give his warhorse to the first person that passes); if the condition isn’t met within the spell’s duration, the suggestion is wasted.

**Mental Decay**

**School:** Enchantment

**Range:** 240 feet

**Area of effect:** a creature

**Duration:** permanent

**Effect:** reduces the mental abilities of a creature

This spell can be used against any intelligent creature, and causes to the victim a total regression of its intellectual and mnemonic ability (its Intelligence is reduced to 2 points), preventing it from recalling or memorising facts and concepts, and from thinking and acting correctly (thus inhibiting his languages and any type of non-instinctive behaviour). The victim can avoid all the spell’s effects with a successful ST vs. Mental Spells with a –4 penalty. The spell is permanent until removed with a *mental cure* or *heal*.

**Mislead**

**School:** Illusion

**Range:** 60 feet

**Area of effect:** only spellcaster

**Duration:** 1 round per level

**Effect:** make the mage invisible and create an illusionary double

This spell creates two effects simultaneously: it renders the spellcaster invisible and creates an identical holographic image within 60 feet of his position.

The spellcaster can then act independently of the image, and if he wants he can concentrate to give it a command each round. The double appears real until it is physically wounded or is subjected to a *dispel magic*: in which case it disappears.

The illusion is visual, audible, olfactory, and tactile: smells like the spellcaster, can be touched (only vanishing if it is wounded) and is able to speak with its own voice, based on what the illusionist suggests. It can also pretend to attack, although it attacks can unmask its true nature as it cannot successful injure someone. The image moves at the same speed as the spellcaster and once created can also leave the spell’s radius.

The illusion vanishes at the end of the *mislead’s* effect or earlier if destroyed, as does the invisibility that the spellcaster enjoys thanks to the spell.

This effect cannot be combined with *permanency*.

**Mobile Earth**

**School:** Transmutation

**Range:** 240 feet

**Area of effect:** 15 foot sided square per level

**Duration:** 6 turns

**Effect:** the earth within the area of effect moves

This spell has the ability to move the earth (but not rock), both horizontally (for example to form or flatten a hill) and vertically (for example to open or fill a chasm, which can be up to 6 feet deep per mage level if it doesn’t encounter any rock layers).

The affected area is a square with sides of up to 15 feet per caster level, and the translation speed is 60 feet per turn; it isn’t however possible to create a tunnel, although it is useful for constructing earthworks, plateaus, and ditches. The moved earth slowly flows, with no danger or trapping or burying the creatures on its surface, while constructions, rocky formations, and trees present in the area of effect don’t suffer any effect (or aren’t moved from their position), save being raised or lowered. At the end of the spell’s duration, the moved earth remains where it is.

**Phantasmal Lover**

**School:** Conjuration

**Range:** touch

**Area of effect:** a living sentient creature

**Duration:** 2 turns

**Effect:** summon a being that heals through rapture

This spell can be cast on any one living being with an Intelligence higher than 3. The target sees materialise in front of him a source of light that asks the question: “Would you like me to satisfy your desires?” If the target doesn’t respond within two rounds or with a negative answer, the energy dissipates and the spell ends.

If the individual accepts the proposal, the spell turns into a creature of incomparable beauty (according to the target’s tastes), who immediately beings to make love with the subject.

Uninterrupted, the coupling lasts for 20 minutes during which the individual is totally enraptured with his *phantasmal lover* and defenceless: any attempt to injure him automatically succeeds, although it isn’t possible to make a coup de grace as the individual; continues to move during the sexual act. If, however, an attempt is made to strike the *phantasmal lover*, each attack simply passes through it and strikes its partner. At the culmination of the coupling, the beneficiary of the spell is cured of any physical handicap (blindness, deafness, and natural diseases) and recovers all lost hit points. If the *phantasmal lover* is dispelled before the end of the coupling, the subject doesn’t receive any benefit.

**Poisonous Cloud**

**School:** Conjuration

**Range:** 10 feet

**Area of effect:** 30-foot diameter, 20-foot high cloud

**Duration:** 6 turns

**Effect:** cloud causes 1d6+1 hp and poisons

This spell creates a cloud of orange or brownish and is therefore quite distinguishable from *cloudkill* and *explosive cloud*; the method of use is however the same. It appears at the mage’s side and it moves with the wind or (if it allowed) at a speed of 60 (20) feet in a direction chosen by its creator; the mage can change at any moment the direction in which the cloud moves with a mental command that doesn’t need concentration. The cloud cannot pass through solid barriers and is dispersed if it encounters thick vegetation.

All the living creatures that are within the cloud are damaged by the toxic vapours. The victims suffer 1d6+1 points of damage per round because of the poison and must make a ST vs. Poison at the start of each round while they remain in the cloud. Creatures with up to 5 Hit Dice that fail the ST die from the blow, poisoned; creatures that have from 6 to 12 HD who fail the ST are paralysed for 1 round; all the creatures that have 13+ HD and fail the ST are simply stunned for the entire round.

**Programmed Illusion**

**School:** Illusion

**Range:** 30 feet

**Area of effect:** 30 feet sided cube

**Duration:** special

**Effect:** an illusion that activates in a given illusion

Via this spell the spellcaster is able to create a visual, auditory, olfactory, and tactile illusion in a cube with 30 feet sides, and program its nature (without being too complicated) and the moment in which it is activated, which is a particular situation or vocal command that activates the illusion (for example, create a band of three orcs that confronts anyone the enters the castle’s entrance without speaking the password; the orcs attack or obstruct the intruders, based on the instructions fixed by the spellcaster). It functions to all effects as a *phantasmal force*, but is permanent, and once activated lasts for 1 turn per mage level or until it is destroyed. The image disappears when the effect terminates, but reappears when the conditions specified by the spell are met again. The image disappears forever if dispelled.

**Projected Image**

**School:** Illusion

**Range:** 240 feet

**Area of** effect: only the spellcaster

**Duration:** 6 turns

**Effect:** create a holographic image of the spellcaster from which he can cast spells

This spell creates a specular hologram of the mage, which appears at any point within 240 feet of him and lasts for 6 turns (it isn’t necessary to concentrate to maintain it). Thehologramcannot be distinguished from the originalif it isn’t touched: spells and ranged attacks don’t seem to affect the image and pass through it (except for *dispel magic*, which functions normally, and *trueseeing*, which breaks the illusion). Once it is touched with a hand or with a melee attack, it disappears and the individual is aware of its nature.

As long as the hologramlasts, it reproduces exactly the mage’s words and movement, and if he moves, the image also moves, keeping the same distance from the mage, unless he wants it to remain still. As long as the hologram remains in the mage’s line of sight, he can make his spells originate from the image (therefore spells like *mirror image* or *invisibility* act on both the mage and his image), as if he was in that spot, therefore also extending the range of other spells.

**Reincarnation**

**School:** Necromancy

**Range:** 10 feet

**Area of effect:** a corpse

**Duration:** permanent

**Effect:** create a new living body for a corpse

When this ritual is performed on a corpse, or on a small part of the corpse (at least 1 pound of dead organic matter), it returns life to the body, magically rebuilding the missing parts. This spell however consumes part of the subject’s lifeforce (who loses 100 xp per level or HD possessed) and isn’t always able to correctly rebuild the dead creature’s body. Consult the following tables to determine the results of the subject’s *reincarnation*:

**Table 2.9: REINCARNATION Effect**

|  |  |
| --- | --- |
| ***d10*** | ***Race*** |
| 1-3 | Original race |
| 4-5 | Human |
| 6-7 | Demihuman (Table 2.9.1) |
| 8-9 | Humanoid (Table 2.9.2) |
| 10 | Monster (Table 2.9.3) |

**Table 2.9.1 – Demihuman Races & subraces**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***d4*** | ***Demihuman*** | ***d6*** | ***\*Elf*** | ***\*\*Gnome*** |
| 1 | Dwarf | 1 | Dark | Earth |
| 2 | Elf\* | 2 | High | Earth |
| 3 | Gnome\*\* | 3 | Marine | Fire |
| 4 | Halfling | 4 | Shadow | Ice |
|  |  | 5 | Winged | Sky |
| 6 | Wood | Wood |

**Table 2.9.2 – Humanoid Races & subraces**

|  |  |  |  |
| --- | --- | --- | --- |
| ***d100*** | ***Land humanoids*** | ***d12\**** | ***Giants*** |
| 01-03 | Chameleon Man | 1-3 | Hill |
| 04-06 | Caprine | 4-5 | Stone |
| 07-09 | Goatman | 6-7 | Fire |
| 10-12 | Brute-man | 8-9 | Frost |
| 13-15 | Wood Imp | 10 | Mountain |
| 16-17 | Dryad | 11 | Cloud |
| 18-20 | Enduk | 12 | Storm |
| 21-24 | Faun |  |  |
| 25-28 | Giant\* | ***d12\*\**** | ***Goblinoids*** |
| 29-40 | Goblinoid\*\* | 1 | Bugbear |
| 41-42 | Gremlin | 2-3 | Kobold |
| 43-44 | Gyerian | 4 | Gnoll |
| 45-47 | Hutaakan | 5-6 | Goblin |
| 48-49 | Kubitt | 7-8 | Hobgoblin |
| 50-60 | Lupin | 9-10 | Orc |
| 61-62 | Metamorph | 11 | Ogre |
| 63-64 | Minotaur | 12 | Troll |
| 65-69 | Phanaton |  |  |
| 70-80 | Rakasta | ***d12\*\*\**** | ***Reptiles*** |
| 81-82 | Doppleganger | 1-2 | Cayma |
| 83-89 | Reptiles\*\*\* | 3 | Gurrash |
| 90-92 | Tabi | 4 | Krolli |
| 93-94 | Beastman | 5-8 | Lizardman |
| 95-96 | Thoul | 9-10 | Shazak |
| 97-00 | Tortle | 11 | Sis’thik |
|  | | 12 | Troglodyte |

|  |  |
| --- | --- |
| ***d100*** | ***Marine Humanoids*** |
| 01-15 | Aquarendi (Aquatic elf) |
| 16-20 | Sea giants |
| 21-35 | Kna |
| 36-40 | Kopru |
| 41-60 | Merrow |
| 61-68 | Nixie |
| 69-81 | Shark-kin |
| 82-00 | Triton |

**Table 2.9.3: Monstrous Races**

|  |  |
| --- | --- |
| ***d20*** | ***Creature*** |
| 1-3 | Aranea |
| 4-5 | Harpy |
| 6-8 | Centaur |
| 10-12 | Faenare |
| 13-14 | Hsiao |
| 15-16 | Ovinaur |
| 17-18 | Pegataur |
| 19-20 | Manscorpion |

***Note*:**all the races listed in the above tables are playable as PCs. For further information on them refer to the *Creature Crucibles PC 1-4*, the *Savage Coast Sourcebook*, the *Hollow World boxed set*, and *Gazetteers 5, 6, 8, & 10*, or the free online manual *Races of Mystara*.

The reincarnated being only has 1 HD (of the type appropriate to its class or race, including therefore the hp and THAC0) at the moment it is revived, although it has all the xp it had at the moment it died, and it however slowly reacquires its experience, automatically gaining 1 HD/level per day, as it acquires familiarity with its new body and the memories regarding its old life and original class return.

If the character has been reincarnated into a different race than his original, or his old class is now inaccessible, the subject can choose to be attained according to the customs of his new race or learn the characteristics of the new class: in which case use the acquired xp to know what level the character would have in his new class, and based on the new level reached he reacquires his HD/levels and characteristic powers or skills.

**Example:** a 6th level mage (40,000 xp) is reincarnated as a dwarf, which is well known for not being able to cast arcane spells. He therefore chooses (thinking that he wants to quit that life when he understood what had happened to him!) to live as a normal dwarf fighter, and based on the xp of a common dwarf is now a 5th level dwarf (35.000 xp) with 40,000 xp, with infravision and the other dwarven abilities. Obviously this also changes his THAC0, hp, and ST, as well as making him unable to cast spells but giving him weapon and armour training (the period of 1 day per HD/level reflects this new training, during which the individual is more receptive and is able to assimilate the information at great speed), and at higher levels also gains the dwarf’s typical immunities.

The effect of *reincarnation* is permanent and cannot be magically dispelled or altered, except through a *wish*. However, the body and soul of a mortal creature cannot support much information of this type, and so the maximum number of reincarnations (not resurrections or cloning) that each individual can receive is equal to his Constitution score: exceeding this maximum, any attempt to reincarnate the soul into a new body as no effect.

**Rock to Lava**

**School:** Transmutation

**Range:** 160 feet

**Area of effect:** 1,000 ft3 of rock per level

**Duration:** permanent

**Effect:** transform the hard rock into incandescent lava

This spell transforms natural rock of any type into a similar volume of lava. The maximum volume of transformable matter is 1,000 cubic feet per mage level, while the depth of the lava cannot half of its other dimensions (width and length).

Once the spell is cast, the lava created is mundane and cannot be magically dispelled.

**Rod of the Dragon**

**School:** Transmutation

**Range:** 30 feet

**Area of effect:** a staff or rod

**Duration:** 1 turn per level

**Effect:** a staff is transformed into an adult dragon

This spell must be cast on a robust rod of common wood, more than 3 feet long, that is within 10 feet of the mage. From that moment until the end of the spell’s duration, the rod assumes the ability to instantly transform into a small dragon at the mage’s command, remains in telepathic contact with him and obeys his orders to the best of its ability. The dragon created is appropriate to the mage’s alignment: gold if lawful, blue if neutral, black if chaotic. These dragons don’t know spells, but can only be struck by magic (spells, magic weapons, etc.) and always have 30 hp when it is evoked (which determines the damage produced by each breath).

The rod remains in dragon form for the spell’s remaining duration (if it isn’t quickly transformed), or until it is killed; if injured, it can be magically cured. When the dragon is killed or magically dispelled, or if the mage decides to return it to a normal rod, the spell ends, the dragon vanishes and is transformed into a rod again (is broken if it is killed). The dragons have the following statistics:

**Gold Dragon** (G): AC –2; HD 11; hp 30; MV 90(30) or fly 240(80); #Atk. 2 claws/1 bite; Damage 2d4 / 2d4 / 6d6; ST F11; AL L; Breath: cone of fire 90×30 feet or cloud of acid 50×40× 30 feet.

**Blue Dragon** (G): AC 0; HD 9; hp 30; MV 90(30) or fly 240(80); #Atk. 2 claws/1 bite; Damage 1d6+1 / 1d6+1 / 3d10; ST F9; AL N; Breath: lightning 100×5 ft.

**Black Dragon** (H): AC 2; HD 7; hp 30; MV 90(30) or fly 240(80); #Atk. 2 claws/1 bite; Damage 1d4+1 / 1d4+1 / 2d10; ST F7; AL C; Breath: acid 60×5 ft.

This effect cannot be combined with *permanency*.

**Stoneform**

**School:** Conjuration

**Range:** 10 feet

**Area of effect:** volume max 1,000 ft3 of stone

**Duration:** permanent

**Effect:** create max 1,000 cubic feet of stone

This spell creates stone to a maximum volume of 1,000 cubic feet, whose linear measurements can vary based on the mage’s will (a 100×10 ft. swimming pool, or a wall of 15×15×4 ft.). The spell works in the same way as *Woodform*, with all the specifics described for that spell, but serves to create blocks and walls of stone, statues, stairs, and other totally stone items, always without moving parts.

The mage can also decide what type of stone to produce within certain limits. It is possible to create any type of common stone (even marble), but magical stone or precious stone (like jade or onyx) isn’t allowed.

It is however possible to create a particular type of transparent crystal, without value as precious stone, but useful to make perfect and resistant glass.

A stone structure created with this spell would have AC 5 and 1 Structural Points per each 70 cubic feet (or the Hit Points of large constructions, see the sections *Enchanting large constructions* and *Structural Points* in Volume 3), or Damage Points appropriate to the item’s size (see *Damage Points of Objects* in Volume 3 for clarification).

**Summon Planar Ally**

**School:** Conjuration

**Range:** 10 feet

**Area of effect:** an extraplanar creature

**Duration:** 24 hours

**Effect:** summon an extraplanar creature

This spell summons an extraplanar creature, or that belongs to a different plane to the one the mage is on, which appears within 10 feet and follows the spellcaster’s orders for 24 hours. The summoned creature can have a maximum of Hit Dice or Levels equal to 8 + 1 Hit Dice for every 3 mage levels (rounded down, to a maximum of 8 + 12 = 20 HD at 36th level) and must be known by the spellcaster (or he must vaguely know the species and its characteristics). Examples of summonable creatures are blink dogs, elemental salamanders, genies, elementals, and so on, but excludes all creatures from the Dimensional Vortex (like spectral hounds and blackballs). The summoned being is connected by a telepathic bond with the spellcaster (who doesn’t need to concentrate to control it) and serves its summoner to the best of its ability (it always understands his orders), exploiting its powers and Intelligence, protecting the summoner at any cost if lawful, or serves him without risking its life if chaotic or neutral.

When the being is killed or is struck by a *destroy evil*, a *dispel magic*, by *exile* or *banish*, it immediately returns to its original plane. It isn’t possible to use a *permanency* spell to keep the creature on the spellcaster’s plane forever.

It should be underlined that magically summoned or controlled creatures don’t grant the xp associated with them until whoever summoned them is also defeated.

This effect cannot be made permanent.

**Summons\***

**School:** Conjuration

**Range:** special

**Area of effect:** a living creature (which must be marked in a special way) per level

**Duration:** special

**Effect:** teleport around the mage the marked creatures; reverse makes them all go away

With this spell the mage places a magical mark on a maximum of one creature per level that is within 120 feet; the mark is temporary and loses its effect after 24 hours. Any creature that doesn’t want to receive the mark can oppose it with a successful ST vs. Spells. The mark is always very visible on the skin, appears on the right side of the neck, and can only be removed with *dispel magic* or similar effect. As long as the mark remains active, the mage can choose to use the power of the mark to summon any or all of the marked creatures, or to *disperse* them (the spell’s reversed version).

Even when casting this spell more than once, the maximum number of creatures marked by the same spellcaster can never exceed the mage’s level.

**Example:** a 15th level mage selects to mark 5 creatures and then afterwards another 5 for a total of 10 simultaneously marked creatures. He could still try to use the spell, but couldn’t mark more than 5 more creatures for a total of 15 beings. When the mark vanishes on some, he can use spell to mark others, without exceeding his limit. To *summon* the marked creatures, the spellcaster speaks the word he chose when casting the spell, and if they are within 4,950 feet (330 feet per level), all those selected are instantly teleported and with no chance of error to the place chosen by the spellcaster which must be within a 30 feet radius of him (never within a space already occupied by a solid or in midair). The marked beings beyond the spell’s range but on the same plane benefit from a ST vs. Spells to avoid the teleport, while those on a different plane are immune to the call.

The reverse form, ***disperse***, instantly removes all the marked creatures that are within 120 feet of the mage when he speaks the control word, transporting them up to a maximum distance of 330 feet per caster level from their current position (the specific distance is chosen by the mage). The destination is selected randomly, and the subjects always all materialise in the same place (never in midair, or in a space already occupied by a solid).

It isn’t possible to oppose the effects of *summons* or *disperse* by the subjects involved once they have received the mark. This type of magic transport naturally can be inhibited by any type of anti-magic field or by any spell that prevents magical movement.

It is possible to cast a *permanency* on each marked creature(which counts as one of the number of permanences an individual can have active on him, see the description of the 8th level arcane spell): in this case the mark is permanent and the power of summons or disperse can be used at will by the mage who placed the mark, until it is magically dispelled with the normal chance.

**Symbol of Pain**

**School:** Necromancy

**Range:** touch

**Area of effect:** 60 foot radius

**Duration:** special

**Effect:** victims suffer –4 to Attack Rolls and skill checks

When casting this spell, the spellcaster materialises a magical symbol on a surface or suspended in the air within 3 feet of his position. The symbol lasts until it is annulled with *dispel magic* or similar spells, and remains fixed in the area it was created. If it is created on a living being or a moving object, when the surface moves, the rune remains suspended in midair. The symbol cannot be made invisible, although it can be covered or hidden using objects present in the area.

Anyone that reads, passes through, or touches the symbol activates its effects, which affects any creature (except constructs) that are within 60 feet of the symbol when it activates: only spellcasters (arcane and divine) can avoid the effects with a successful ST vs. Death Ray. Those that fall under the *symbol of pain’s* effectsuffer an unexpected physical wasting and are pervaded by a constant shooting pain that prevents them from acting and thinking clearly. Because of this pain the victim suffers a –4 penalty to all Attack Rolls, characteristic and skill checks, and have a 30% chance of spell failure because of the pain for 1 hour per level of the mage who created the symbol. This state can be only be magically removed earlier with the cleric spells *heal* or *destroy evil* or with spells with similar effects of 6th level or higher.

The penalty derived from this spell is cumulative with other applications of the same spell, only with the effects of different spells, although the duration of the pain is added together with more than one application. For example, if a victim of the symbol activates another *symbol of pain* it doesn’t suffer –8 to its rolls, but its state could last for a number of additional hours equal to that of the second effect. If he is however cursed, any penalty caused by the curse would be added to that derived from the symbol.

**Telepathic Recall**

**School:** Divination

**Range:** same plane of existence

**Area of effect:** 1 person per Intelligence point

**Duration:** 1 day every 2 levels

**Effect:** send a message to several subjects

This spell allows the mage to send a telepathic message to one or more specified individuals, briefly informing the recipient of his position and situation. The spell must be prepared for beforehand with an hour-long ritual, but from that moment one magic word is enough to instantly send a powerful mental impulse that reaches its addressees, as long as they are on the same plane as the mage and aren’t protected against telepathy.

The maximum number of addressees is equal to the mage’s Intelligence score, and must all be individually named or be part of a very precise group. If within the group there are individuals that the mage doesn’t want to affect, the call just reaches those that the mage has individually selected, on a case-by-case basis. The sent message, moreover, cannot have more than 100 words.

**Example:** the mage Naren is imprisoned in a fortress and casts a message of help (“I have been imprisoned by the evil Vagnar who will kill me tomorrow”), indicating as the *telepathic recall’s* addressees the knights of Lord Timenko and his adventuring group, the Company of the Chalice.

The creatures that receive the message instinctively know who sent it, and as long as the effects of the call last obtain a clear indication about the sender’s feelings, vaguely know his location (for example know that he is imprisoned in a fortress that sits at the base of the Broken Mountain), and instinctively which direction to travel to reach him.

**Transfer Enchantment**

**School:** Evocation

**Range:** touch

**Area of effect:** a magic item and a normal item

**Duration:** permanent

**Effect:** transfer one magic property from a magic item to a normal item

This spell can only be cast on a magic item, and is able to transfer part of its magical essence to another similar item. In practice, when the mage casts it, he has to concentrate for an hour while touching a magic item with one hand and a similar normal item with the other, and during this process one of the magic item’s powers (which the mage must select, so he must know how the item works) is permanently transferred to the second normal item. The two items must be of the same category (bludgeoning, piercing, or slashing weapon, ring, belt, potion, etc.) and only one of the magical properties (if it has more than one) can be transferred (for example, if we take a *sword +2, +4 vs. regenerating monsters*, only one of the two bonuses can be transferred, not both). If the power has charges, the new item has all the charges of its predecessor, and if the procedure takes all the magical energy, the first item becomes normal and can no longer be enchanted.

If the ritual isn’t completed, the spell isn’t transferred. Moreover, the spell doesn’t allow the transfer of powers from artefacts or intelligent items, and there is always a chance equal to 100 – 5% per mage level that the transfer wasn’t successful (in practice therefore, a 20th level or higher mage who casts this spell is always successful).

**Transformation**

**School:** Transmutation

**Range:** 0

**Area of Effect:** only the spellcaster

**Duration:** 1 turn per level

**Effect:** the spellcaster can change form

This spells allows the assuming of a previously seen species, although it cannot replicate the features of a specific individual, or the abilities of a particular class (e.g. a mage cannot become a fighter). The Hit Dice of the new form must equal to or less than the spellcaster’s level, and he cannot assume the form of undead, constructs or immortal beings. With *transformation* the spellcaster acquires the physical characteristics (Strength, Constitution and Dexterity) and the natural abilities (number and type of attacks and damage inflicted, movement modes)of the new form, including its special defences (immunities ad resistances), but keeps his own mental characteristics (Intelligence, Wisdom and Charisma), AC, Hit Points, THAC0 and Saving Throws, and doesn’t acquire the creature’s spell-like or supernatural abilities, but keeps his own. While the spellcaster is transformed he cannot cast spells but can use magic items if he has assumed a humanoid form, but those worn are fused into his new form and are impossible to separate from his body. Each severed limb or dropped item returns to its original form, and the mage will find himself physically handicapped at the end of the *transformation* and he returns to his original form if killed.

As long as the spell lasts or isn’t dispelled, the mage can change between his original and assumed forms as he likes: the transformation takes one round and requires concentration.

**Transmute Solids**

**School:** Transmutation

**Range:** touch

**Area of effect:** an object of 10 cn per level

**Duration:** 1 turn per level

**Effect:** an object can assume several forms

This spell can be cast on a normal or magic item, and the amount of matter effectible is equal to 10 cn of encumbrance (1 pound) per spellcaster level. Once it functions on an item, anyone that holds it can, with simple concentration, transforms it into another single item (not composed of different parts or mechanical) of any material, as long as this item does weigh or cost more than the original item (for example, a sword that weighs 60 cn and costs 10 g.p. can be transformed into a noble’s cloak, an ebony staff, or a sturdy chair, and so on, as long as the weight and value of the new item don’t exceed those of the original item). For magical items with bonuses, the new item keeps the same bonus, while if it is an item with powers or charges, the power can be used normally by anyone who knows the activation word. The item can be transformed once per round as long as the spell lasts, and if the *transmutation* is magically dispelled, it returns to its original form.

**Wall of Iron**

**School:** Conjuration

**Range:** 120 feet

**Area of effect:** 540 ft2 and 2 inches thick wall

**Duration:** permanent

**Effect:** create a wall of iron of 540 ft2 and 2 inches thick

This spell creates a vertical wall of iron, exactly 2 inches thick, whose dimensions are chosen by the spellcaster, although its total surface cannot exceed 540 square feet. The entire wall must be within 120 feet of the mage when it is created, must be supported on the ground or on a stable support, and cannot be created in a space already occupied by other solid objects.

The *wall of iron* continues to exist until it is physically destroyed (it cannot be magically dispelled), using a siege weapon, hammers, or picks, or if attacked by a creature of huge size or larger. Its AC is 4 and it has 1 Structural Points for every 36 cubic feet (if at least two of its dimensions are greater than 5 feet, or Damage Points equal to five times the mage’s level (minimum 50 DP) for a door or wall with a volume of less than 36 cubic feet (see the rules in Volume 3 for the *Damage Points of Objects*).

The mage can also make the wall collapse simply by concentrating for a round. In this case, the collapse inflicts 10d10 points of damage to all the creatures that are within 10 feet when it collapses, halved with a successful ST vs. Spells.

If the wall in the meantime was damaged, reduce the inflicted damage in proportion to the DP or SP lost (for example a wall of 115 SP reduced to 80 SP has lost 33% of its points and thus only causes 7d10 points of damage if it collapses).

***Seventh Level***

**Acid Rain**

**School:** Conjuration

**Range:** 360 feet

**Area of effect:** 30 foot sided cube

**Duration:** 1 round per level

**Effect:** acid rain that causes 1d6 hp/lvl per round

This spell creates an acid storm in the indicated area of effect that lasts for 1 round per mage level. All those that are inside the area suffer 1d6 points of damage per mage level each round they remain in the rain. The damage can be halved with a successful ST vs. Dragon Breath, and also affects materials and constructions present melting and damaging their Structural Points based on the hp caused; the damage can be halved with a ST appropriate to the type of material (see Volume 3 for the *Saving Throws of Objects*), but stone isn’t affected by the acid.

This effect cannot be made permanent.

**Alter Spell**

**School:** Transmutation

**Range:** 0

**Area of Effect:** one spell

**Duration:** special

**Effect:** alter the damage, duration, range or area of effect of a 1st-6th level spell

When the mage casts this spell, he gains the ability to alter one of the variables of a spell of between 1st and 6th level (excluding the supernatural powers of creatures like the stare of a vampire or the breath of a dragon, but not their innate spells). However, the exact nature of the spell must be decided whilst performing the ritual from three choices (*Extension*, *Reduction* or *Stasis*) and as long as it remains active it isn’t possible to use another alter spell (the effect isn’t cumulative). The chance to act on any spell that the caster invokes or suffers remains active on him until it is used (free action) or until it is magically dispelled.

***Extension:*** the mage can double the duration, range or area of effect (only one of the three variables) of a spell, as long as the duration isn’t instantaneous or permanent, the range isn’t zero (personal) or touch, and the area of effect isn’t personal.

***Reduction:*** the mage can choose to reduction the duration to one round of non-instantaneous or permanent spell, or reduce the area of effect to 1/10 (as long as it isn’t personal or a single creature), or halve the damage caused by the effect.

***Stasis:*** the mage can suspend the effect of a spell that affect him that has a non-instantaneous duration. The spell’s effect ceases instantly and only resumes after 1 turn per mage level, or earlier if the stasis is magically dispelled. This allows the spell’s effect to be ignored while it is in stasis and dispel it before it resumes (e.g. cure a curse or a paralysis, dispel a geas or a charm, etc.).

The effect cannot be made permanent.

**Astral Body**

**School:** Transmutation

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1d4+1 hours

**Effect:** mage’s spirit is split from the body

To evoke the spell the mage must not be in a stressful situation or fatigued, as the spell needs all his physical and mental force (it cannot therefore be used in the mind of a battle or in a storm, or if injured or in any way incapacitated). The mage must lie down and begin to meditate for 1 turn, repeating the formula that evokes the spell. After a turn he feels a sensation of incredible lightness and rises from the ground as if carried by the air. In reality, his physical body remains fixed in place and in its initial position, while that that separates is his astral projection.

The *astral body*, impossible for anyone that cannot see invisible to notice, is extremely light and identical to the physical body that the mage has left behind. With it the mage can fly through space and solid objects at a speed of 2½ miles per minute (150 mph), using his visual and auditory senses as normal.

The *astral body* doesn’t need to breathe (can even travel in the void), and can move between the Astral and the plane where his physical form is once a round by concentrating. His AC and all other characteristics remain unchanged.

On any plane except the Astral, the projection cannot communicate with any physical being lacking telepathy, damage anyone, or cast spells. Only the incorporeal creatures and spirits that he encounters in these planes can interact with him; mutually able to speak or damage each other when they meet. On the other hand only at least +5 magic weapons, magical creatures with at least 20 HD, or spells of 6th level or higher that don’t act on the physical body but affect the soul or mind are able to damage the projection on these planes (it is important to note that *astral body* isn’t able to penetrate a *prismatic wall* without suffering the consequences, or pass through a *forcefield*).

If instead the projection enters the Astral Plane, it assumes a more real, although two-dimensional, consistency. On this place it can interact normally with all (speak and be seen), is considered a native being of the Astral, and remains invulnerable to any non-magical weapon, although it can be hit by any spell and is able to cast spells memorised by the mage.

If the *astral body* is injured, the damage is subtracted from the character’s real body, and if the mage is killed before returning to his real body, then his soul is destroyed and there is no way of it being returned to life. The spellcaster automatically returns to his body at the end of the spell’s duration (1d4+1 hours), regardless of where he is at that moment. He can reunite with his body earlier by returning to the exact place where he left it and merged back into it: although this ends the spell. Finally, if the astral body or the physical body are hit by a *dispel magic*, there is the normal chance that the spell is annulled and he reawakens in his body.

A further note: while in his astral form, the mage isn’t aware of what happens to his physical body, unless it is damaged (i.e. loses hp). In this case, he has a painful fit that lets him know that something serious has happened. If the body is destroyed or mortally wounded before the astral body reunites with it, the spellcaster dies and there is a chance equal to double his level that he is transformed into a phantasm (type chosen by the DM with 9+ HD). If instead he doesn’t become undead, he can be resurrected normally (this cannot happen if the *astral body* has been destroyed).

**Banish**

**School:** Abjuration

**Range:** 20 feet

**Area of effect:** beings not native to the plane

**Duration:** permanent

**Effect:** extraplanar beings are banished from the plane

This spell returns to their native plane or dimension all creatures that aren’t native to the plane or dimension on which the spell is cast, which are within a 20 feet radius of the mage (for example, if the spellcaster is on the Prime he can banish any creatures that are native to the Astral, Elemental, Ethereal, or Outer Planes, as well as other Dimensions, while if he is on the Astral he could banish creatures of the Elemental, Ethereal, Outer, or Prime Planes).

The effect is instantaneous and permanent: a creature banished in this way can no longer return, by its own will, to the plane it has been dismissed from, but only if it is summoned again, and even in this case only after he has spent a year in magical exile.

The mage automatically banishes all creatures with less Hit Dice/Levels than his own level (no ST to resist), while beings with equal or more levels/HD than the mage can attempt a ST vs. Spells to resist the effect; naturally if the victim has a resistance to magic the spell also needs to overcome this to have effect. If the mage knows and speaks its true name, the victim suffers a base penalty of −6 to its ST. Moreover, if the mage while evoking the effect presents to the creature items or substances injurious to or disliked by it (for example garlic against a vampire, holy symbols against demons and so on), this lowers its magic resistance by 5% and imposes a cumulative −2 penalty to the ST for each allergen that is used. If the creature successfully makes his ST, it ignores the order and can remain on the plane.

**Example:** the sorcerer Alannor (20th level) tries to oppose a roaring demon (25 HD) from the outer plane of Pyts that has invaded his city on the Prime Plane. Casting *banish* against it, he shows it a symbol of Koryis, a lawful immortal that the being hates, and scatters in front of himself a flask of holy water as well as cherry flowers (two allergens that the demon fears).

The creature therefore tries to resist the spell, and has a 50% anti-magic aura. Thanks to the three allergens used, its aura is reduced to 35% (50−15), and if the spell is able to overcome this resistance, the demon must make a Saving Throw with a total penalty of −6 due to the three allergens used in the ritual. If the ST fails, the demon vanishes and cannot return to the Prime, unless summoned by another, but only after a year.

**Barrier of Spell Turning**

**School:** Abjuration

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** special

**Effect:** reflect up to 2d6 spells back on their casters

This spell creates a barrier around the mage’s body that reflects 2d6 spells (of any type, arcane or divine) back against those that cast them, leaving the mage undamaged. This barrier doesn’t annul spells (so the mage can continue to evoke them normally), but repels only those spells cast directly against the character or those to an area that affects them, reflecting it against whoever cast it. If two spellcasters are both protected by this barrier and one of them casts a spell at the other, it is instantly annulled and consumes one charge from each barrier.

Only spells evoked by an individual are reflected, while it has no effect against supernatural powers (it doesn’t however protect against the breath of a dragon or gorgon or from a medusa’s gaze, and so on), or those that don’t need concentrate and that aren’t annulled if the concentration ends. Concerning effects evoked by magic wands or other magic items, the barrier isn’t able to reflect such effects.

The barrier continues to exist until it has reflected 2d6 spells, or until it is annulled by its caster or by a *wish*. Even beneficial spells (like *cure wounds* or *haste*) are reflected back at the caster, while spells that affect the area that the mage is in (like *fireball* or *dispel magic*) are centred on their caster. This could in some cases save both the mage and those around him, but if the mage’s enemy is too close and he is in the reflected spell’s area of effect he will be affected even though protected by the barrier (for example if the latter is less than 20 feet from an enemy sorcerer who casts a *fireball*), the mage suffers all the spell’s effects. Finally, it isn’t possible to accumulate two or more *barriers of spell turning* on the same being: until the effects of the first end, the spellcaster cannot cast it a second time.

Magic weapons act normally against the *barrier of spell turning*, and it doesn’t affect spells that aren’t cast directly against the spellcaster (like *haste*, *spell of striking*, *bless,* or *summon monsters*). Spells of enchantment or of mental domination (e.g. *charm*) are reflected back at their caster stunning him for 1 round, but without any other affect.

The effect cannot be made permanent.

**Bastion**

**School:** Abjuration

**Range:** 1,600 feet

**Area of effect:** a structure of max surface 100 ft2 per level

**Duration:** a day every 3 levels

**Effect:** protect a building from damage and intrusion

This potent spell covers a building in hologlyphs of protection that fortify it and make it more resilient and impenetrable. The spell only affects a static structure whose surface isn’t greater than 100 ft2 per mage level (height isn’t important, as the spell protects all the building’s floors). If the construction is too large or if the mage wants it, the spell can be used to just protect a specific part of it (for example a castle wing, a fort’s tower, etc.). Six hours are needed to complete the ceremony that places the glyphs to guard the building, and in the process the mage consumes magical materials equal to 2 g.p. per square foot of affected surface. If the mage is interrupted in some way (injured, stunned, silenced) before the end of the ritual, the spell is wasted, as are all the materials used up to then.

A construction can only receive one application of this spell. The building that benefits from the *bastion* automatically reduces to a quarter all the structural damage it suffers(both magical and natural). Moreover, any spell that alters its structure (like *passwall* or *dissolve*) is totally ineffective against it. As if this isn’t enough, *bastion* places an always active *protection from evil* on the construction, and it has a 50% chance of preventing access by any instantaneous transport spell (*teleport*, *dimension door*, etc.). *Bastion* lasts for one day per 3 mage levels(rounded down) or until the building is destroyed, but it cannot be magically dispelled.

This effect cannot be bound to a *permanency* and can only be cast on a building, not a magic item.

**Bind Extraplanar Creatures**

**School:** Necromancy

**Range:** 240 feet

**Area of Effect:** # of extraplanar HD equal to mage level

**Duration**: 24 hours

**Effect:** outsiders obey the mage

This spell allows the mage to bind to his service for 24 hours any visible extraplanar (doesn’t originate from the mage’s home plane) creature within 240 feet. The being can resist the effect with a successful ST vs. Spells with a penalty equal to the mage’s Charisma modifier (if any).

With a single casting, it is possible to bind a maximum number creature Hit Dice equal to the spellcaster’s level, so it can be used to bind more than one target. The beings that fail the ST must obey any of the subject’s orders, except for suicidal ones, for the effect’s duration, without the latter needing to concentrate to maintain control. The mage has a constant telepathic link with his servants via which he can give orders to and receive the thoughts of the bound creatures. The spell allows him to bind to himself extraplanar beings controlled by others (e.g. creatures summoned with *summon planar ally* or *summon elementals*). The bound beings remain at the mage’s disposition for the effect’s duration or until they are forced to return to where they came from if the spell that summoned them has ended or they were turned or dispelled. In this last case however, the attempt to dispel the magic must be made against the spellcaster’s binding to establish the chance of success.

A *permanency* spell cast on the bound creature makes the binding permanent, but a spellcaster can never exceed the maximum number of Hit Dice of beings bound to himself based on his level: if he wants to bind new ones that exceed the limit he must first release an appropriate number of beings.

**Burning Web**

**School:** Evocation

**Range:** 3 feet per level

**Area of effect:** up to two creatures of medium size or 1 of large size

**Duration:** 2 rounds

**Effect:** create 2 webs that imprison and each causes 9d6 hp (ST for half)

The spellcaster shoots from both his hands a sticky web that hits up to two different targets (if they are visible within 3 feet per caster level) and totally envelops them like a cocoon, imprisoning them without allowing them to do anything to free themselves. In the next round, each web catches fire and burns for the entire round inflicting 9d6 to the trapped victim (ST vs. Spells for half), vanishing at the end of the round.

If both webs are cast on the same being of medium size or smaller, they cause 18d6 hp (with the usual ST for half). If instead the selected target is of larger size, then it is necessary to cast both webs at it for the spell to have effect (and thus the target suffers 18d6 hp, halved with the appropriate ST).

If the webs are destroyed or dispelled before the second round, the victim is no longer imprisoned and is safe from the damage produced by the flames. *Burning web* cannot however be destroyed by burning them, as happens with the normal *web* spell.

Beings linked to fire (like red dragons and fire giants) automatically suffer half damage, and can reduce it to a quarter with a successful ST.

**Calm Water\***

**School:** Transmutation

**Range:** 0

**Area of effect:** 1,200 foot radius

**Duration:** 1 turn per level

**Effect:** calm water within 1,200 feet of the mage

This spell reduces the dimensions of all waves within 1,200 feet of the mage, obtaining a condition of calm seas for its duration. The mage can move on the sea, and the area of calm follows in his steps, although this can shake the ship, given the sudden changes of the sea from very choppy to calm. The mage doesn’t have to continue to concentrate once he has cast the spell to maintain its effect, however an attempt to dispel the spell centred on the mage has the normal chance of success.

The reverse of the spell, ***agitate water***, instead produces very choppy water in the same area of effect, with waves of up to 1 foot high per mage level. This choppiness reduces to ⅓ the speed of shipping in the affected area, and every minute an abnormal wave forms that throws itself against anyone in the area of effect. Anyone hit by this wave suffers 15d6 damage (halved with a successful ST vs. Spells); ships suffer 1d10 Hull Points (halved with a successful ST vs. Destruction). Any creature that fails its ST must also make a ST vs. Paralysis to not faint and die from drowning or from being crushed by the turbulent water. The mage can stop the effects of the choppy water when he wants, which ends the spell. Otherwise the sea remains agitated for 1 turn per level in the area of effect (which remains fixed), and only an attempt to dispel the spell that covers the entire affected area can annul the effects.

**Chain Lightning**

**School:** Evocation

**Range:** 0

**Area of effect:** 30 radius from the target

**Duration:** instantaneous

**Effect:** a lightning bolt causes 1d6 damage per level to 1 victim, and from it springs 1 lightning bolt per level that causes half damage to subjects within 30 feet

This spell creates an electrical charge up to 120 feet long that shoots from the mage’s fingertip and that is directed against a principal target. The lightning bolt automatically strikes the victim (as long as the trajectory between the target and the mage is free) causing it 1d6 points of damage per mage level (a ST vs. Spell is allowed for half damage), and then divides into a maximum number of other charges equal to ⅓ of the spellcaster’s level (rounded down), which can strike any other target within 30 feet of the principal. Each secondary lightning bolt automatically cause half the damage of the primary bolt, and grants each victim a ST vs. Spells for half damage (as long as they can move). It is possible to select any secondary target as long as they are within 30 feet of the principal, each target can only be hit by one lightning bolt and in the same way, each lightning bolt can strike only one target (stopping its course at the moment of impact). The spellcaster can choose to produce less charges than the maximum allowed.

**Charm Plants**

**School:** Enchantment

**Range:** 120 feet

**Area of effect:** plants in a 30×30×30 ft. volume

**Duration:** 6 months

**Effect:** place plants under the spellcaster’s control

Similar in effect to *charm person*, this spell places all the plants and plant monsters present in a volume of 30×30×30 feet (regardless of their Hit Dice) under the mage’s orders; only monsters of the plant type (treant, shrieker, etc.) can avoid the effects with a successful a ST vs. Mental Spells.

The plants under the *charm* all the orders given them by the mage and obey him, as long as it is within their ability to do so (they can obstruct or hold those that pass with their attacks, as for the *entangle spell*, but cannot move, or sense the Alignment of anyone, etc.). They remain subject to the spell for 6 months, or until the spell is magically dispelled, or the onset of winter, when it falls into a deep sleep. This spell is very useful both inside and outside strongholds, especially after a spell of *plant growth*.

This effect cannot be combined with *permanency*.

**Collar of Enslavement**

**School:** Enchantment

**Range:** touch

**Area of effect:** a metal or leather collar

**Duration:** 24 hours

**Effect:** the collar’s wear is enslaved to a master

This spell can only be cast on a metal or leather collar (like those used to mark Thyatian slaves) and the mage must decide on which race of living, sentient beings the collar will affect from the following: animals, humanoids, dragons, magical monsters. If the collar is put on (which is usually only possible if the creature is consenting or immobilised) a creature of the appropriate race (as long as the collar is of an appropriate size) as long as the spell has effect (it lasts for 24 hours from the enchanting of the collar), the latter is totally subservient to the will of the person who put the collar on it (no ST allowed): it obeys to the best of its ability all his orders (even when the commands are suicidal or plainly against the victim’s moral principles), as long as it understands them or they are within the abilities it has been trained in, and it addresses its master with the maximum deference and respect.

Even if the master isn’t present or hasn’t given precise instructions, the victim always tries to serve him in the best way it knows (based on its conscience and common sense); it moreover never tries to free itself of the collar and finds it perfectly normal to obey all its master’s orders. The spell can be ended by physically removing (Strength check with a –4 penalty) or destroying the collar (for example with *disintegrate*), or even if a *dispel magic* is cast on it (in the latter case the still wears the collar, but, as it has lost every magical property, he no longer needs to serve the master).

Note that a victim cannot wear more than a single *collar of enslavement* at a time (the second simply has no effect). Moreover, a person that just wears a *collar of enslavement* is reduced to a pitiful state of mental regression, as if under the effects of a *feeblemind* until the spell ends.

It is possible to prolong the effects of the sorcery beyond the 24 hours simply by casting the spell again on the collar before its duration ends. In this case however, the victim has a chance to free himself of the yoke with a successful ST vs. Mental Spells with a –2 penalty. If the ST doesn’t succeed he must continue to serve the master until he succeeds or the effect ends.

**Collective Mind**

**School:** Divination

**Range:** 120 feet

**Area of effect:** 1 sentient being per level

**Duration:** 1 hour per level

**Effect:** connect the minds of 1 person per level

This spell is able to connect the minds of several creatures and that of the mage. When cast, it can affect up to a maximum of one sentient creature per mage level, which must be within 120 feet of the mage. Creatures that don’t want to be part of the *collective mind* can exclude themselves with a successful a ST vs. Mental Spells.

The connected creatures can speak telepathically between themselves for the spell’s duration, and this can be picked up by all the others as long as they remain on the same plane. As well as thoughts it is also possible to send emotions and sensations (visual, auditory, tactile, olfactory, and taste) which are immediately received, as well as ask questions and automatically perceive the answers in the mind of one of the other connected subjects. It is possible to block the flow of thoughts, emotions, or visions sent by simply concentrating (when he risks being distracted for example), and all the connected subjects instantly know that one of them is avoiding the contact. If another member wants to enter a “block”, the contact happens automatically with no chance of error: the only thing that a subject of the *collective mind* can do is block the information that comes from the other members or that he sends himself, but he cannot object if one of the members actively connects to receive the feelings and emotions. If he actively connects to overcome a block he has to stay focused without doing anything as long as the block isn’t removed or he hasn’t recovered the desired information. In all other cases instead the telepathic connection is automatic and the members of the group can act normally.

This spell has a very dangerous secondary effect: if one member of the collective is struck by a phobia or an effect that affects the mind (i.e. fails his ST) while his mind is open (which means he has actively sent his experience to the others), all those that receive it must make a ST vs. Mental Spells to avoid the same effect also affecting them. However, this communion of thought also gives a consistent advantage to the collective’s members. In fact, if at least two of them simultaneously attack the same target, they benefit from a +2 bonus to their Attack Rolls because of the great existing synchronism.

If someone tries to enter the mind of a member of the collective (*ESP* or *telepathy*), they sense the flow of thoughts of all the other participants in there, and to be able to make sense of this chaos (or to only understand the thoughts of the examined individual, the only one e can approach) requires active concentration without doing anything else and making an Intelligence check for every round of contact with a penalty equal to the number of members of the *collective mind* divided by two (e.g. if the mind contained 10 members, the Intelligence check would have a –5 penalty).

This spell doesn’t allow the drawing of the memories of the connected people (unless one of the subjects consciously sends part of his memories), or allow others to use the memorised spells of one of the other members. Moreover, any spell that shields the mind (like *mental protection* or *mental barrier*) prevents the connection with the other members of the collective as long as the protection is active.

**Control Constructs**

**School:** Necromancy

**Range:** 60 feet

**Area of effect:** up to 1 HD of constructs per level

**Duration:** concentration

**Effect:** control up to 1 HD of constructs per level

Not to be confused with *charm*, this spell allows the mage to control up to 1 HD of constructs for each of his own levels (the type of construct isn’t important, just the number of HD of each) by simple concentration, affecting its lifeforce and spirit. The mage can try to control any construct within 60 feet (provided he can see it), and it can make a ST vs. Spells to escape the control. Even if the ST succeeds, the mage can retry to take control in the following rounds, until the victim fails the Saving Throw or his concentration is broken.

The controlled constructs are always friendly to the mage and obey any of his orders, including suicidal orders, as long as the spell lasts. To give orders to the victim, the mage must simply concentrate for the entire round in which he imparts the command, without being able to attack or cast spells, and can only walk or speak. The mage cannot control more than 3 constructs at a time, and can choose which creatures under his control to free in order to try to control others.

If the construct’s original creator is present and tries to give it an order, the creature becomes confused and each round there is a 50% chance that it follows the orders of either master (as long as the mage continues to overcome the creator’s authority).

When the concentration is broken the effect ends and the victim returns to act according to its normal programming or its own will, and remembers (limited by the construct’s mental ability) the actions it performed under the mage’s control.

This effect cannot be combined with *permanency*.

**Control Gravity**

**School:** Transmutation

**Range:** 90 feet

**Area of effect:** 30×30×30 foot cube

**Duration:** variable

**Effect:** control the force of gravity in the affected area

This spell hits all the items and beings that are in a cube of 30×30×30 feet, within 90 feet of the mage, who has the faculty of deciding how gravity will work in the area. There are three types of possible effect (naturally each excludes the others) for this spell: *zero gravity*, *hypergravity*, and *reverse gravity*.

***Zero gravity*:**the effect reduces the gravity in the area to zero for a period of 1 round per mage level (but can be magically dispelled earlier). Anyone entering the area is subject to the annulled force of gravity and begins to float in midair and cannot move except rotate on the same spot. Anyone attempting to move can only do so with a Dexterity check by throwing items in the opposite direction to that desired, and receives a –4 penalty to Initiative and a –2 penalty to Attacks and ST to avoid effects as long as they remain in the area. Subjects with the general skill *Aerial combat* can interact better with the effects of zero gravity, while flying creatures are able to act normally (ignoring the penalty) by making a Dexterity check each round.

***Reverse gravity*:**the effect reverses the gravity within the area and make “fall” those that aren’t anchored to the ground in the opposite direction to the normal force of gravity for 3 seconds (instantaneous effect), making them “fall” for a maximum of 140 feet, then the gravity returns to normal; it isn’t possible to oppose this effect with a ST. Victims that encounter a ceiling or another obstacle suffer 1d6 points of damage for every 10 feet of “fall”, and as at the end of 3 seconds the gravity returns to normal, the victims fall again, this time in the opposite direction, and suffer the same amount of falling damage, while fragile items (ceramics, pottery, glass)break on impact. Even flying creatures in the area suffer the effects of this inversion, but unlike others they can avoid it with a Dexterity check at –4. If cast on a place without gravity, it is totally useless.

**Example:** a mage casts the spell against a group of 13 feet tall giants, in a place 30 feet high. The giants “fall” up to the ceiling and then rebound to the earth, suffering a total of 6d6 points of damage, as they have fallen a total of 60 feet. If the ceiling had been 20 feet high, they would have only suffered 4d6 points of damage, travelling for 40 feet.

Table 2.12 gives the falling speed of any body, and the distance it covers each round, remembering that after 20 rounds it has reached terminal velocity, or the maximum possible falling speed: from that moment, each round (10 seconds) the falling speed of the body remains constant (120 mph, or 3,000 feet per round). For every 10 feet fallen, a body suffers 1d6 points of damage, up to a maximum of 20d6. If a body falls over 300 feet, it automatically suffers maximum damage (120 hp) and a critical hit on impact (if using this rule) and must make a ST vs. Death Ray to avoid instantaneous death, with a cumulative –1 penalty for every 150 feet travelled after the first 300 feet; If the ST succeeds, it is however stunned for 1 turn if it still has more than 10 Hit Points, otherwise it passes out for 1d10 minutes.

**Table 2.12: Falling bodies**

|  |  |  |
| --- | --- | --- |
| **Duration of fall** | **Velocity reached ft./s [mph]** | **Total distance fallen** |
| 1 sec | 32 [22⅓] | 15 ft. |
| 2 sec | 63 [42¼] | 62 ft. |
| 3 sec | 90 [60¼] | 138 ft. |
| 4 sec | 108 [74] | 236 ft. |
| 5 sec | 130 [87] | 354 ft. |
| 6 sec | 141 [96⅓] | 489 ft. |
| 7 sec | 151 [103] | 637 ft. |
| 8 sec | 158 [108] | 791 ft. |
| 9 sec | 164 [112] | 951 ft. |
| 10 sec | 167 [114] | 1,115 ft. |
| 11 sec | 171 [116] | 1,286 ft. |
| 12 sec | 171 [116] | 1,457 ft. |
| 13 sec | 174 [118] | 1,627 ft. |
| 14 sec | 174 [118] | 1,801 ft. |
| 15 sec | 174 [118] | 1,975 ft. |
| 16 sec | 174 [118] | 2,156 ft. |
| 17 sec | 174 [118] | 2,323 ft. |
| 18 sec | 174[118] | 2,497 ft. |
| 19 sec | 177 [120] | 2,674 ft. |
| 20 sec | 177 [120] | 2,851 ft. |
| … | … | 177 ft./sec |

***Hypergravity*:**the effect hugely increases the force of gravity within the area for a period of 1 round per mage level (but can be magically dispelled earlier). Anyone within the area is subject to the increased gravity and has the following limitations based on their Strength bonus:

* +0 or negative: subject completely immobilised (cannot even speak).
* +1: partial mobility. Running impossible, movement reduced to ⅓, –4 penalty to Attacks, damage, and ST that involve avoidable effects; Strength and Dexterity reduced by 4 points; Strength check needed to speak or cast spells.
* +2: subject slowed. Movement halved running impossible, –3 penalty to Attacks, damage, and ST that involve avoidable effects; Strength and Dexterity reduced by 3 points; Strength check needed to speak or cast spells.
* +3: subject hampered. Movement halved –2 penalty to Attacks, damage, and ST that involve avoidable effects; Strength and Dexterity reduced by 2 points.
* +4: subject annoyed. Movement reduced by ⅓, –1 penalty to Attacks, damage, and ST that involve avoidable effects; Strength and Dexterity reduced by 1 point.

Those with a Strength bonus of +5 or higher aren’t affected by the area of *hypergravity*, as are all incorporeal creatures (they are immune to this spell as they aren’t subject to the force of gravity).

**Control Weather**

**School:** Transmutation

**Range:** 2 miles

**Area of effect:** ½-mile radius

**Duration:** concentration

**Effect:** alter the weather conditions within ½ mile

This spell allows the spellcaster the weather conditions in a ½ mile radius within 2 miles of him, selecting the specific type and maintain or varying it as he pleases, as long as he continues to concentrate (which means he can only move at walking speed and speak slowly), and the area of effect moves with him. The weather conditions affect all living creatures within the indicated area, including the mage. The types of weather conditions that can be evoked are the following:

*Good weather*: annul the bad weather (rain, snow, fog), but not the secondary effects (e.g. mud).

*Sultry heat*: movement halved. Dries excess humidity (rain, snow, mud).

*Fog*: visibility reduced to 20 feet (or to 10 feet at night, even with infravision) and movement halved. Those surrounded by fog cannot orientate themselves and can become lost.

*Snow*: visibility reduced to 40 feet (or less at night) and movement halved. The surface of rivers and stream can be covered in a layer of ice. When the snow melts, the ground remains covered by mud and the movement continues to apply until the earth dries out.

*Rain*: all Attacks Rolls by ranged weapons suffer –2 penalty. After 3 turns, the ground surface is covered in mud, halving normal speed.

*Storm*: this looses a storm with lightning bolts, winds in excess of 40 mph, and driving rain that prevents anyone from continuing. There is moreover a 5% chance (1 on 1d20) that each round a lightning bolt strikes a creature that is outside causing 6d6 damage, halved with a successful ST vs. Dragon Breath (the mage cannot however control this effect in any way and can indeed be a victim).

*Tornado*: creates a whirlwind under the mage’s control, which attacks and moves as a 14 HD Air Elemental. At sea, the tornado creates a waterspout.

*Intense wind*: winds with a force of greater than 50 mph, impossible to use ranged weapons and flight, movement is halved. At sea, increase the speed of sailing ships by 50%.

In deserts, it creates sandstorms that reduce movement to a third and visibility to 10 feet.

**Create Normal Monsters**

**School:** Conjuration

**Range:** 30 feet

**Area of effect:** 1 HD of monsters per level

**Duration:** 6 turns

**Effect:** creates 1 HD per level of normal beings

This spell is able to create 1 HD per mage level of normal monsters (seen at least once and not invented), which materialise within 30 feet. They understand their creator’s orders and blindly obey them to the best of their ability, which are always those of a typical adult of that species. The creatures appear with their race’s standard equipment, including weapons and armour (based on their description in the *Rules Cyclopedia*), and vanish at the end of 6 turns, or if killed or magically dispelled. If subjected to a *permanency*, their characteristics remain fixed as does their age: they don’t age, progress in levels, or have their original memories, but they still, however, need nutriment.

The spellcaster can decide what type or types of creature appears, choosing from all those without magical abilities or special defensive or offensive powers (those beings whose number of HD, in their description, it accompanied by one or more), but cannot create demihumans, outsiders, dragons, undead, and constructs. Beings with 1-1 HD are worth 1 Hit Dice, and those with ½ HD or less, are worth ½.

**Example:** a 15th level mage could create 30 giant bats or kobolds (all with ½ HD), 15 goblins or orcs, (with 1 HD each), 7 gnolls (1 HD), 5 boars (3 HD each), 3 black bears or giant weasels (with 4 DV HD each), or 4 rats (½ HD each), 2 boars (both 3 HD), a 4 HD panther, and 3 1 HD orcs (for a total of 15 HD).

Defeating magically summoned or controlled creatures don’t grant the xp associated with them until whoever summoned them is also defeated.

This effect cannot be made permanent.

**Dance**

**School:** Enchantment

**Range:** touch

**Area of effect:** a creature

**Duration:** 3 or more rounds

**Effect:** the victim begins to dance without stopping

When casting this spell, the mage must touch a victim (normal Attack without armour bonus, but only bonuses from magic, Dexterity, shields, or weapon mastery), who suddenly begins to sing at the top of his voice and skip from one place to another, as if mad, with no Saving Throw to avoid it. For the spell’s duration the victim cannot attack, concentrate to cast spells, use spell-like abilities, flee or direct his movement (he can move as long as he remains within a 5 feet radius), use magic items or shields, and all his ST and AC suffer a –4 penalty. The duration of *dance* is equal to 1 round per 5 caster levels (rounded down): 3 rounds from 15th to 19th level, 4 rounds from 20th to 24th level, 5 rounds from 25th to 29th level, 6 rounds from 30th to 34th level, and 7 rounds from 35th level.

**Demand**

**School:** Enchantment

**Range:** same plane

**Area of effect:** a creature

**Duration:** special

**Effect:** send a message with a command

This spell allows the mage to send a telepathic message containing 1 order to a creature that he has seen at least once and that is on the same plane. The mage must concentrate for 10 minutes reciting the formula of the ritual and to send his message, which however contains a command similar to the *suggestion* spell.

The recipient can make a ST vs. Mental Spells at –4 to escape the *suggestion’s* effects, although he can listen to the message and then decide to follow the instructions or not. If however the ST fails, he is obliged to act according to the *suggestion* to the best of his ability. The sent message is always understood even by beings with an Intelligence of 1, as long as the instructions are easy enough to follow based on the subject’s mental and physical skills. If the circumstances to activate the *suggestion* aren’t met when the message arrives, the *suggestion* has no effect. If the message is a question, the creature quickly answers mentally and the mage receives a clear answer. If the target is in front of the mage when he casts the spell, he cannot oppose the *suggestion* (no ST).

**Dimensional Refuge\***

**School:** Conjuration

**Range:** touch

**Area of effect:** an object

**Duration:** special

**Effect:** create a mini-dimension in which to hide; reverse create a dimensional prison

While casting this spell, the mage must touch any object of small or tiny size (maximum 50 cn). At this point, a small door appears on the object, and if the secret word (which the mage immediately knows) is while touching the small door, the individual that does so is drawn into the object and transported to a completely closed alternative mini-dimension. Within this dimension there is a house-like building, with maximum dimensions equal to those of cube with 3 feet sides per 2 mage levels (arranged to his liking when he creates the *refuge*, on a maximum of 3 floors.). In the mini-dimension there is breathable air for 24 hours, plus another 24 hours for every 9 mages levels (rounded down) and the temperature remains a constant 20°C, the air is always fresh and clean unless affected magically (like with *stinking cloud*).

The house is furnished with candles, normal weapons and shields appear on the walls, furniture (tables, beds, and seats), food and pure water sufficient for one person for a day per mage level. All the objects are absolutely ordinary and can be used normally, but cannot be taken out of the dwelling.

There is no limit to the time spent in the dimension, as long as the mage (or his companions) is able to create air, food, and water with the appropriate spells to sustain those inside once those provided are exhausted. The dwelling has no doors or windows, and from the inside is indestructible. The only way to enter it is to know the command word, and have the mage’s permission if is already inside it. The only ways to leave it are through a *wish*, or by speaking the counter command word, which makes the subject, wherever it is (a *gate* is not enough).

When the first individual to enter leaves, the spell ends, and all the creatures in the *refuge* appear close to the container. If the spell is cast again, the dwelling created is different to the previous one, and any item left behind in the first *refuge* is lost forever.

When the spell is created, the catalyst rests where it is, and can never be taken into the house (it cannot enter itself!). It irradiates an intense magic aura, and if it is destroyed physically or through *disjunction* (*dispel magic* has no effect), the creatures inside are held forever in the mini dimension, unless a *wish* is used to free them.

The reverse spell, ***dimensional prison***, is cast on a non-magical object, which however must be of at least medium size and commonly used. No symbol appears on it, although magical detections can reveal its enchanted nature. Any being of equal or smaller size of the object that touches its surface (including the mage) is irrevocably drawn inside it, and ends up in a dimension, which is totally devoid of matter, a simple spirit that wanders in a small prison universe.

The object can hold up to 20 prisoners, which don’t age or need food or rest whilst inside it, but cannot do anything, except to send cries and try to speak with anyone staring at the object for more than a round (he hears it voice in his mind). All the prisoners are instantly freed if the object is physically destroyed, otherwise its effects vanish after 1 day per mage level, freeing the prisoners and rendering the object normal again.

This effect cannot be combined with *permanency*.

**Dimensional Shield**

**School:** Abjuration

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 round per level

**Effect:** surround the mage with a barrier the distorts reality to avoid damage

This spell allows the mage to distort reality around himself to protect him from his adversaries’ attacks. The spell surrounds the mage with a barrier 1-foot distance from his body, which completely envelops him and moves with him. The shield distorts the special properties around the character, so that any weapon directed at the mage that comes in to contact with the shield is immediately teleporting it to the opposite side, without it encountering the mage’s body in any way. The protection offered by the *dimensional shield* also works against attacks with natural weapons, as well as melee and ranged weapons. Simply, the weapon or the body part that tries to strike the mage passes through the shield and appears on its opposite side.

In regard to spells, *dimensional shield* protects from all those that have a physical manifestation (e.g.: *magic missile*, *sword*, various rays), but it is absolutely ineffective against those that are immaterial or that affect the mind or cause alterations (e.g.: *disintegration*, various words, symbols, *finger of death*, *teleport*, etc.).

*Dimensional shield* has just two limitations: firstly, the mage cannot pass through it with his own weapons or with any form of energy that originates from his body (so he cannot make melee attacks), although he can use all the spells at his disposal (as long as they aren’t touch spells or that creates energy that leaves the mage’s body). Secondly, the shield is ineffective if it comes into contact with items, creatures, or spells that have a larger volume than the mage (e.g.: if the mage tries to cross a mountain, or fall to the ground, or is trampled by an elephant, or is struck by a *fireball* or *lightning bolt*, he suffers the damage derived from all of them and the shield is ineffective).

**Duplicate Spell**

**School:** Evocation

**Range:** 120 feet

**Area of effect:** a spell

**Duration:** 6 rounds

**Effect:** copy a spell seen of 1st-6th level

With this spell the mage acquires the ability to cast spells of any type (even divine), as long as the source he is using is within a 120 feet radius, the spell effect is visible, and is a maximum of 6th level. The mage is able to duplicate the energy of the original spell and use it himself, reproducing the spell according to his will and using his own statistics to determine any of the spell’s variables.

The intention to copy the spell must be made in the round in which it was cast (it is a free action that doesn’t require concentration, only the will to do it) and it is released in the same round (if the mage hasn’t already acted, the operation is equivalent to casting a spell and requires concentration) or at the top of the next round, otherwise the magical energy dissipates. The ability to copy spells lasts for 1 minute (6 rounds) unless it is dispelled earlier, and therefore always the coping and reuse of up to 6 “free” spells.

This effect cannot be made permanent or combined with *permanency*.

**Enchanted Vessel**

**School:** Transmutation

**Range:** 100 feet

**Area of effect:** mass of wood weighing at least 200 lb.

**Duration:** 1 hour per level

**Effect:** transform a mass of wood into a vessel

This spell allows the spellcaster to transform a mass of wood of at least 200 lbs. weight present within the area of effect in to a vessel suited to river or ocean navigation, which remains in this form for a maximum period of 1 hour per mage level. It isn’t necessary that the mass of wood is unique: it can be gathered from different bunches or pieces of wood and stacked until the required weight is achieved. Once transformed, the vessel’s maximum size (it is naturally possible to create smaller ships) and other associated values depend on the mage’s level:

**Table 2.13: Statistics of the Enchanted Vessel**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Lvl.** | **Size** | **AC** | **SP** | **MF** | **Cargo\*** |
| 15-20 | L | 7 | 5 | 3 | 10,000 |
| 21-25 | H | 6 | 10 | 1 | 25,000 |
| 26-30 | G | 5 | 20 | ½ | 50,000 |
| 31-35 | G | 5 | 30 | 1/5 | 100,000 |
| 36 | G | 4 | 40 | 1/5 | 200,000 |

\*cargo is in coins, which determines the maximum number of passengers (based on their encumbrance).

As long as he concentrates and remains on the vessel moreover, the mage is able to manoeuvre the boat alone, making the rudder, sails, and cordage move to his will. Otherwise, the vessel needs a normal crew to be handled (equal to half the SP), but already as all the necessary equipment, except for weaponry which isn’t supplied.

The *enchanted vessel* isdeemed a common ship and can be damaged normally. *Dispel magic* or an *anti-magic ray* cannot destroy it and doesn’t produce any effect if it doesn’t cover the entire volume occupied by the ship, while a *disjunction* returns it to its original state. Moreover, at the end of the duration, the vessel disappears and returns to its original form, and unless the same spell is recast on the boat before the spell’s end anything or creature on board falls into the middle of a mass of wood (and risks sinking).

This effect cannot be made permanent.

**Energy Drain**

**School:** Necromancy

**Range:** touch

**Area of effect:** a living creature

**Duration:** special

**Effect:** suck in life energy to heal self

Once he casts this spell, the mage’s hands retain the power for 6 rounds (1 minute), during which he must touch a living creature (normal Attack): with the first successful attempt, the mage absorbs from the victim 1 hp per level (ST vs. Spells for half damage), and the spell ends. The drained hp are acquired by the mage who gains them permanently (cannot be dispelled, as if it was a magical cure). If they exceed his maximum limit, the excess hp remain for 1 turn, after which they disappear (if the mage hasn’t already lost them because of new injuries or if they are annulled by a *dispel magic*, which only affects the excess hp). The mage cannot gain more excess hp than a third of his total (i.e. a mage with 60 hit points cannot have more than 20 excess hp): any other applications simply drain the victim but don’t augment the mage’s Hit Points.

The victim can only recover the hp lost to *energy drain* via magical cures, and it is only effective against living creatures (excluding elementals and non-sentient plants). As usual the spell is ineffective against individuals protected by an anti-magic area. If the victim dies because of the *energy drain* and a *destroy evil* (or a spell that prevents his return from the grave)isn’t cast on his body after 4 hours his soul animates as an undead spectre: it acts as if pushed by evil purposes and hungers for life energy.

This effect cannot be made permanent.

**Explosive Cloud**

**School:** Conjuration

**Range:** 3 feet

**Area of effect:** 30 foot wide, 20-foot high cloud

**Duration:** 6 turns

**Effect:** create a wandering poisonous cloud

This spell creates a cloud of swamp gas similar in appearance to the 5th level *cloudkill*: it is a greenish colour, 20 feet high, and 30 feet in diameter, which appears three feet from the mage and can be directed at his liking, moving at a speed of 20 feet per round. Anyone inside it must make a ST vs. Poison each round and if they fail are paralysed for the entire round.

The cloud is full of sparkling lights (only visible from within), which are, in reality, small explosions of energy, which damage those inside the cloud, with no Saving Throw to reduce the damage. The explosions inflict 1 point of damage for every two mage levels, rounded down (for example, 9 hp if the mage is 18th or 19th level, 10 if of 20th or 21st, etc.), to each being present, even if immune to fire, gas, or electricity.

**Fireball, Delayed Action**

**School:** Evocation

**Range:** 240 feet

**Area of effect:** 20 ft. radius sphere

**Duration:** special

**Effect:** 40 ft. diameter fireball that explodes after a delay, causing 1d6 hp per level

This peculiar spell creates a small pebble, from which springs a 60 feet diameter *fireball* after a certain number of rounds from between 0 (instantaneous) and 60, decided by the mage. The pebble can be created within 240 feet in a place the mage can see, and can be carried without danger until the established number of rounds has elapsed: only then does it explode causing 1d6 points of damage per mage level (max 20d6) to anyone within its area of effect; the victims can halve the damage with a successful ST vs. Spells.

Once the time of the explosion is fixed, it cannot be modified in any way, other than by a *wish*. The created pebble appears as a normal object: only a *detect magic* can reveal its true nature. Being a magical creation, it can be destroyed with *dispel magic*, or temporarily annulled in an anti-magic area; if the spell’s detonation time elapses while the pebble is in the area of anti-magic, then the spell is wasted.

**Greater Polymorph**

**School:** Transmutation

**Range:** 240 feet

**Area of effect:** an object, plant, or being

**Duration:** permanent

**Effect:** change to form of an object or creature

This spell is similar to *polymorph others* (of 4th level), except that it effects any living being and on targets made of wood or natural materials (if the object is part of a whole, for example a section of wall, it can only transform a volume of 1,000 cubic feet). Metallic alloys (bronze, brass, steel, etc.) aren’t affected by the spell. The effects can be avoided by sentient creatures with a ST vs. Spells with a –4 penalty.

The transformation is always permanent, as for the *polymorph others* spell, although it can be magically dispelled. The objects or victims can only be transformed into objects or creatures of their own kingdom (Animal, Vegetable, or Mineral), and this process doesn’t make the beings automatically friendly to the mage (for example, a rabbit transformed into a human could be hostile, and a humanoid transformed into an animal or monster behaves according to its animal instincts).

The spell doesn’t the age of any being to be modified, or its Hit Points or personal characteristics, and the rest have the same limitations and details as *polymorph others*.

**Hallucinatory Nightmare**

**School:** Illusion

**Range:** 90 feet

**Area of effect:** 30 foot sided cube

**Duration:** 1d6+1 hours

**Effect:** an illusion provokes partially real wounds

Via this spell, the mage creates a powerful version of *phantasmal force* by reaching into the dimension of nightmares and shadow to materialise the fears of the victims. When the spell is cast, all those in the area of effect see indistinct, floating apparitions form from shadow and emanate an aura of atavistic terror. There is always a spectral figure for each victim, and it just exclusively concentrates on its own target and is uninterested in the others, until the victim succumbs or flees the area of the nightmare, in which case its specific manifestation vanishes. The spectres take the semblance of what each victim fears the most, and only they see it in this way.

Each shadow attacks its own target with the mage’s THAC0, and if successful causes 1d10 points of damage. If the victim dies because of this damage, after 1d10 turns it must make a ST vs. Mental Spells: if successful, it awakes with 1d10 less hp (minimum 1 hp) and knows it was the victim of an illusion; otherwise, it indeed suffers half of the hp caused by the nightmare when it awakes.

If the *hallucinatory nightmare* is still active when the victim awakes, it understands that it is a simple illusion if it made its ST and becomes immune to the effects of that spell, otherwise it is convinced that the shadow can indeed harm it, and continues to apply the conditions listed above.

The *hallucinatory nightmare* notonly functions against any victims present in its area of effect when the spell is cast, but also against any creatures with a minimum Intelligence (at least 3 points, so animals and oozes are excluded) that enter its field until it ends.

The moment a victim leaves the spell’s area of effect, it stops tormenting him, although it resumes if he re-enters the area. The nightmare can be magically dispelled with the normal chances, and also acts on blind creatures by stimulating the other senses (taste, hearing, and smell).

**Heroism**

**School:** Transmutation

**Range:** 240 feet

**Area of effect:** 1 creature per level

**Duration:** 1 turn per level

**Effect:** improve the HD/Lev of the affected creatures

This potent spell only affects demihumans, humans, and humanoids that aren’t spellcasters (i.e. cannot cast arcane or divine spells). It allows up to 1 creature per mage level to gain additional levels and/or Hit Dice based on their normal level, provided that they are within 240 feet and visible when the mage casts the spell. Multiple applications of this spell on the same subjects have no effect (the benefits aren’t cumulative).

For the spell’s duration (or until it is magically dispelled), the affected creatures gain Hit Dice (and the corresponding Hit Points), improving their THAC0 and level based abilities, as if they were one or two levels higher than their normal level (see table 2.11). Damage suffered by creatures affected by this spell are subtracted first from the magically gained Hit Points; a similar thing happens if the creatures are subjected to level drain.

**Table 2.11: Effects of *Heroism***

|  |  |
| --- | --- |
| ***Creature Level*** | ***Heroism Effect*** |
| Normal Man | Become 4th-level Fighter |
| Level (HD) 1-3 | Gain 3 levels or HD |
| Level (HD) 4-7 | Gain 2 levels or HD |
| Level (HD) 8-10 | Gain 1 level or HD |
| Level (HD) 11+ | No effect |

**Invisibility Purge**

**School:** Abjuration

**Range:** 240 feet

**Area of effect:** 40 foot sided cube

**Duration:** instantaneous

**Effect:** make beings and things visible in the area of effect

This spell makes visible all the invisible beings and objects in a volume of 40 foot a side within range, which cannot again become invisible for at least a turn.

**Ironform**

**School:** Conjuration

**Range:** 0

**Area of effect:** max volume of 108 ft3 of iron

**Duration:** permanent

**Effect:** create up to 108 ft3 of iron

This spell creates iron to a maximum volume of 108 cubic feet, whose linear measurements can vary according to the mage’s will (a 4-inch thick, 32×10 ft. wall, or a 15 ft. tall and 1½ feet wide). The spell works in the same way as *woodform*, with all the specifics described for that spell, bur creates items of iron without moving parts.

Moreover, unlike *wall of iron*, the metal created with this spell doesn’t need to be positioned vertically (it can be a bridge, or a floor, not necessarily a vertical wall).

An iron structure created with this spell has AC 4 and 1 Structural Point for every 36 cubic feet (or the Hit Points of large constructions, see the sections *Enchanting large constructions* and *Structural Points* in Volume 3), or Damage Points appropriate to the object’s size (see *Damage Points of Objects* in Volume 3 for clarification).

**Lore**

**School:** Divination

**Range:** special

**Area of effect:** a place, object, or person

**Duration:** permanent

**Effect:** reveal information on place, object, or person

This spell allows the mage to learn about objects, places, and people. If the mage touches the item, place, or person that he wants to learn about when casting the spell, then he acquires the information immediately. If instead the spell’s target isn’t to hand, the process of acquiring the information is much slower, needing 1d100 days. It is necessary to emphasise that the mage doesn’t have to continue to concentrate until he has gained the information: the spell works automatically to bring the requested answer to the mage’s mind, who can do other things in the meantime and once the information is in his mind it remains there forever.

The information sought is limited to a certain type: exact location (if it is an item, place, or person that isn’t present), details regarding specific past events that happened in a certain place or to a certain individual/item (it isn’t possible to know the entire history of a target, but only the specific events requested by the mage), magical powers or weak points of an item/person (all are revealed simultaneously), beneficial or detrimental magical characteristics of a place, age, alignment, or class of an individual, location of a hidden passage or a precise room in a certain place, and so on. It is up to the DM to establish what information can be precise and clear, based on the formulated question and the importance of the information, remembering that some spells can prevent the divination, this has the ability to acquire information on shielded people, thing, or places.

**Mage Armour**

**School:** Abjuration

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 minute per level

**Effect:** spellcaster becomes immune to normal weapons

The mage’s body is surrounded by a barrier of force that prevents any non-magical weapon of any size and unarmed attacks of non-magical creatures from wounding him. For the spell’s entire duration he becomes totally immune to non-magical weapons (including silver weapons), and they rebound from his skin without causing any damage. Note that this spell doesn’t protect the mage from damage caused by natural elements like fire, ice, and gas, but only and exclusively from wounds inflicted by normal weapons and natural weapons (claws, bites, etc.) of any form and size.

Moreover, creatures that can only be hit with magic weapons can injure the mage, as they are considered as attacks with the same bonus needed to affect them (for example, a gargoyle, which can only be injured by +1 weapons, strikes as if a +1 weapon). Similarly particularly powerful (with 8 HD or more) or magical (with magical powers or immunities, like dragons or constructs) creatures have natural attacks that are considered magical.

This effect cannot be combined with *permanency*.

**Magic Drain**

**School:** Enchantment

**Range:** 60 feet

**Area of effect:** an arcane or divine spellcaster

**Duration:** instantaneous

**Effect:** victim loses magic which the mage gains

This feared spell only affects spellcasters (arcane or divine) reaching into their memory or spiritual energy to draw away their magic, but is ineffective against beings with supernatural powers similar to spells (like nightshades, ghosts, etc.). The spell is directed against a visible victim within 60 feet, which is forced to make a ST vs. Mental Spells: if it fails all the memorised spell of a spell level chosen by the mage (or 1/5 of its current Magic Points) vanish as if they had been used (he only recovers them after a night of rest and study or meditation), while the mage regains a number of spell levels (or MP) distributed to his liking equal to half the spell levels lost. If the ST succeeds, the victim however forgets 7 spell levels (e.g. 2 3rd level and 1st level or 1 7th level spell, etc.) but the mage doesn’t gain.

**Magical Double**

**School:** Conjuration

**Range:** 120 feet

**Area of effect:** an inanimate object

**Duration:** permanent

**Effect:** create new duplicates of an object

This potent spell allows the duplication of any normal item on which it is cast. The item to be reproduced cannot weigh more than 10 cn (1 pound) per mage level (to a maximum of 360 cn at 36th level, or 36 pounds), neither can its value exceed 1,000 g.p. per mage level, and the maximum number of duplicates is equal to half the mage’s level (for a maximum of 18 at 36th level, but the mage can also decide to create less). Each duplicates is created an hour after casting the spell, and it is necessary that the item isn’t handled until the all the desired duplicates have been created; if the item is touched earlier, the effect stops and the duplication ends.

The duplicates are identical to the original, with the same properties and defects, although in the case of common items, each duplication is of proportionally lesser value to the original item’s true value. The mage must also sacrifice part of his energy to create the matter from nothing: as such, he loses a number of xp equal to double the value in gold pieces of each duplicate every time that he creates one (for example if he wants to create three duplicates of a crown worth 30,000 gold pieces, he must sacrifice 60,000 xp to obtain three crowns each worth 10,000 g.p.); the rule of xp loss is also applied to any use of an item enchanted with this power.

If instead the spell is cast on a magic item without a bonus but with charges (like any staff or wand, or a *ring of safety*), it draws power from the item and divides it into two identical items with less power, without drawing on the mage’s energy. Each item has half the charges as the original (rounded down) and remains permanently separated from its double (to all effect they are two distinct magic items, whose maximum number of charges is equal to half those of the original).

If finally it is cast on an item with a bonus (like a *+3 sword* or a *+2 ring*), the two items each get half of its bonus (rounded down), and each of them can be successively divided with the same procedure as long as they each have a +1 bonus (+1 items cannot be divided). The items remain in this form until they are reunited with a special command: when the primary item has been, the spell ends and the item cannot be divided again until a new *magical double* is cast on it.

No magic item of any type or artefact can be duplicated with this spell, and the items created cannot be magically dispelled.

**Mass Invisibility**

**School:** Illusion

**Range:** 240 feet

**Area of effect:** 40 foot sided square area

**Duration:** special

**Effect:** make beings and things invisible within the area of effect

This spell renders invisible (as the 2nd level spell) all the beings (with related equipment) or constructions that are within a square area of 40 ft. sides within 240 feet of the mage. After the spell is cast, the beings can independently leave the area without becoming visible as long as they don’t attack (which causes them to become visible) or the spell is dispelled; however, being invisible, they cannot see each other, unless they are imbued with an appropriate spell. Any container made invisible also hides its contents from sight, so if a building is made invisible, all those inside it cannot be detected unless they leave it.

**Mirror of the Past**

**School:** Divination

**Range:** touch

**Area of effect:** a reflecting surface

**Duration:** 1 turn

**Effect:** show a scene from the past

When uttering this spell, the mage must touch a reflective surface (a pool of water, a mirror, a glass, etc.), then indicate a past event that he wants to see and the surface shows him exactly the desired event. The spell however has some limitations:

* the event must have happened no more than 20 years per mage level ago or during his life (the better of the two options);
* must be about a specific event (for example the death of King Lucinius or the Battle of Kurdal Pass);
* the event must have happened on the world where the mage is.

If even one of these conditions isn’t met, the spell has no effect. If instead they are all met, there is a 50% chance that *mirror of the past* shows the requested event, modified as follows (cumulative percentages):

* +20% if the mage was involved in the event;
* +15% if the event is well documented;
* +10% if the event happened during the mage’s life;
* +5% if the spellcaster has some information;
* +5% if the mage’s Intelligence is at least 16;
* +5% if the mage’s Wisdom is at least 16;
* −10% for each failed attempt already made.

If the spellcaster is able to correctly watch an event for the first time, he can recall the event in the future with no chance of error by using this spell. *Mirror of the past* shows the event from a good angle (distance of 3 to 12 feet from the main character or with an aerial view if it is a vast area), with the same conditions of visibility present at that moment (so if the scene happened at night it could be difficult to pick out details) and continues to show the same scene for the spell’s entire duration. It isn’t possible to interact with the scene in any way or cast spells through the *mirror*.

If the surface is disturbed or destroyed while the vision is active, the spell ends.

This effect cannot be combined with *permanency*.

**Necromantic Frenzy**

**School:** Necromancy

**Range:** 0

**Area of effect:** 40-foot radius sphere

**Duration:** 1 round per level

**Effect:** undead fight with greater effect

This spell only affects undead within 60 feet of the mage when the spell is cast. The spell is able to effect 1 HD of skeletons or zombies per mage level, or a single undead of any other species with maximum HD equal to double the mage’s level. Skeletons and zombies are automatically affected by the spell, while any other undead can make a ST vs. Spells to resist the spell.

Those affected by the *necromantic frenzy* become dominated by the spellcaster, obey all his orders, and as long as they remain in the area of effect and the spell is active gain the mage’s natural THAC0 (if it is better than their own) and move and attack as if under the effects of the *haste* spell. The *necromantic frenzy*, however, causes the undead to rapidly decay: they suffer 1 point of damage per round and if they drop below zero incorporeal undead vanish, while those with physical bodies (like skeletons, zombies, ghouls, etc.) crumble away, giving rise to a toxic black dust that poisons living creatures within 10 feet (all the victims suffer 2d6 points of damage, but can make a ST vs. Poison for half damage).

Creatures of great power (like vampires and mummies) aren’t eternally destroyed, bur regenerate in the characteristic ways of their nature.

**Necromantic Fusion**

**School:** Necromancy

**Range:** touch

**Area of effect:** an undead or corpse

**Duration:** 1 turn per level

**Effect:** enter a dead body and possess it

The mage takes possession of a humanoid corpse or the body of an undead, dominating it. If he takes possession of a corpse, he can act exactly as if using the *corpse possession* spell, but can also cast his own spells from the possessed body. If he wants to dominate an undead, if it has an Intelligence of higher than 5 it is allowed a ST vs. Spells to resist the effect, but if the ST fails or the victim is an undead with little intelligence (the majority of zombies, skeletons, and ghouls) then the mage’s lifeforce enters the victim’s body and totally controls it. The mage keeps his Intelligence, Wisdom, and Charisma scores, and can use any physical or innate magical ability of the undead, except any spell memorised by the latter or by the mage. During the fusion, the mage’s body remains in a comatose state and can be injured normally. The mage can move as far from his body as he likes, provided he remains on the same plane: if this condition isn’t met, the spell ends instantly and the mage’s spirit returns to his body, and the same happens if the spell on the undead’s body is dispelled.

Sharing the body with the undead’s spirit, the mage is placed under a constant pressure by the creature trying to regain control of its body. As such, each hour that passes after the start of the spell, the mage is forced to make an opposed Spiritual Strength test to maintain the. Each rolls 1d20 and add the sum of Intelligence, Wisdom, and Charisma to it: the highest result wins. When the mage fails the test, the spell is broken and his spirit returns to his body assaulted by terrifying and nefarious visions induced by the undead’s mind. In this he needs to make a ST vs. Mental Spells; if he fails, the individual is overcome by a homicidal rage for 1d6 turns, in constant search of victims to massacre and eat. If the ST was a natural, the mage is struck by a permanent form of *feeblemind*, until it is cured in an adequate manner.

**Planar Movement**

**School:** Conjuration

**Range:** touch

**Area of effect:** spellcaster + 1 creature every 4 levels

**Duration:** instantaneous

**Effect:** allow them to move through the planes

This spell allows the spellcaster to transport himself plus one creature for every four levels (rounded down) to any other plane of existence. When casting the spell, the spellcaster must touch or be touching any other creature he wants to travel with him, but creatures that don’t want to be moved can avoid the planar transition with a successful ST vs. Spells.

The spellcaster can arrive at a familiar place in any other plane of the Multiverse, or rely on himself (especially if he hasn’t been to that plane before) and nominate a region or place of whose existence he knows but where he has never been before: in this case, he is transported to within 1d50 miles of the place in question, in a random direction.

In both cases the spell allows for an arrival on a stable surface, without materialising in the middle of objects or buildings. The spell cannot access locked planes or not directly connected to the Ethereal or Astral.

**Power Word Stun**

**School:** Enchantment

**Range:** 120 feet

**Area of effect:** a living creature

**Duration:** special

**Effect:** stun 1 living being with 70 hp or less

With this magic word the mage can stun a living being within a 120 feet radius, with no Saving Throw, invoking power over the soul to weaken mind and body. If the victim has 35 hp or less, he is stunned for 2d6 turns, while if he has between 36 and 70, he is stunned for 1d6 turns; living beings with more than 70 hit points are immune, as are undead and constructs. Stunned victims cannot attack, cannot concentrate to cast spells, move at half speed, and suffer a –4 penalty to AC, ST, and skill checks.

The divine spells *remove stun* and *heal* can cure the stun caused by *power word stun*, which otherwise can only be dismissed early by *dispel magic*.

This spell cannot be combined with *permanency*.

**Preservation**

**School:** Transmutation

**Range:** touch

**Area of effect:** 1 object of max weight 2 lb. per level

**Duration:** permanent

**Effect:** an object becomes immune to deprivation

This spell allows the conservation of any item from the corrosive effects of time and atmospheric agents, and offers it a protection against any type of destructive effect. In practice the item on which it is cast (whose weight cannot exceed 2 lb. or 20 cn per mage level) doesn’t perish, or corrode due to dust, water, or any other natural element. The item is also immune to any attempt to break it by normal means, and can only be scratched by magic weapons or spells, benefiting moreover from a +5 bonus to all its ST to avoid or halve any type of damage.

**Protective Simulacrum**

**School:** Abjuration

**Range:** 0

**Area of Effect:** only the spellcaster

**Duration:** 1 turn

**Effect:** creates a simulacrum that protects the spellcaster

This spell creates a tiny copy (6 inches) of the spellcaster that always remains on his head or shoulders, able to cast abjuration spells to protect him. The *protective simulacrum* is invisible to all except the mage, has 1 hp for every 2 levels of its creator, which are subtracted from the spellcaster’s for the duration of the effect, and the same statistics as the mage, although it has none of his items (or handle them), a part from a copy of his normal clothes. The simulacrum cannot be injured by normal weapons and enjoys the protective magics and spells active on its creator, with whom it shares thoughts and whom it must always obey.

The simulacrum’s task is to protect its creator, invoking any abjuration spell of the first 4 levels known and studied by its creator, which are thus removed from the memorised spells as if they had been cast by the mage. The advantage for the mage is that he can cast another spell in the same round in which the simulacrum protects him.

The simulacrum vanishes at the end of the effect or earlier if it is magically dispelled or killed, and the HP it possessed when it vanishes return to its creator. If it had been wounded, the missing hp are only recovered by the mage through magic cures.

**Purifying Energy**

**School:** Abjuration

**Range:** 0

**Area of effect:** sphere of 3 foot radius every 2 levels

**Duration:** instantaneous

**Effect:** annul spells and turn undead

Evoking this spell, the mage’s body gives off a strong charge of positive energy, which exrends to a radius of 3 feet per 2 levels around him. The lights acts as a powerful *dispel magic* spell, with a failure chance equal to only 3% (rather than 5%) per level of difference between the mage and the spellcasting adversary, annulling all the active spells in the area of effect (except *anti-magic barrier*, *forcefield,* and other spells normally impervious to *dispel magic*), but leaves any spells on the mage active.

Moreover, undead, demons, and planar creatures that are in the energy’s area of effect are forced to make a ST vs. Spells: if they succeed they are force to leave the area, and cannot re-enter it for the following 24 hours. Those that fail are instead destroyed (undead) or returned to their home plane.

This effect cannot be made permanent.

**Rock**

**School:** Transmutation

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 2 turns per level

**Effect:** allow the spellcaster to turn into stone

This spell allows the mage to change into a statue with his features, or into a rock of the area’s most common type, together with all carried equipment, once per round (or vice versa, return to his normal form) for the spell’s entire duration. The mage can continue to concentrate to maintain or use other already active while in the rocky form. Moreover, although this spell doesn’t offer any immunity to petrification, the mage can simply return to his normal form one round after being petrified.

When in rocky form, the mage has AC –4, but cannot move (and so in theory fails all dodge-based ST). The *rock* cannot be damaged by either fire or cold(neither normal nor magical), nor by normal weapons. The mage doesn’t breathe while in rocky form (he doesn’t need to), and therefore is immune to all gas-based attacks, drowning, or suffocation. Magic weapons and spells other than those previously described (for example *lightning bolt*) inflict normal damage. If instead a cold- or fire-based spell is cast on the mage while he is in his normal form, he needs to win the initiative to transform himself before the enemy spell hits him. The mage receives a +2 bonus to initiative each time he intends to transform into *rock*.

**Shadow Twin**

**School:** Illusion

**Range:** touch

**Area of effect:** a statue

**Duration:** permanent

**Effect:** create an illusionary duplicate of a creature

This spell creates a partially real, illusionary duplicate of any creature. The double is initially sculpted as a statue with the appearance and similar size of the creature to be imitated (the material from which it is made is unimportant), and a small part of the target creature’s body is inserted into it (nails, hairs, scales, pieces of skin, etc.). Afterwards the spell is cast on the statue through a ritual that lasts one hour and includes the use of a special powder created by the mage that costs 1,000 gold pieces, which he sprinkles on the simulacrum. The ritual invests the statue with the energy of shadow, animates it, and makes it more similar to the objective. The statue doesn’t have to be a work of art: instead, the mage needs a good knowledge of the person or creature to imitate, as long as the illusion is plausible. The less familiar the mage is with the model the less the penalty to the Intelligence check that those that interact with the double have to notice its true nature.

The *shadow twin* has the appearance of the target creature and half of its Hit Dice or Levels, similar physical abilities, but none of its special abilities, and average mental abilities (Intelligence, Wisdom, and Charisma equal to 10, and can only speak the languages known by the mage). It can be wounded normally and use any magic item not limited to spellcasters. It isn’t possible for the mage to reproduce a being that has more HD or Levels than his own. The double remains under the mage’s control and never acts to really damage him. However, no telepathic bond exists between the two, so the control must be exercised with direct commands.

Every creature that interacts with the double for more than a couple of minutes can notice the fictional creature with an Intelligence check, with a modifier based on the mage’s familiarity with the target creature as follows:

* Intimate (the mage knows the creature and has been close to it for at least a year): +5.
* Generic (the mage knows the creature through study and having personally seen it several times): +2.
* Occasional (the mage knows the creature through third hand descriptions or has seen it once): −2.

Although it can be unmasked, the *shadow twin* can continue to act normally until it is reduced to zero Hit Points or less: in this case, it falls to the ground and permanently breaks apart.

To repair an injured but not destroyed *shadow twin* requires a particular ritual, which only the mage that created it can perform. This ritual must be prepared in a magic laboratory, lasts 1 turn per Hit Point to recover, and needs rare materials, with a cost equal to 20 gold pieces per hp. The *shadow twin* is in all effect a magically controlled construct, and can also be destroyed through spells that dispel the magic. As long as it isn’t destroyed, it can continue to live with no need of food, water, or rest (although it can pretend to eat and sleep), and isn’t subject to aging effects. However, it isn’t immortal, and is subject to a progressive wear and tear that limits its existence to a hundred years before its total decline.

**Soaring Fire**

**School:** Evocation

**Range:** 3 feet per level

**Area of effect:** a creature

**Duration:** instantaneous

**Effect:** death by dehydration

The mage concentrates on a living target within 3 feet per level, releasing within the victim’s body the destructive power of fire. The victim’s fluids suddenly begin to boil for a round, and it must make a ST vs. Death Ray: if it fails, it dies due to the evaporation of the liquids, otherwise it loses ⅓ of its current Hit Points. The spell doesn’t work against undead, constructs, and creatures without bodily fluids (like air, earth, and fire elementals). Aquatic beings and water elementals moreover suffer a −4 penalty to their Saving Throw.

**Steelskin**

**School:** Abjuration

**Range:** touch

**Area of effect:** a creature

**Duration:** 1 turn per level

**Effect:** AC 3 and subtract 6 points from each wound

Thanks to this potent spell, the skin of the touched subject becomes as thick as steel and assumes a silvery colour. The spell gives the subject AC 3 and protects him by subtracting 6 points of damage from each attack, except for acid and sonic attacks, which ignore the armour’s resistance.

**Example:** a fighter attacks the mage protected by this spell, causing 16 hp with the first attack and 5 hp with the second. The mage, thanks to *steelskin* only suffers 10 hp of damage, as the first hit only does (16-6) = 10 hp and the second results in (5-6) = 0 hp suffered.

The beneficial effects of this spell aren’t cumulative with other spells that modify a subject’s skin (the best affect is applied).

The effect cannot be combined with *permanency*.

**Succour**

**School:** Conjuration

**Range:** touch

**Area of effect:** an object

**Duration:** special

**Effect:** transport a creature to a fixed point or the mage next to whoever has the focus

With this spell the mage gives to an item previously prepared with a special ritual (which costs 1,000 g.p.) one of the two following abilities: automatically transport the subject to the place where the object is when the item is broken or the command word chosen by the mage is spoken (provided they are both on the same plane); automatically transport whoever broke the item or spoke the command word to a prefixed spot chosen by the mage (provided they are both on the same plane). The individual or the mage is transported with all his equipment worn when the *succour* activated, and at that point the spell ends. If one of the subjects is dead, it will be his corpse that is transported next to the item, while if the item or mage is in an anti-magic area when the effect is activated, or in a place protected against magical transport, the spell has no effect and is wasted. A *dispel magic* has the normal chance to annul the succour cast on the item.

**Summon Object**

**School:** Conjuration

**Range:** infinite

**Area of effect:** an object

**Duration:** permanent

**Effect:** summon a previously prepared object

With this spell the mage can make any non-living object, that he has previously prepared with a special ceremony, appear in his hand. The item must weigh no more than 500 cn (50 pounds), and can be up to large size. The item must have been previously treated with a special, invisible powder, which doesn’t affect the item’s normal function in the slightest, and whose alchemical fabrication costs 1,000 g.p. The item so treated becomes the recipient of the spell, and it always appears in the mage’s hand or at his feet (according to his wishes) once *summon object* is cast, regardless of where it is at that moment; if it is a container, only the object appears, not its contents, which remain where the container was, as they haven’t been treated with the appropriate powder. The item can even be possessed by another individual, locked in an inaccessible coffer, buried under a mountain, or even on another plane, but when the mage casts this spell and speaks the item’s command word, it instantly appears next to him. The only things that annul the spell is an anti-magic field present where the item is or at its destination.

There is no limit to the number of items that can be enchanted with this spell, but each item must be given an appropriate command word. Only a *disjunction* or a *wish* spell can annul the effects of the summoning powder, otherwise the item remains permanently enchanted.

**Sword**

**School:** Evocation

**Range:** 60 feet

**Area of effect:** a sword of force

**Duration:** 1 round per level

**Effect:** create a force sword that attacks on its own.

This spell creates a sword of force that appears next to the mage. The mage can order it to attack any target within 60 feet of him and it automatically does so (without the mage having to concentrate on it) and continues to attack it until it moves beyond its range or dies. In both cases, at that point the *sword* stops and floats in midair until the mage gives it a new target to attack, and disappears at the end of its duration or if it magically dispelled. The *sword* attacks twice a round as if it was a +5 weapon (so it can hit all creatures), using the +5 bonus to hit (but not to damage); it uses the mage’s THAC0 and always causes 1d10 points of damage (although it can be parried normally).

The spellcaster can also use *sword* in a defensive way: in this case it doesn’t attack, but moves with the mage and automatically parries two melee attacks (both from physical and energy weapons), without the mage having to concentrate to manoeuvre it.

This effect cannot be combined with *permanency*.

**Symbol of Sleep**

**School:** Enchantment

**Range:** touch

**Area of effect:** 60 foot radius

**Duration:** special

**Effect:** victims are put to sleep

When casting this spell, the mages materialises a magic symbol on a surface or suspended in the air within 3 feet of his position. The symbol lasts until it is dismissed with *dispel magic* or similar spells, and remains fixed to the area it was created in. If it is created on a living being or a moving object, when the surface moves, the rune remains suspended in midair. The symbol cannot be made invisible, although it can be covered or hidden by items in the area.

Anyone reading, passing, or touching the symbol activates the effects, which affect any living creature within 60 feet of the symbol when it activates: only spellcasters (arcane and divine) can avoid the effects with a successful a ST vs. Mental Spells. Those that fall under the effect of the *symbol of sleep* instantly fall asleep, fall to the ground, and sleep for 8+1d10 hours. The victim can only be awakened via a *dispel magic* (with the normal chance of success) or by similar magical means that annul the enchantment.

**Teleport Any Object**

**School:** Conjuration

**Range:** touch

**Area of effect:** a being or object

**Duration:** instantaneous

**Effect:** teleport an object or being

This spell is similar to the 5th-level *teleport*, but is also effective on inanimate objects or bodies. While casting it, the mage touches a being or object, and magically transports it to a chosen location, as long as it is on the same plane and not already occupied by a solid, as happens with *teleport*. There is the normal chance that the spell won’t function correctly (see Table 2.8), and if the being doesn’t want to be teleported, or the item in question is held or worn by an individual that opposes the spell, it is possible make a successful ST vs. Spells with a –2 penalty to resist the spell’s effects. The spell can teleport items up to a weight of 500 coins (50 pounds) per level of the spellcaster, and if the object is an integrated part of a larger object (for example, a section of wall), only a maximum of a 10 foot cube can be teleported.

If the spellcaster uses it to teleport himself, then there is chance of error.

**Transport Via Rock**

**School:** Conjuration

**Range:** infinite

**Area of effect:** spellcaster + 2 beings

**Duration:** instantaneous

**Effect:** teleport at long range

This spell can be used a maximum of once per day. The mage must be near a rocky formation of any size (excluding the walls of a cavern) and must select a generic destination or a specific rocky formation that is somewhere and that he already knows. After casting the spell, the mage magically penetrates into the rock and exits from the destination rock (which is randomly determined if it hasn’t been specified). This is no limit to the range, but both rocks must be on the same Plane, and the mage can take two creatures with him, as long as they consent.

**Veil**

**School:** Illusion

**Range:** 240 feet

**Area of effect:** 1 being x lvl within 30 feet of each other

**Duration:** 1 turn per level

**Effect:** group of creatures assume an illusionary form

This spell instantly changes the appearance of the interested subjects and maintain it for the effect’s duration, or until it is magically dispelled. The spellcaster can influence a maximum of one subject per level, including himself, as long as they are no more than 30 feet from each other and are within a 240 feet radius. Each can be given a different appearance, which can be up to one size larger or smaller than their real size: those affected acquire an appearance decided by the mage (aspect, tattoos and smell), but return to their true form once dead. This spell cannot replicate the exact features of an individual, only the typical characteristics of a race, ethnicity, or class: two subjects will never be identical in any case.

Non-consenting subjects can negate the effect with a successful ST vs. Spells. Moreover, anyone interacting with the subjects protected by *veil* can see the illusion with a successful a ST vs. Mental Spells with a –2 penalty, but only if there is something wrong about the character (because of his behaviour or the unexplainable presence of that type of being in a certain place).

**Wail of the Banshee**

**School:** Necromancy

**Range:** 0

**Area of effect:** 60-foot radius sphere

**Duration:** instantaneous

**Effect:** scare and cause the death or injury of 1 creature per 4 levels

When casting this spell, the mage emits a sad sound that is heard by all the creatures (friends and enemies) present within 60 feet, which are considered scared (–1 to Attacks and skill checks against the mage) for 1 hour. Moreover, the spellcaster can select one being per 4 levels (rounded down) on which he concentrates the deadly energy of the wail. The designated victims must make a ST vs. Death Ray or die from the blow (as if it had been hit with *finger of death*); even if the ST succeeds, it suffers 1 point of damage per mage level. Alternatively, the mage can select a single living creature as the target, which however has a –4 penalty to the ST.

Anyone within an area of magical *silence* is immune to the effects of this spell, as are undead and constructs.

***Eighth Level***

**Absorb Knowledge**

**School:** Divination

**Range:** touch

**Area of effect:** a creature

**Duration:** special

**Effect:** the mage absorbs another creature’s knowledge

Casting the spell the mage touches the victim (Attack Roll), who to resist the spell must make a ST vs. Mental Spells with a –2 penalty. If the ST fails, all his knowledge is copied into the mage’s mind (although the victim keeps his memories), who however must make a ST vs. Mental Spells to avoid being stunned for 1d6 rounds from this sudden influx of knowledge. To retain this new knowledge the mage needs to mediate every 24 hours for 5 minutes for each of the victim’s years of experience (e.g.: if he stole the knowledge of a 30 year old human he must meditate for 30x5 = 150 minutes, or 2½ hours to keep it).

Moreover, the mage can acquire and use an Intelligence-based general skill of the victim with a value equal to that of the subject. Such skills are retained in the manner described above. It isn’t possible to take and use other specific knowledge of the victim, like the ability to use weapons and spells or other general skills, with this spell: the knowledge stolen is limited to be informative to the mage. It is however possible to learn memorised arcane spells (if the victim has any) and copy into his own book any that he doesn’t already have (it requires the ink and an Intelligence check, otherwise the spell is lost).

**Arcane Trap**

**School:** Necromancy

**Range:** 120 feet

**Area of effect:** a creature

**Duration:** special

**Effect:** trap a creature in an object

Casting this spell, the spellcaster traps the lifeforce of a creature within an object of small size, made of precious but not unbreakable materials (usually a gem, ring, vase, or staff). The object holds the entity imprisoned for an indefinite time (while in the prison, the being doesn’t age or die), until it is broken, an action that frees the imprisoned creature and allows its material body to reform. The victim can avoid imprisonment with a successful ST vs. Spells, but if he touches the item prepared to hold him, his Saving Throw suffers a –4 penalty.

If the imprisoned creature is an extraplanar being in respect to the spellcaster’s native plane (like a djinni, efreeti, or archon if the mage is a native of the Prime Plane), those that break the item can request its services for a maximum period of 100 days, at the end of which the creature is free to do what it wants. The creature can fight for its new master or serve him using its powers to best effect (remaining however true to its own nature and alignment), but it always refuses to undertake suicidal orders, exhorting its master to flee if possible, and always avoid magically summoning creatures of their race (if able to do so). Moreover, the creature cannot use any of its powers to affect its master’s mind or harm him: in these cases, the attempt simply has no effect and rather produces a strong sense of nausea in the creature, which is stunned for a round. Naturally the master can also free his servant from the bond that links them before the hundred days have elapsed, it must however be a voluntary: the creature cannot threaten its liberator in any way, and must always obey his orders (which must be clear to prevent the creature from misinterpreting them) and closely follow him, unless ordered to the contrary. Often outsiders reduced to servitude avenge themselves on the foolish masters who enslaved them, at the end of their bond.

To create an *arcane trap*, the spellcaster must prepare in anticipation an item to hold the spirit of the intended victim, spending 1,000 gold pieces per Hit Dice or level of the creature to be imprisoned. He can then cast the spell on the item (and in this case it only sucks the victim inside if he touches it), or directly on the victim (who avoids the effect with a ST vs. Spells). If the victim resists the spell, it is possible for the mage to try to trap him again as long as the receptacle is intact by recasting the spell. It is finally possible for the mage to use the receptacle against a different target to the original but only if the new target has less HD than the original: the new target get avoid being drawn into the trap (whether he touches it or not) with a ST vs. Spells. If *arcane trap* is successfully used at least once, when the victim gains his freedom the receptacle crumbles and unusable.

**Body of Sand**

**School:** Necromancy

**Range:** touch

**Area of effect:** volume of sand of 72 ft3.

**Duration:** 1 day per level

**Effect:** create a body of animated sand

This powerful spell allows the mage to give to the sand touched a physical form identical to that of his body and to transfer his soul into the *body of sand*, using it as if it is his original body. The spell needs one turn to cast, as well as at least a volume of 72 cubic feet of sand available to the mage. Once this spell is cast, the sand takes the mage’s form (although it keeps its own properties, so the body is similar to a statue of moving sand) and the latter transfers his soul into the inside of the sandy shell, while his real body enters a state of suspended animation in which it doesn’t need food, water, or sleep, and continues to regenerate any injuries as if asleep. The mage maintains a sensory link with his original body, and is able to perceive sounds, smells, and see through his eyes if he actively concentrates.

While animating the *body of sand*, the mage can make it do anything his original body can do: speak, move, fight, and cast spells. It possesses the same visual, auditory, and tactile abilities as the original body, but has no sense of taste or smell. The *body of sand* is vulnerable in the same way as the original body except that it doesn’t need to eat, drink, or breathe. Given moreover that the mage’s mind is always the same, it can be affected normally by mental effects. The created body can be damaged, and has the same number of Hit Points and Armour Class as the original, although it doesn’t benefit from any effect linked to the original body, but can wear clothes and magic items without problem.

Any wound done to the body causes the loss of sand as it was blood. If the body is immersed in water for a turn or exposed to rain for the same duration, it disintegrates and the mage’s soul is expelled, returning to its original body. In this case, however, as in the case that the form is reduced to zero Hit Points, the shock from the sudden destruction imposes on the mage a ST vs. Death Ray: If the ST succeeds, there are no other effects and the mage awakes in his own body. If the ST fails, the spellcaster enters a coma and for each day that he remains in this state there is a 25% cumulative chance that he dies. At the end of each day the mage can make a new ST to regain himself, but each time suffers a cumulative −2 penalty.

The spellcaster can voluntarily abandon the body of sand when he wants: in this case, the form breaks up, all the carried items remain where it dissolved, and the mage’s soul returns safe and sound to its original body. The *body of sand* can also be destroyed with a *dispel magic* (this action is likened to death), of if it is moved more than 100 miles from the place in which the mage’s original body is kept (as if the mage had voluntarily abandoned the occupied form).

As long as he is using *body of sand* the mage cannot penetrate a barrier of protection from evil, and if he tries to cross an anti-magic field there is the normal chance that the spell is dispelled.

**Clone**

**School:** Necromancy

**Range:** 10 feet

**Area of effect:** a living being

**Duration:** special

**Effect:** creates a duplicate of a creature from a piece of the original creature

A clone is an exact duplicate of another living creature, created from a piece of the original by means of this spell. The piece or the creature need not be alive at the moment when the spell is cast, but he must have at least one pound of organic manner (skin, bone, tissues, muscles) of the individual available to replicate him. A character can have only one clone at a time: any attempt to create multiple clones of a single being automatically fail. Obviously, undead and constructs cannot be cloned with this spell, as they aren’t indeed living beings. The spellcaster can choose to create ***clones*** or ***simulacrums*** (see below). If a baby that doesn’t yet have a class is cloned, the double can progress following an alternative path to that of the original, although in the case of a simulacrum it can never achieve a level (or have HD) higher than half that of the original creature, as long as the latter is alive (see the description of the Simulacrums).

***Clones***: to create a clone with the normal procedure, it is necessary to cast this spell on a ½-pound piece of flesh of the original creature, and perform a long and costly ritual to duplicate the lifeforce in the dead flesh. The ritual lasts 1 hour per level or HD of the creature to be cloned, and the cost of the materials used in the ritual is 5.000 g.p. per level or HD of the being. The clone begins to grow once the ceremony is concluded, and only awakens when fully grown, a procedure that requires a week per level or HD of the original being. Once completed, the clone is permanent and non-magical: it is therefore to all effect a living being can cannot be magically dispelled.

If the individual is dead when the clone is awakened, the clone gains all the characteristics, skills, xp, and memories of the original, up to the moment when the spell was cast.

**Example:** a 20th level mage removes a buttock and casts a *clone* spell, performing the appropriate ritual, before facing a decisive encounter, in a way to be regenerated if he dies. After 20 weeks (about 5 months) the clone awakens whole, and as the mage is dead, it takes his place.

In the 5 months that passed, the mage gained another 3 experience levels before dying, but the clone doesn’t acquire these xp, and isn’t aware of the actions made by the original during this period of time.

If instead a clone duplicates a living person, or if the original deceased is resurrected, each individual immediately becomes aware of the other’s existence, and as there is a partial telepathic connection between the two, each can sense the other’s emotions (but not its thoughts). Moreover, if one of the two individuals is injured, the other suffers the same damage, although it can make a Saving Throw vs. Spells for half damage; this effect only applies to physical damage, not to other effects (for example, fascination, insanity, disease, etc.). The clone is obsessed by the need to destroy its copy (the original) and does everything to achieve this objective. In fact, from the moment the clone becomes aware of his original’s presence, it has one day per level to succeed in killing it: if it succeeds, it can live in peace, otherwise it goes insane (Intelligence and Wisdom permanently reduced to 2). When a clone goes insane, the original creature permanently loses 1 point of Intelligence and Wisdom, and he also runs the risk of becoming mad (5% non-cumulative chance, roll each day that the clone is alive). If both are insane, the original creature and the clone die a week later, both in an irreversible way (cannot be resurrected or recovered, not even with a *wish*).

**Note:** if the original and the clone are in different dimensions of existence, there is no telepathic link and the last two paragraphs can be ignored. However, if both enter the same dimension, the telepathic bond is established and it cannot be broken without destroying the original or the clone.

***Simulacrums***: a simulacrum is a weakened clone in respect to the original creature. It needs at least ½ pound of the original’s body to create the simulacrum, and the cost of the other materials used in the ceremony amounts to 500 g.p. per Hit Point of the original being. As for a normal clone, the time needed to complete a simulacrum is one week per level or Hit Dice of the original.

A simulacrum always obeys its creator and understands all the languages spoken by the mage. Moreover, it shares a telepathic bond with its creator, who can speak to it and give it telepathic orders as long as the two are within a 10 feet radius per caster level. If the simulacrum is destroyed however, the mage doesn’t suffer any counterblow, nor does the original creature suffer, if it is still alive.

The simulacrum’s alignment is the same as the mage’s who created it, regardless of the original’s alignment, while the statistics remain the same as the original’s, as are its memories up to the time of cloning. However, the number of HD or xp, and corresponding hp, THAC0, and other skills or powers linked to them, depend on the original creature’s condition when the simulacrum was created. In fact, if the original creature is alive, the simulacrum only has 50% of the being’s xp or HD, and cannot grow past this point as long as the original is alive. If instead the original being dies (or is already dead), the simulacrum acquires 5% of the missing xp or HD, until it has a maximum of 90% of the original’s HD or xp.

A simulacrum is considered a magically controlled creature: it can be held by *protection from evil*, and is vulnerable to *destroy evil*, while a simple *dispel magic* is ineffective.

**Cloud Ship**

**School:** Conjuration

**Range:** 2½ miles

**Area of effect:** a cloud

**Duration:** 12 hours

**Effect:** summon cloud to transport passengers

This spell can only be cast outside in the presence of an overcast sky. The mage summons part of the clouds that are present to him and that assume a solid consistency (it is soft and dry to the touch like a carpet), taking the form of any vessel chosen by the mage, which can transport one character per mage level (for example a 20th level mage can create a 20 seat yacht, a 4 seat boat, or a carpet for just himself).

The ship lasts for 12 hours, can only be guided by the mage who directs it with the force of his thoughts and so as long as he guides it cannot cast other spells, although he can move, speak, and physically attack, although with a –2 penalty to his Attack Rolls. The ship flies at a speed of 1 mph per mage level, has AC 0 and a number of Hit Points equal to the mage’s level, can be magically dispelled with the normal chance, and can be damaged but only by magic weapons or creatures with 8 or more Hit Dice.

The *cloud ship* can be controlled by the mage as long as it remains within 2 miles of the mage (he doesn’t need to be aboard to do so): if the distance exceeds this range, the ship becomes inert until the spell ends or the mage comes into range again.

**Control Living Beings**

**School:** Enchantment

**Range:** 60 feet

**Area of effect:** up to 4 living beings

**Duration:** concentration

**Effect:** the spellcaster controls up to 4 living beings

Not to be confused with *charm*, this spell allows the spellcaster to control up to 4 living creatures of one or more different species by simple concentration. Undead, constructs, and oozes of every type are immune to this spell. The spellcaster can try to control any living being within 60 feet (provided he can see it), and it can make a ST vs. Mental Spells to escape the control. Even if the ST succeeds, the mage can retry to take control of the victim in the following round, continuing until the victim fails its Saving Throw or his concentration is broken.

The subjects are always friendly to the mage and obey all his orders, except for suicidal orders, as long as the spell lasts. To give telepathic orders to the victims, the mage must just concentrate for the entire round in which he imparts the command, without being able to attack or cast spells, and can only move or speak.

The spellcaster cannot control more than 4 beings at a time, and can select which creatures under his command to abandon to try to control others.

When the concentration is broken the effect ends and the victims are always hostile to the mage: attacking him if they can defeat him, or otherwise flee.

**Corrosive Cloud**

**School:** Conjuration

**Range:** 60 feet

**Area of effect:** 20 foot radius spherical cloud

**Duration:** 6 turns

**Effect:** create corrosive cloud that moves at command

This spell creates a 20 feet diameter spherical cloud composed of boiling green luminescence. All those inside it must make a ST vs. Poison or be paralysed for 1 round because of its toxicity; a new ST vs. Poison is required each round they remain inside the cloud, either to free themselves from the paralysis or to avoid it. The creatures within the cloud suffer 1 point of damage per 2 mage levels (rounded down), because of the corrosive acid, with no chance to halve the damage. The mage can make the cloud move at a speed of 60 feet per round, as long as it remains in his visual range: if it goes beyond, it stops. The cloud can also be created underwater with no danger of dissipating (although it reacts normally to sustained winds and strong sea currents), and continues to exist for 6 turns or until it is magically dispelled.

**Create Greater Undead**

**School:** Necromancy

**Range:** touch

**Area of effect:** a corpse

**Duration:** permanent

**Effect:** animate corpse as undead

This spell is a more powerful version of the 6th level spell *create undead*. The mage must have at his disposal a corpse (partial or intact) and must only evoke this power at night. The spellcaster places within the corpse (usually in the mouth or thorax) a gem to the value of 300 gold pieces per Hit Dice to animate, which catalyses the necromantic energy and is consumed by it, animating the corpse as undead when the spell is cast. The mage is able to permanently create an undead that can have a maximum of 1 HD per 2 mage levels (max. 18 HD at 36th level) and that faithfully obeys its creator.

The total Hit Dice of the undead are decided by the mage when he cast the spell and don’t depend on those of the original creature. There are two types of undead that can be created with this spell, which depends on the quantity of mortal remains available and the mage’s knowledge (the mage cannot create a type of undead he doesn’t know):

*Corporeal* (requires at least 40% of the body): skeleton, zombie, ghoul, ghast, wight, mummy, vampire, and any corporeal undead with less than 18 HD.

*Incorporeal* (must have a body part, like an arm or skull): wraith, spectre, phantom, poltergeist, shade, druji, odic and any other incorporeal undead with less than 18 HD.

The created beings retain 50% of their knowledge (only skills linked to Intelligence and Wisdom for incorporeal beings, skills linked to Strength and Wisdom for corporeal beings) and of the memories they had in life, and there is a 25% chance that those that were spellcasters in life are still able to use some of their spells in the normal way (based on the original class), only if the appropriate characteristic (Intelligence, Wisdom, or Charisma) was originally 16 or higher. As undead they are immune to the effects of *sleep* and *charm*, to poison and paralysis. The being gains the number of attacks and type of damage typical of the type of undead into which it has been transformed, and its THAC0 depends on its number of HD. There is moreover a 50% chance that each being keeps its own skill with weapons (mastery included, make the roll for each weapon known).

The mage can try to control a maximum number of Hit Dice of undead created with this spell or with the 6th level version equal to his own level. If he creates undead beyond this limit, the excess undead have free will and aren’t subject to the mage’s control.

Defeating magically created or summoned creatures doesn’t grant the xp related to them until whoever summoned them has also been defeated.

**Create Magical Monsters**

**School:** Conjuration

**Range:** 60 feet

**Area of effect:** 1 of creatures per level

**Duration:** 3 turns

**Effect:** creates 1 HD of magical beings per level

With this spell the mage is able to create 1 HD of beings per level (see at least once and not invented), which instantly materialises within 60 feet. They understand their creator’s language and blindly obey him to the best of their ability (they are always a typical adult of their species). The created beings materialise with their standard equipment, which includes armour and weapons which they are normally supplied with (based on their descriptions in the “Monsters” section of the rulebooks) and vanish after 3 turns has elapsed, or if killed or magically dispelled. If subjected to *permanency*, their characteristics remains fixed as does their age: they don’t age, progress in levels, or possess the original’s memories, but still however need to feed.

The spell functions exactly like the 7th level spell *create normal monsters*, with the only difference that this version can also create monsters with a maximum of two special powers (indicated by 2 asterisks next to the number of HD in their description in the “Monsters” section of the rulebooks); still excluding constructs, dragons, undead, and immortal beings. Creatures with 1-1 HD are worth 1 Hit Dice, and those with ½ HD or less are worth ½.

**Example:** a 20th level mage could make 20 goblins, orcs, or hobgoblins appear, (with 1 HD and no asterisks), or 5 metamorphs (each with 4 HD and 1 asterisk), or 3 displacer beasts (each with 6 HD and 1 asterisk), or two djinn (each with 7 HD and 2 asterisks), or a combination 3 thouls (2 HD and 2 asterisks), an efreeti (10 HD and 1 asterisk) and 4 gremlins (1 HD and 1 asterisk each), for a total of 20 HD, and so on.

Remember that defeating magically summoned or created creatures doesn’t grant the related xp, unless their summoner is also defeated.

This effect cannot be made permanent on a magic item.

**Create Phylactery\***

**School:** Necromancy

**Range:** touch

**Area of effect:** a living creature

**Duration:** special

**Effect:** imprison part of a living being’s soul in a phylactery that impedes its death; reverse destroy a phylactery and the soul it contains

This powerful spell can only be cast on a living being touched by the mage (normal Attack Roll). The subject can negate the spell’s effects with a successful ST vs. Spells, but if the ST fails, the mage loses a part of his soul and locks it in an appropriate object previously prepared before the ritual (preparation cost: 100 g.p. per HD or level of the victim) called a phylactery, which must be in the mage’s possession when he casts this spell.

A consequence of this, nothing apparently changes for the victim, although he can be detected as “magical” (but not controlled or ensorcelled) if examined with the appropriate spells, as the phylactery appears magic. In practice, thanks to the lifeforce guarded in the phylactery, the subject is able to resist any physical damage without suffering the mortal consequences. The individual can be injured normally, but if his Hit Points drop below zero, he can continue to act as if nothing has happened, as long as his phylactery remains intact. The more his body is damaged without being cured however, the more the subject’s appearance becomes cadaverous and as a result his body becomes more difficult to control. This translates into a –1 penalty to both his Dexterity score and Charisma and Constitution checks for every 2 hit points below zero. The penalty doesn’t disappear until his Hit Points become positive again.

Although it cannot be damaged by common means, the subject is however vulnerable to spells that affect the soul (like *death*), which loses its link with the phylactery and leads to its irrevocable death. Moreover, even spells that completely destroy his body (like *disintegrate*) can definitively kill it. Mortal poisons instead simply paralyse the body, until someone is able to magically eliminate it, at that point the character returns to life. In addition, if part of his body is amputated, it continues to function under his control, and can be reattached to his body by willpower. However, the body continues to age normally, and is subject to the passage of time. If the character exceeds his normal life cycle, for each additional year his physical condition worsens (–1 to Strength, Constitution, and Dexterity): when it reaches zero, he becomes a vegetable incapable of moving, and over the next 3 years his body withers away until it becomes dust, ending the individual’s life.

The simplest way to kill the subject is to destroy his phylactery. In that case, the body falls to the ground unconscious and the soul is lost forever (unless brought back with a well-formed *wish*). The phylactery moreover must be created from precious and delicate materials (usually crystal, ceramic, or gold), and is never very resistant (refer to its material type for its ST), having only 10 Hit Points and an AC of 10. Moreover, given the magical force it is imbued with, it is impossible to magically transport the phylactery (it is therefore immune *teleport* type or similar spells), which must therefore be moved conventionally.

Some mages use this spell on themselves to secure greater strength in view of certain encounters, or to assure the faithfulness of some servant on some particularly sensitive missions.

The reverse spell, ***destroy phylactery***, is the only one able to break the magical bond between the phylactery and subject (not even a *dispel magic* is able to), other than the more powerful *disjunction*. If cast against the beneficiary of the phylactery, it can make a ST vs. Spells to avoid the effect only if the mage who had cast the spell is of equal or higher level to that who seeks to remove the effects. If the spell is successful, the victim’s soul returns to its body: if this happens while his hp are below zero, the victim dies. If instead the spell is used against the phylactery that contains the subject’s soul, this is instantly pulverised (no ST) and the creature dies with no chance of being returned to life.

If *destroy phylactery* is cast against the phylactery of a lich, the object must make a successful ST vs. Destruction to avoid the effects: if it fails, the phylactery becomes vulnerable to any attack (even non-magical) for 1d10 rounds. The phylactery in this case has the same amount of damage points as the lich’s hp, who is immediately warned of the danger. If the phylactery is physically destroyed, even the lich’s spirit is dispelled and the creature dies definitively.

**Crushing Hand**

**School:** Evocation

**Range:** 3 feet per level

**Area of effect:** 1 creature or object

**Duration:** 1 round every 2 levels

**Effect:** hand holds or crush a target

This spell creates a semi-transparent hand of pure force that is thrown by the mage against a specific target within its range of effect. From that moment, the hand acts in an independent way (the mage can therefore do other things) and grabs the target preventing him from moving. The hand’s dimensions automatically adapt to the victim’s to imprison him, and the latter can make un ST vs. Paralysis to avoid it each round as long as he remains in the spell’s range, with a –1 penalty for each level or HD lower than the mage’s. The hand holds the target firm at the fixed point until the mage gives it a different order to either push him away or crush him. To give the order, the mage must be within range of the spell and concentrate for a round. If he wants him moved, the hand moves him at a speed of 30 feet per round, and continues to move him as long as he remains in the mage’s range. If instead he wants him crushed, the hand automatically causes 2d6 points of damage per round that the victim cannot oppose, until the mage orders the hand to stop crushing. If the subject bound to the hand is killed before the spell ends or manages to escape and leave the spell’s area of effect (for example with a *contingency* or a *dimension door*), the hand vanishes lacking a target.

*Crushing hand* is even able to block or damage an inconsistent (*evanescence*) or gaseous subject, but not a disjoined projection from its real body (*creeping shadow* or *astral body*).

The hand can only be damaged by magic weapons or spells: it has AC 0 and the same Hit Points and ST as the mage, and if it is physically destroyed or magically dispelled this ends the spell. The mage can also choose to make the hand vanish before the end of the duration, which also ends the spell. The hand disappears if it enters an anti-magic field, and if the creature it is bound to is surrounded by an *anti-magic barrier*, it cannot block or damage him, although it can continue to try for the spell’s duration. There is no limit to the number of *crushing hands* that the mage can create simultaneously, but each must be bound to a different creature.

**Delay**

**School:** Transmutation

**Range:** 0

**Area of effect:** a spell

**Duration:** special

**Effect:** delay the resolution of a spell

This spell allows the mage to delay the moment in which the effects of another spell take place. In the round immediately after the one in which he cast *delay*, the mage must cast another spell of his choice, and can thus delay its effects for a number of rounds from between 0 and 10; once the amount of delay has been decided, it cannot be modified. When this period expires (and more precisely at the end of the round in which it expires), the delayed spell takes place as normal, and the mage can control it without difficulty has if he had cast it that round. There is no limit to amount of spells that can be delayed. The delayed spell doesn’t take place if in the meantime the mage dies or is hit with a successful *dispel magic*.

**Example:** a 28th level mage prepares himself for a difficult encounter with another wizard and first casts *delay* and then *anti-magic barrier*, delaying it for 2 rounds. In the next round he teleports to the place of the encounter, and in the following round attacks his adversary with *meteor swarm*, who responds with *power word blind*. At the end of this same round, the *anti-magic barrier* has effect and appears around the mage, protecting him from successive magical attacks. If he had chosen to delay an offensive spell, like a *lightning bolt*, he could aim it without problem within his physical abilities, even if he had already cast another spell that round.

**Devastating Attack**

**School:** Transmutation

**Range:** touch

**Area of effect:** a weapon

**Duration:** special

**Effect:** a weapon can cause structural damage

This spell allows a weapon to inflict great damage to large constructions, items (magical or not), and constructs (It is totally ineffective against living beings and undead). Touching a weapon, the spellcaster gives it the power to do structural damage, as its next hit causes to a structure the loss of 1d10 Structural Points, halved with a ST vs. Destruction based on the item’s principal material (Structural Points are the Hit Points of large constructions, see the section *Enchant Large Constructions* as well as the section *Hit Points and Saving Throws of Objects* in Volume 3).

If instead the power is used to strike (requiring a normal Attack Roll) a mundane or magic item or a construct smaller than Huge size, it causes the total destruction of the item if it fails its ST vs. Destruction. If the ST succeeds and the item has Hit Points, its current HP are halved.

The power remains in the enchanted weapon as long as the weapon isn’t used and vanishes after the first strike (whether it hits or not). If instead the mage uses it to directly touch an object or medium or smaller construct, it is instantaneous (remaining in the spellcaster’s hands only in the round it was evoked).

**Duelling Shield**

**School:** Abjuration

**Range:** 120 feet

**Area of effect:** 60 foot diameter hemisphere

**Duration:** 12 turns (2 hours), or special

**Effect:** an impenetrable wall surrounds the duellists

This is a very particular spell used in Alphatia to perform magic duels. *Duelling shield* must be cast by common accord by two mages, who have both memorised the spell. Once cast, the spell creates a 60 feet diameter *forcefield*, which entirely surrounds all the people that have chosen to duel each other to the death.

The *forcefield* so created is impenetrable to most mortal magic: spells cast inside it cannot penetrate or affect it – not even a *wish*, cast inside, can affect the shield.

Similarly most spells cast from outside cannot penetrate the shield: only a *wish* cast from outside can dispel it. An Immortal can instead cast an effective *disintegrate* or *dispel magic* on it to destroy it.

It is impossible to use *teleport*, *gate, dimension door,* or other spells of transport to penetrate the shield; someone from outside could cast a *wish* to teleport himself inside the field (then becoming trapped inside and subject to the laws that govern it), but it isn’t possible to do otherwise.

The *duelling shield* lasts until only one person remains alive inside it (or a group of allies). When a faction exterminates the last of its adversaries, the *forcefield* evaporates. However, if there are still enemies within the bubble at the end of 12 turns, the shield vanishes and all the creatures within the bubble are disintegrated, with no Saving Throw or chance of resurrection.

When two enemy Alphatian mages decides that there is one of them too many, agree to a duel, and based on Alphatian law, they can only do so within a *duelling shield*. Usually, a duel is fought between just two people who fight to the death. When the duel is between two or more rival groups, the duelists must declare their allegiance at the casting of the spell, so that the shield can recognise when all the members of a group are dead. The duel’s judge can lower the shield with a *wish*, but this happens extremely rarely.

**Elemental Aura**

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** 1 turn per level

**Effect:** protection from an element and magic abilities associated with the element

When casting this spell, the mage must choose which of the four elements to evoke. Based on the chosen element, the subject touched by the mage is surrounded by a 1-inch thick coloured aura (white for Air, grey for Earth, red for Fire, blue for Water) that covers his body and everything he carries, and gives him the following immunities and powers:

***Air***

* Immunity to gas and air based attacks.
* Total protection from any attack by elemental creatures of Air.
* Power to cast once each the spells *feather fall* (1st), *gust of wind* (2nd), and *fly* (3rd).

***Earth***

* Immunity to any stone or rock based attack (including petrification and similar) and to attacks with stone or rock weapons.
* Total protection from any attack by elemental creatures of Earth.
* Power to cast once each the spells *stone bolts* (1st), *stone hands* (2nd), and *fist of rock* (3rd).

***Fire***

* Immunity to any mundane or magical fire and to temperatures up to 300°C.
* Total protection from any attack by elemental creatures of Fire.
* Power to cast once each the spells *burning ray* (1st), *magic flame* (2nd), and *fireball* (3rd).

***Water***

* Immunity to any water or cold-based attack and to temperatures up to −100°C.
* Total protection from any attack by elemental creatures of Water.
* Power to cast once each the spells *precipitation\** (1st), *Arcane Breath (cold)* (2nd), and *liquid form* (3rd).

**Empathic Resonance**

**School:** Enchantment

**Range:** special

**Area of effect:** an object or place (max size cube with 3-foot sides per level)

**Duration:** 2 hours per level

**Effect:** an object emits a resonance that induces certain creatures to approach or leave

This spell makes the object or location on which it is placed give off a magic resonance that attracts or repels a certain type of creature. At the moment of casting, the spellcaster must decide if the resonance is to attract or repel, and must also specify the type of creature that the resonance affects. It is necessary to nominate a very specific type of being (e.g. red dragons, panthers, elves) and its alignment, without being too generic (for example the generic definition of “humanoid”, “goblinoid” or “dragon” isn’t acceptable). While casting the spell, the mage must touch the item or place chosen as the target (if it is a place, the effect only covers a volume of 3 feet sides per level) and from that moment for the spell’s entire duration it will give off empathic emissions in a 20 feet radius per level that attracts or repels the chosen creatures.

If they are in the spell’s radius of effect, the selected creatures must make a ST vs. Mental Spells with a –2 penalty: if the ST fails they are force to follow the impulse dictated by the mage (advance to in front of the resonance and remain there at all costs, or leave the Range of the spell in the quickest way possible using any means, even magic) as long as the spell lasts. If instead the ST succeeds, they can proceed normally, although they can make a new ST each turn.

This effect cannot be combined with *permanency*.

**Explosive Death**

**School:** Evocation

**Range:** touch

**Area of effect:** a creature

**Duration:** special

**Effect:** cause combustion of the victim

The spellcaster gathers in his hands all the destructive energy of fire and anyone he touches suffers the devastating effect of the spell. Once he has uttered the spell, it is enough to touch a creature (normal Attack Roll without armour) to drastically increase its body temperature, and if the victim isn’t resilient enough, his internal organs melt and his body explodes in flames.

The mage can choose whether the explosion happens immediately after the touch, or delay it up to one hour per level. If he wants to delay the effect, the mage has two possibilities: select a precise moment within the time period available in which to burn the subject (for example “in three hours”), or activate the explosion with a mental command. In the second case however, the mage must be able to see the subject (even through divinatory spells), and if the command isn’t given in the maximum time period, the victim is safe and the destructive power he harbours within him vanishes.

The effects on the victim are different based on the Hit Points he has the moment that the latent destructive power in him is evoked:

* 30 or less Hit Points: the body sublimes (evaporates), automatic death (no ST).
* 31 or more Hit Points: ST vs. Death Ray with a –4 penalty, if successful the victim is wrapped in flames, losing 8d6 hp and is stunned for 1d6 rounds. If the ST fails instead, the body explodes in a blaze (victim dies) and the fire also damages all present within a 10 feet radius, which suffers 10d6 points of damage because of the blaze, halved with a successful ST vs. Spells.

This potent spell remains in the mage’s hands until he directly touches a victim (If the Attack Roll doesn’t succeed, the spell isn’t wasted, but remains in the mage’s hands); however, once it touches the first victim, it is considered over (if the touch does nothing the spell remains active). While it is in the mage’s hands, he cannot cast other spells (e.g.: fighting with weapons, using rope, etc.).

*Explosive death* affects most creatures and plants, but not objects. It is ineffective against creatures immune to magical fire or to magic in general, while beings of fire and anyone protected by a *resistance to fire* or similar spell adds 1 hp for each level or HD, to determine if the fall in the first or second victim category (30 hp or less).

This effect cannot be made permanent.

**Forcefield**

**School:** Abjuration

**Range:** 120 feet

**Area of effect:** 5,000 ft2 surface

**Duration:** 1 turn per level

**Effect:** create an invisible barrier of force

This spell creates an invisible and unmoveable barrier of pure force, which lasts for 1 turn per spellcaster level. The barrier has no thickness, but cannot be destroyed in any way, with the exception of the *disintegration* spell, and can only be moved with a *wish*. Neither *dispel magic* or *disjunction* can remove this barrier, although an *anti-magic ray* can create a temporary passage into the affected area.

The form of the *forcefield* is limited to a sphere, a hemisphere, a flat surface, a cylinder, or a cube. The flat surface or the combinations described above can be created anywhere (even in midair) and can cover an area of 5,000 square feet, which means that the sphere can have a maximum diameter of 20 feet. The *forcefield* cannot have an irregular form and its surface must be perfectly smooth. It cannot appear within a solid or creature: any portion of it that meets a solid object doesn’t appear, leaving a hole in the barrier big enough to pass through. Moreover, the barrier’s edges aren’t sharp and cannot cause damage.

Although it is normally used as a barrier or prison, a *forcefield* can be used to create a floor, slide, or another surface of force. A completely enclosed *forcefield* magically prevents any being within it from dying in a natural manner: they therefore don’t age, don’t need to eat or breathe, aren’t damaged by atmospheric conditions or the temperature, as long as they remain inside it. However, a creature can suffer damage from and be killed by other beings within the *forcefield*.

Nothing can pass through the *forcefield*, from one side to the other, with the exception of special powers that involve sight: attacks made with missile weapons, breath weapons, and all other attack forms rebound from the barrier when they hit it, while spells cannot pass through it or appear inside it. Only via spells of instantaneous travel (like a *teleport* or a *dimension door*) is it possible to pass through the barrier from one side to the other (so in theory it is possible to summon a creature and then teleport it inside the field to make it attack those within it). The *forcefield* only exists on one plane, so it is also possible to use planar movement to bypass the barrier.

Unlike other 8th-level spells, *forcefield* can be combined with the *permanency* spell, although it remains only vulnerable to *disintegration* or *wish*, while the *permanency* can be dispelled normally.

**Giant Strength**

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** 1 turn

**Effect:** the physical attacks deal double damage and the creature obtains the strength of a giant

This powerful spell allows the subject that benefits from it to inflict double damage (without doubling the bonus due to his Strength, but adding it to the damage and Attack Roll) with any physical attack, including all melee and thrown weapons (e.g. javelins, throwing hammers), but excluding all missile weapons (e.g. slings and bows). Damage due to weapon mastery isn’t doubled, but an additional dice of the same type is added to the roll to determine the wound (for example, if the subject is using a sword and is a master, he would inflict 3d6+8 rather than 2d6+8). The individual moreover is able to throw small masses that inflict 3d6 points of damage (without further modifiers) and have a range of 60/120/180. Finally, his Strength score is equal to 19, plus 1 point for every 3 mage levels higher than 15th (to a maximum of 24 – 19+5 – if the spell is cast by a 30th level or higher mage).

**Glassteel**

**School:** Transmutation

**Range:** touch

**Area of effect:** an object of weight 5 lb. per level

**Duration:** permanent

**Effect:** transform a normal crystal or steel item into glassteel

This spell transforms a non-magical crystal, glass, or steel item into a transparent substance that has the durability (Hit Points) of steel, a better resilience (AC improved by 1 point, ST of steel with a +1 bonus), but half the weight, doesn’t rust or suffer the effects of magnetism. The maximum weight of matter that can be transformed is equal to 50 cn (5 pounds) per spellcaster level, and must be a single item. The transformation is permanent and cannot be magically dispelled.

**Horrid Withering**

**School:** Necromancy

**Range:** 240 feet

**Area of effect:** circle of diameter 3 feet per level

**Duration:** instantaneous

**Effect:** the creatures within the area of effect lose 1d6 hp every 2 levels (1d8 hp if creatures of water or plants)

This spell uses negative energy to force all liquid from the bodies of the victims designated in a 3 feet per mage level diameter circle within 240 feet of his position, which rapidly wither. The spell inflicts 1d6 points of damage per 2 mage levels (max 18d6 at 36th level) to each of them (it is possible to halve the damage with a successful ST vs. Spells), but it is particularly devastating if used against water elementals and plants: their ST suffer a –2 penalty suffering 1d8 per 2 mage levels rather than 1d6.

Obviously, undead, constructs, and air, earth, and fire elementals are immune to its effects.

**Impersonate**

**School:** Illusion

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 24 hours

**Effect:** mage assumes the identity of another person

This spell is similar to *disguise*, with two important differences. Firstly, the *impersonate* spell allows the mage to assume the appearance, voice, and smell of a single existing individual. The spellcaster must have closely studied that person to duplicate him in a believable way, and if he hasn’t observed the victim he intends to impersonate for at least 24 hours, the spell doesn’t work.

The spell doesn’t then give the mage the ability to imitate the victim’s manner (this requires the *Acting* general skill), but only his appearance, voice, and odour. Secondly, the *impersonate* spell is impervious to *dispel magic*. However, a *wish* is able to dispel it, and an *ESP* can reveal that the person’s thoughts don’t correspond to his features (if the mage doesn’t have the *Acting* skill).

To know that the assumed identity of an individual is false, a person must firstly have some reason to suspect that he isn’t who he says he is (at the DM’s discretion). If this happens, the observer can make a Wisdom or *Detect lies* versus the subject’s *Acting* check (or a Charisma check at –4 if without the skill), who benefits from a =+4 bonus due to the spell. To the observer’s skill check the DM assigns a modifier based on his familiarity with the real person:

* Unknown (never seen): –2
* Known (seen from distance): +0
* Familiar (seen up close): +3
* Intimate (seen often up close, friend, parent, or colleague): +8

If the observer wins the opposed check, he intuitively knows something is wrong, but must draw his own conclusions.

**Imprisoning Chain**

**School:** Conjuration

**Range:** 60 feet

**Area of effect:** a creature

**Duration:** 12 hours

**Effect:** create chains that imprison the victim

This powerful spell can be used in two different ways. First of all a victim is selected (species or size isn’t important) and then when he casts the spell he decides which of the two versions to use. The victim can avoid being trapped with a successful ST vs. Spells with a –2 penalty. However, if failed he is immediately wrapped in a series of very resistant black chains that completely imprison him, preventing him from moving for the effect’s duration. The mage can also decide to only create shackles for the hands and feet rather than surrounding all the body with chains, at his discretion, but the effect doesn’t change, although in the second case the prisoner has a minimal freedom of movement. Unlike other 8th level spells, the *imprisoning chain* can be bound to a *permanency* spell.

The difference between the two versions and the effects of the two types of chain produced are:

*Anti-magic Chain*: this chain is totally impervious to any type of magic, and devours any magical energy that encounters it. All spellcasters imprisoned by this chain immediately lose all the spells available to them, as if they had already cast them, while monsters with magical properties cannot use them whilst imprisoned by the *anti-magic chains*. Moreover, any spell or magic effect cast on the chain or prisoner is instantly annulled, as if it was in a 100% anti-magic field. This chain can be only be removed before the spell’s end by the command of whoever created it, or physically causing enough damage to break it. It has AC –1 and 100 Damage Points, and it needs a Strength check that succeeds by at least 6 points to break it in a single attempt.

*Unbreakable Chain*: this chain is virtually unbreakable by external attacks of any type (magical or mundane, physical or energetic), and it is able to contain the majority of prisoners based on their Strength. In fact, it can be removed by its creator, or can only be broken by those that are bound by it, but based on the mage’s level only creatures with a certain Strength can succeed. In practice, it requires a Strength check to succeed by at least 6 points to succeed in the attempt, but only individuals with a high enough score can try, all others automatically fail. This depends on the level of the mage that created the chain as follows: up to 20th level, it automatically contains individuals with Strength 16 or less; from 21st level onwards, it binds individuals with a Strength higher than 16 by 1 point per two levels (e.g. 19th-20th level: automatically holds individuals with Strength 16 or lower; 21st-22nd level: automatically holds individuals with Strength 17 or lower, etc. up to 36th level, which is able to contain individuals with Strength 24 or lower).

**Incandescent Stones**

**School:** Transmutation

**Range:** 10 feet per level

**Area of effect:** 1 stone every 4 levels

**Duration:** 2 rounds

**Effect:** stones follow target and do 4d6 fire damage

Casting this spell, the spellcaster affects a maximum number of stones equal to a quarter of his level (rounded down) present within 10 feet per mage level within his eyesight. The stones become so incandescent that they emit a reddish glow and remain in this state for 2 rounds, and anyone that touches them suffers 2d6 damage from the burns. The spellcaster instead can touch them without burning himself, and in the round after their creation can give them a mental command (counts as an attack) to throw them against a single unique target, or against different targets (one per stone) present within the spell’s range. In this case, the stones are magically animated and thrust into the air, quickly heading to their objective and avoids every barrier until they hit it, as long as they remain within the spell’s range (if he is able to leave it before the stone reaches him, he is saved and the stone falls to the ground and cools down).

The stones are able to injure any creature and causes to each 2d6 points of fire damage + 2d6 points of damage from the impact. The victims can try to halve the impact with a successful ST vs. Spells (one per stone), but not that from the burns (unless protected from or immune to fire). Straight after the second round, the stones return to their normal temperature.

**Invulnerability**

**School:** Abjuration

**Range:** touch

**Area of effect:** a creature

**Duration:** 1 turn

**Effect:** protect a living creature and lower AC

This spell generates an energy field around the subject that gives him an AC bonus equal to 1 + the mage’s Intelligence modifier (up to a maximum modifier of +5).

Moreover, the energy field absorbs half of all physical damage (which inflicts Hit Point damage) inflicted to the subject; rounding all excess down, and every attack always inflicts at least 1 hp.

**Example:** a mage with Intelligence 16 (+2 modifier) casting *invulnerability* on himself benefits from an AC bonus of +3. If he is hit by a fighter with a sword, a lightning bolt, dragon breath, or any form of attack that causes the loss of hp, he automatically only suffers half damage (and could further reduce it if he is allowed a ST).

**Major Creation**

**School:** Conjuration

**Range:** 10 feet

**Area of effect:** object max encumbrance 5,000 cn

**Duration:** special

**Effect:** create objects of various types

This is the more powerful version of the 5th level *minor creation* spell, as it is able to create any type of non-magical item, made from any material (excluding magical ones like adamantine or glassteel) and with composite parts.

The items produced cannot exceed 425 cubic feet of volume, their combined weight must be 5,000 cn (500 lb.) or less, and if the value of the created items exceeds 100 g.p., the mage loses an equivalent number of xp in the creation. It is impossible to create magic items, living beings, and plants, while food and drink are reproducible. Any item created by mages of 30th level or lower vanish after 24 hours (or if dispelled earlier), while those produced by mages of at least 31st level are permanent and cannot be magically dispelled.

It is useful to use this spell in combination with a general craft skill. If the character doesn’t know how to sew or weave, for example, he creates rough or ill-fitting clothes. However, the mage can prolong the casting time to up to 1 turn (the minimum is one round), and coordinate with an artisan or expert, following his advice to make a good product with *major creation*.

**Mass Charm**

**School:** Enchantment

**Range:** 120 feet

**Area of effect:** 1 living being per level

**Duration:** special

**Effect:** fascinate 1 living being per level

This spell has the same effect as *charm monster* (4th level spell), except that it can simultaneously affect up to one living being per level (regardless of their HD) within 120 feet of the mage. Each single victim can avoid the *charm* with a ST vs. Mental Spells, with a –2 penalty. The spell is ineffective against victims with less than 3 Intelligence points. The duration depends on the victim’s Intelligence (see Table 2.1), and if the mage attacks one of his victims, the *charm* ends for (but continues to affect the others).

**Mental Barrier**

**School:** Abjuration

**Range:** touch

**Area of effect:** a being

**Duration:** 1 hour per level

**Effect:** protect from spells and effects that attack the mind and reveal information

This spell impedes the functioning of any form of mental domination (like *charm*, *control*, etc.) or of gathering information (like *ESP*, *scry*, *lore*, etc.) on the subject that is protected by the *mental barrier*. To those spells it is as if the subject doesn’t exist, and he benefits from a +8 bonus to his Saving Throws vs. mind-affecting attacks (like *feeblemind*, *stun*, various types of illusion, etc.) for the spell’s entire duration. A result of 1 on the d20 however always results in a failure.

**Mirage Arcana**

**School:** Illusion

**Range:** 360 feet

**Area of effect:** 3 feet per level radius sphere

**Duration:** 12 hours

**Effect:** create a semi-real illusion

This potent spell allows the mage to modify the appearance of the selected area of effect according to his wishes for the illusion’s duration. The mage is able to alter the general appearance of the area making invisible or modifying the outer appearance of things or people present there when the spell was cast as if using the combined spells *veil*, *hallucinatory terrain,* and *mass invisibility*. Any creature that doesn’t want to be subject to the illusion can make a successful ST vs. Spells to avoid it; otherwise all those that don’t oppose it become part of the mirage. If the beneficiaries leave the spell’s area of effect, the mirage’s effects (for example invisibility or altered features) don’t disappear from them until the end of the spell’s duration.

Moreover, the mage can program an illusion that activates based on a specific condition within the area of effect, in all ways similar to the 6th level arcane spell *programmed illusion*. Any creature can disbelieve the illusion of the *mirage arcana* with a ST vs. Mental Spells, but only after interacting with the environment or people for at least 1 turn and having discovered discrepancies that can undermine the scene’s veracity. Spells of remote scrying are tricked by the *mirage arcana* in the same way as physically present, while a *trueseeing* is able to break the illusion.

The mirage only vanishes at the end of its duration. It is however possible to annul parts of the mirage thanks to *dispel magic* cast on some individuals or zones of the affected area, a thing that also makes him suspect the rest of the scene (ST vs. Mental Spells to disbelieve the mirage).

**Moment of Prescience**

**School:** Divination

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 24 hours

**Effect:** bonus to 1 ST, Attack Roll, and skill check

This spell gives the mage a powerful sixth sense that directly concerns him. Before the end of its duration he can decide to use this effect to receive a bonus equal to a third of his level (rounded down) to a single Attack Roll, Saving Throw, and skill or characteristic check. The activation of the effect is instantaneous, and can even be made during another character’s turn, if necessary. He can choose to use *moment of prescience* even after making the roll he wants to modify, and once the effect has activated for all three types of affected roll (so three times in 24b hours) the spell ends.

No more than one *moment of prescience* can be active on a character at a time, and the spell can be subject to *permanency*, but cannot be made permanent on an item.

**Open Mind**

**School:** Enchantment

**Range:** touch

**Area of effect:** a being

**Duration:** 1 hour per level

**Effect:**–8 penalty to all ST vs. mental spells

The spell makes the victim more vulnerable to mental attacks, as all his Saving Throws versus mental spells suffer a –8 penalty for the spells duration. To cast *open mind*, the spellcaster must touch his victim (normal Attack Roll), who doesn’t get the benefit of any ST to avoid the effects.

**Permanency**

**School:** Transmutation

**Range:** 10 feet

**Area of effect:** a spell

**Duration:** permanent

**Effect:** makes a certain spell effect permanent

With this spell, the mage can render permanent the effects of any other arcane spell of 7th level or lower.

It cannot make permanent spells of “instantaneous” duration (like *dispel magic*, *fireball*, *lightning bolt*, etc.), those of permanent duration (like *woodform*, *flesh to stone*, etc.), those whose duration depends on concentration (like *phantasmal force*), those that give a magic bonus or penalty to an item (like *enchanted weapon*), those that temporarily increase or decrease a characteristic (like *cat’s grace*), divine spells, 8th & 9th level arcane spells (unless explicitly stated otherwise, as in the case of *forcefield*), and all those arcane spells of lower than 8th level in which this limitation is explicitly stated (like *haste*). The DM, who is entrusted with looking after game balance, can further limit the use of this spell at his discretion.

The ritual lasts one hour and consumes ingredients equal to 200 g.p. per level of the spell to be made permanent; if these ingredients are missing, the mage must sacrifice part of his lifeforce to render the effect permanent, losing 500 xp per spell level. The effects made permanent in this way last until the *permanency* spell is dismissed by the *disjunction* or *dispel magic* spellsspoken by a spellcaster of equal or higher level than who created the *permanency*. *Dispel magic* only acts on the *permanency* (and on normal temporary spells present), leaving the spell to which it had been bound unaltered, whose duration runs normally.

Each item or place can be subjected to a maximum of 5 permanences based on this spell, while living being beings can only receive two (between those identified); if one of the permanence is to be changed, it must first be annulled with *dispel magic*, the new spell is then cast and finally made permanent with a new *permanency*. To permanently enchant magic items, instead (with no chance of the spell being permanently dispelled), requires other procedures to be followed (described in depth in Volume 3).

**Perpetual Ice**

**School:** Evocation

**Range:** 30 feet

**Area of effect:** 1 creature, or volume of 10 ft. × 10 ft. × 10 ft., or surface of 1,000 ft2

**Duration:** special

**Effect:** freeze per 100 years or cause 1d4 hp per level

This spell uses the maximum power of the cold energy of water to bring the temperature to absolute zero. Casting this spell, from the mage’s body departs a ray of icy energy that freezes any type of target within 30 feet. The spell can freeze one creature (regardless of size), or a volume of matter of 10×10×10 feet, or a maximum surface of 1,000 square feet. The target is covered by a thick layer of magical ice whose temperature is close to absolute zero, and a living being is allowed a ST vs. Death Ray: if successful, the being suffers 1d4 hp per mage level (max 20d4 at 20th level, no ST for half allowed) and remains paralysed for 1d6 rounds. If later because of the damage his Hit Points drop below zero, the victim dies by freezing.

If the ST fails, the victim is imprisoned in a block of ice and reduced to a coma. The ice produced by this spell emits a deadly cold, and anyone within 10 feet of it suffers 3d6 hp per round, because of the incredibly low temperature, as long as it remains so close.

Within the ice the victim enters a state of suspended animation, without needing sustenance or aging, as if it was hibernating. The frozen things are unusable and the victims in this state cannot be contacted in any way. This condition lasts for 100 years, and there are only three ways to dismiss it earlier:

* via a well-formed *wish*;
* if the mage that cast it (and only him) voluntarily annuls the effect (any other attempt to annul or dispel the spell is useless, as by now the ice is considered mundane, despite its temperature);
* with a fire-based spell that generates heat comparable to the cold emitted by the *perpetual ice* that is via fire-based magic that cause at least 80 hp in one attack).

A hibernating creature, once freed, has 0 hp and its life functions must be correctly reactivated for it to resume life (to do this needs a *heal* spell or another of similar power). If this isn’t done very soon, the creature dies in 1d6 minutes.

An individual protected by a spell that gives it a resistance to cold, and creatures of cold suffer 1 hp less per damage dice suffered (although this is useless if the ST fails, seeing as the being is imprisoned in the casket of ice). Beings immune to cold instead (like the undead and most constructs) can remain imprisoned if they fail the ST, but don’t suffer any damage.

**Polymorph Any Object**

**School:** Transmutation

**Range:** 240 feet

**Area of effect:** a member of the animal, vegetable, or mineral kingdoms every 3 levels

**Duration:** special

**Effect:** change the form of a being, plant, or object

This spell is similar to the 4th level *polymorph others*, but also affects plants and other objects. It affects one target of medium size for every three levels that are visible within 240 feet, or proportionally smaller or larger targets (e.g. two small count as one medium, two medium as one large, etc.). Creatures and objects worn by a sentient creature can avoid the transformation with a successful ST vs. Spells with a –4 penalty. The spell functions with the same restrictions as *polymorph others* and the duration of the transformation depends on the scale of the transmutation. Nature is, in fact, divided into three great kingdoms: Animal, Vegetable, and Mineral.

If a target is transformed into something that belongs to a “neighbouring” kingdom (Animal → Vegetable → Mineral), the duration is of 1 hour per mage level and the target’s dimensions can vary by a maximum of one size (e.g. a large mass can become a huge or medium plant). If the transformation happens within the same kingdom (for example an animal transformed into a living being), the effect is permanent (unless it is dispelled) and there is no size limitation. It isn’t possible to transform a target that has already changed its kingdom into something of the third kingdom (for example it cannot transformed a rock that has already become a tree into a creature of the animal kingdom). Plants transformed into beings of the animal kingdom are limited to creatures with maximum HD that depends on the size of the being: Diminutive 1, Tiny 2, Small 3, Medium 4, Large 6, Huge 8, Gargantuan 10.

When transforming common materials, if the new material has a value of at least 50% higher than the original then the mage pays the difference with a permanent xp loss. Enchanted items can vary their own form, but maintain the powers they enjoy. Plants can be transformed into common objects or materials, while common items can only become complex mechanisms if the mage knows how it works and design.

**Power Word Blind**

**School:** Enchantment

**Range:** 120 feet

**Area of effect:** a creature

**Duration:** special

**Effect:** blind a being with 80 Hit Points or less

With this spell, the spellcaster can blind (with no chance of a Saving Throw to avoid it) any being within 120 feet, invoking a word of power that enslaves the soul to affect the body. If the victim has from 1 to 40 hit Points, he remains blind for 1d4 days, while if he has from 41 to 80, the blindness lasts for 2d4 hours; beings with 81+ Hit Points are immune to this spell, as are those that don’t orientate themselves via sight.

The divine spells *remove blindness* and *heal* can eliminate such blindness, which otherwise can be dispelled with the normal chance of success by *dispel magic*.

**Prismatic Spray**

**School:** Evocation

**Range:** 60 feet

**Area of effect:** up to 7 creatures

**Duration:** instantaneous

**Effect:** creates 7 coloured rays with different effects

When this spell is invoked, from the mage’s hand shoot seven rays of the colours of the rainbow that automatically strike the targets selected by the mage within 60 feet.

The mage can direct each ray against a different target (max 7 victims), or divide them as he believes best between the enemies present, even directing the entire spray against a single subject. Each victim with 8 HD or less are automatically blinded for 2d4 rounds, and all the subjects struck must make a particular Saving Throw to resist the effect appropriate to each colour:

* Orange: madness as for *feeblemind* (ST vs. Mental Spells avoids).
* Blue: 30 points of electrical damage (ST vs. Dragon Breath for half).
* Yellow: teleport up to 50 miles away in a random direction (ST vs. Spells avoids).
* Indigo: petrification (ST vs. Petrification avoids).
* Red: 30 points of fire damage (ST vs. Dragon Breath for half).
* Green: poison causes death in 1d4 rounds (ST vs. Death Ray avoids).
* Violet: 30 points of acid damage (ST vs. Dragon Breath for half).

Any type of physical barrier or anti-magic field prevents a ray from striking its target (for example if he hides behind a wall), while magical protections against a specific attack work to reduce the damage or improve the ST to avoid the effect.

**Remove Spell**

**School:** Abjuration

**Range:** 120 feet

**Area of Effect:** cube of 20 feet per side

**Duration:** 24 hours

**Effect:** remove all effects of a certain school

This spell automatically annuls with no chance of error all the magic effects present within a maximum volume of 7,500 ft3 associated to a specific school of magic chosen by the mage and prevents the casting, in that volume, of any effect belonging to that school for 24 hours. If there are items with powers linked to the chosen school present in the area, this spell renders them temporarily ineffective as long as they remain in the area. The mage can also limit the negation to one specific type of spell (e.g. *fly*, *invisibility*, etc.), and can use the spell more than once to negate others spells or schools of magic.

Unlike the other 8th-level spells, remove spell can be made permanent.

**Reveal Location**

**School:** Divination

**Range:** unlimited

**Area of effect:** a creature or object

**Duration:** instantaneous

**Effect:** know the location of a being or thing

Via this potent spell the mage is able to learn the exact location of a single individual or specific item. Only a correctly formed *wish*, or the intervention of an Immortal or the *mental barrier* spell cast by a mage of equal or higher level can prevent the spellcaster from locating the chosen target. *Reveal location* is able to bypass any other type of magical or mundane protection from scrying and reveal to the mage the name of the specific place, community, nation, continent, and plane in which the sought item is. The only requirement to gain this information is that the spellcaster has seen or touched the sought item or creature at least once.

**Scintillating Pattern**

**School:** Illusion

**Range:** 120 feet

**Area of effect:** 20 radius sphere

**Duration:** special

**Effect:** create a pattern that stuns all present

Casting this spell, the spellcaster creates a pattern of discordant and brilliant colours that occupies a 20 feet radius sphere within 120 feet, affecting all the beings inside it. The spell has different effects based on the latter’s HD/level, as follows:

* 6 HD/lvl. or less: faint for 1d4 rounds, then blinded 1d4 rnds, and then stunned for 1d4 rnds.
* 7-12 HD: blinded 1d4 rnds, then stunned for 1d4 rnds.
* 13+ HD: stunned for 1d4 rounds.

Sightless creatures don’t suffer the effects of *scintillating pattern*, which otherwise cannot be avoided with any Saving Throw. The *scintillating pattern* lasts in the area as long as the mage concentrates on it, who cannot do anything else except move at half speed.

**Sphere of Protection from Magic**

**School:** Abjuration

**Range:** 0

**Area of effect:** 10-foot radius sphere

**Duration:** 1d4 turns

**Effect:** create sphere of 10 foot radius of anti-magic

The effect of this spell is similar to that of *anti-magic barrier*, but creates a 10 feet radius sphere centred on the mage that moves with him in which any spell is automatically annulled, while magic effects that are already active are temporarily suppressed. Anyone can enter or leave the sphere, while enduring its effects, as it doesn’t represent a physical barrier. The edges of the sphere are invisible, but annul any spell or magic effect (produced by individuals or items) that enters or leaves, including those already active on someone who enters the area of anti-magic. The permanent bonuses of items, like the permanent effects of spells (see *wall of stone* for example) however, continue to function normally.

**Example:** a fighter armed with a *+2 sword* is supplied with an elven cloak, on which *haste* has been cast and who has drunk a *potion of giant strength*, penetrates a *sphere of protection from magic* to attack the mage that created it. The moment he enters the sphere, the magical effects of *haste*, the invisibility of the cloak, and the strength from the potion are instantly annulled, but the sword’s bonus isn’t affected. If the fighter then leaves the sphere, the spells that he benefits from once again have effect.

The sphere doesn’t affect constructs or undead, or the supernatural powers of a creature (like a medusa’s petrifying gaze, a vampire’s charm, or a dragon’s breath), but makes any summoned creature that enters the area of effect vanish, which only reappears if the spell ends before the summoning does. For creatures with magic resistance, the sphere cancels out the effects and only affects the creature if it can overcome it.

To dismiss this spell requires the command of the mage who created the sphere, a *wish* or a *disjunction*; *dispel magic,* or *anti-magic ray* have no effect.

**Steelform**

**School:** Conjuration

**Range:** 10 feet

**Area of effect:** max volume of 108 ft3 of steel

**Duration:** permanent

**Effect:** create 108 ft3 of steel

This spell creates steel to a maximum volume of 108 cubic feet, whose linear measurements can be varied based on the mage’s will (for example a wall of 20×15 feet 4 inches thick). The spell works in a similar way to *woodform*, with all the specifics described for that spell, but is mainly used to create totally durable steel barriers or weapons, without moving parts. A spellcaster with the *Armourer* or *Smith* skill could use it to produce resistant and well-made armour and weapons with this spell.

A steel structure created with this spell has AC 3 and 2 Structural Points per 36 cubic feet (i.e. the Damage Points of large constructions, see the sections *Enchanting large constructions* and *Structural Points* in Volume 3), or Damage Points appropriate to the item’s size (see *Damage Points of Objects* in Volume 3 for clarification).

**Superior Shadow Evocation**

**School:** Illusion

**Range:** variable

**Area of effect:** variable

**Duration:** variable

**Effect:** imitate an Evocation spell

This spell draws on the energy of Illusion to create a quasi-real version of a 7th level or lower evocation spell.

Spell that inflict damage have normal effect, unless the creature targeted by the spell makes a successful ST vs. Mental Spells. Each creature that successfully doubts the effect only suffers half damage from the attack. If the spell has a special effect, it has its strength halved (if applicable) and only a 50% chance of working. Regardless of the ST to doubt it (a roll that the DM should make in secret), the victims of this spell can make any allowed ST to avoid or reduce the effects of the simulated spell. All the spells that don’t produce damage have normal effect except that to those that successfully doubt their nature (successful ST): these latter don’t suffer at all from the spell.

Items always make any Saving Throw due to this spell.

**Symbol of Madness**

**School:** Enchantment

**Range:** touch

**Area of effect:** 60 foot radius

**Duration:** special

**Effect:** victims become crazy and incapable of acting

This spell creates an arcane and magic rune of great power commonly known as a symbol. The rune can be placed on a fixed object (a door, wall, etc.), or left floating in the air, but cannot move itself: if it is placed on a living being or a moving object, when the surface is moved, the rune remains suspended in midair. It is permanent and remains until it is activated. The symbol cannot be made invisible, although it can be covered or hidden by items in the area. Anyone that reads, passes, or touches the symbol activates its effects, which affects any creature (living or not) within 60 feet of the symbol when it activates: only spellcasters (arcane and divine) can avoid the effects with a successful ST vs. Mental Spells. Those that fall under the effect of the *symbol of madness* go insane and lose any logical and intellectual ability they possess (Intelligence and Wisdom are reduced to 1 point). The victims cannot therefore attack, cast spells, or use skills or special items. They can walk, but need to be carefully watched, otherwise they run away at the first opportunity and try to hide themselves to the sight of anyone. Such effects are permanent, until magically dispelled or cured with the divine spells *heal* or *mental cure*.

**Temporal Stasis\***

**School:** Transmutation

**Range:** touch

**Area of effect:** a creature

**Duration:** permanent

**Effect:** creature enters a coma, doesn’t age or die; reverse free from coma or magic stasis

Casting this spell, the spellcaster touches the target creature (normal Attack Roll) and if the attempt succeeds, it falls into a state of suspended animation (no ST allowed). In this state, his vital functions cease, but his body doesn’t age, and no force or effect can injure the victim in any manner (it is virtually immune to any spell or attack, with the exception of a well-worded *wish*). Time stops running for the victim and his condition remains held until the spell’s reverse form is cast on him or a *wish* is used to reanimate him.

The reverse spell, ***reanimate***, returns to life with its maximum Hit Points any creature in a coma or similar state of life stasis.

**Ultimate Divination**

**School:** Divination

**Range:** infinite

**Area of effect:** only the spellcaster

**Duration:** 6 turns

**Effect:** able to locate and visualise an object or area at any point in the Multiverse

This spell is an improved version of the 4th level *scry*. *Ultimate divination* allows the mage to concentrate on a specific location, creature or object, and to simultaneously see and hear what is happening around that target thanks to a vision that appears in midair in front of him and occupies a sphere of 3 feet per level, which faithfully reproduces the scene. The distance to the target is irrelevant, but as usual there is the normal chance of the scrying failing based on his knowledge of the target and if he possesses something linked to the target (see the *scry* spell).

The spell automatically ends after 6 turns, or if it is dispelled earlier, but the mage doesn’t have to continue to concentrate to maintain the vision. *Ultimate divination*, unlike *scry*, allows the visualisation of creatures, places, or objects that are on other planes. There is however, a 5% penalty to the chance of success for every dimensional border crossed, and if unsuccessful, it is only possible to retry after 24 hours have passed.

**Example:** if the mage is on the Prime Plane and the subject is on the outer plane of the Draesten, it must cross three borders (Prime ⇨ Ethereal ⇨ Astral ⇨ Draesten) and there is a 15% chance that the divination cannot locate the individual and is useless.

Any environmental conditions in the area also affect the mage’s vision and hearing (for example *darkness* or *silence* prevent him from seeing or hearing correctly, and he certainly cannot see through a wall). However, the spell allows any magical senses to function through it (so he could therefore penetrate an area of *darkness* with *infravision*, or *detect magic* in the area scryed, for example), thus obviating to the adverse environmental conditions. The mage can even cast any Divination spell of the first four levels and any Illusion spell of the first two levels directly into the area he is scrying regardless of his real distance, while he can only materialise other spells if the distance to the scryed area is within the spell’s range, and unlike other scrying spells (*arcane senses, clairaudience/clairvoyance,* and *scry*), this doesn’t break the divinatory spell (as he doesn’t have to concentrate to maintain the vision). It is necessary to note that the mage can be affected by any visual or audible spell or magic effect that is present in the scryed area (like a *symbol*, or a basilisk’s gaze, or a tune that fascinates its listeners, etc.).

Only concealment spells of 8th level or higher (like *mental barrier, mirage arcana,* or *warped reality*) impedes *ultimate* *divination*.

**Zone of Interdiction**

**School:** Abjuration

**Range:** 0

**Area of effect:** 3 foot per level diameter sphere

**Duration:** a week

**Effect:** impede any form of magical transport

Casting this spell, the spellcaster creates an area in which it is impossible to use any spells of transportation (like *teleport, dimension door, transport via plants,* etc.), which annuls any magic effect that aids or alters movement (like *fly, spider climb, jump, levitation,* and even *haste*) and permanently collapses any magical connection to other places present in the area of effect (e.g. *gate*). The area is a fixed sphere whose diameter is equal to 3 feet per mage level centred on the spellcaster at the moment of casting, and makes it totally impervious to any attempt to access it from other planes (like with *travel* or *ethereal form*). The area is accessible with normal movement methods, but it isn’t possible to enter or leave it magically for all of the spell’s duration (a week).

***Ninth Level***

**Acid Sphere**

**School:** Evocation

**Range:** 240 feet

**Area of Effect:** one target

**Duration:** instantaneous

**Effect:** sphere melts the target

This spell creates a fist-sized sphere of acid in the spellcaster’s hand, which he can throw against a target within 240 feet, striking it without fail. Whatever the target’s nature (living being, animated or inanimate object, undead, elemental creature or force) it suffers the corrosive effects of the sphere, which depends on its physical resistence, i.e. its HP (or DP is an item) possessed the moment it is struck:

* 60 HP or less: target totally melted;
* 61-90 HP: may attempt a ST vs. Death Ray. If successful the target loses 60 HP, otherwise it is completely disintegrated;
* 91+ HP: the target automatically loses 20d6 HP, but can make a ST vs. Death Ray to halve the damage.

If the sphere is used against an individual who wears different items, all the items suffer the effects of the *acid sphere*, which is even able to destroy an entire *forcefield*, before vanishing.

**Alter Ego**

**School:** Necromancy

**Range:** 120 feet

**Area of effect:** a corpse

**Duration:** special

**Effect:** create an animated simulacrum of the spellcaster

This spell modifies an intact conserved corpse, animating it and giving it the semblance, abilities and memories of the spellcaster that cast the spell. It creates an empathic link to the creator, even if it will have its own individuality: the new mage has the same level, the same physical and mental characteristics and the same ability to use weapons as its creator, but has only half of its HP and cannot make use of special magical or supernatural abilities of the spellcaster or of his race. Moreover it can study a number of spells equal to the Intelligence points it’s invoker wants to spend (for example, if the mage spends a point of Intelligence, the simulacrum could memorise a spell by studying it in a spellbook; after casting the spell, the creature’s Intelligence score returns to normal). By concentrating, the creature can see and feel through its *alter ego*. The simulacrum is considered a magical construct and is blocked by a *protection from evil* and by an *anti-magic barrier*, while an Anti-Magic ray or area temporally annuls it, causing it to fall into a state of torpor. Moreover *dispel magic* cast on the simulacrum has a 10% greater chance than normal of failure.

**Example:** a 26th level mage casts *dispel magic* on the simulacrum of a 30th level mage. The failure chance is: [(30-26) x5] + 10% = 20 + 10% = 30%. If the mage that attempts to dispel the simulacrum is of equal or higher level to that of the *alter ego*, he still has a 10% chance of failing.

The creator must cast this spell again each day (24 hours) to prevent his *alter ego* from vanishing (in which case he immediately regains the sacrificed Intelligence points), and he cannot have more than one *alter ego* simultaneously.

**Annul Immunity**

**School:** Transmutation

**Range:** 30 feet

**Area of effect:** a creature

**Duration:** special

**Effect:** annul any immunity of the creature

After casting this spell on a creature, any immunity or resistance to damage obtaining through a spell (for example anti-magic, resistance to an element or to spell, *immunity* and so on) is annulled as if it had been dispelled, while the creature’s natural immunities and resistances (like an undead’s resistance or a golem’s to a particular type of energy and to normal weapons) are suppressed for 2d6 rounds. The effect suppresses any mafic resistance of the creature, while if it is protected by an *anti-magic* or *spell turning barrier* itcan attempt a ST vs. Spells with a –5 penalty to resist the effect or turn it upon the mage; If however the ST fails, even that protection is dispelled.

**Anti-Magic Ray**

**School:** Abjuration

**Range:** 0

**Area of effect:** 60 foot long, 6-foot wide cone

**Duration:** 2 turns

**Effect:** create an anti-magic ray

For the spell’s duration (2 turns), each round the mage is able to produce from his eyes a ray of anti-magic 60 feet long and 6 feet wide at the far end, which doesn’t affect his vision and is identical to that of the beholder. All the magical effects that enter its area of effect are instantly annulled as long as they remain within the ray’s field (even just partly), including the permanent bonuses of weapons, armour, and protective items. Creatures that enter the *anti-magic ray* lose their own magical and supernatural powers, while the innate physical abilities of the being aren’t affected.

**Example 1:** a mage projects the ray against an elf that has received a *bless*, a *protection from evil*, and a *haste*. As long as he remains within the ray, all the elf’s spells are annulled, and moreover he cannot cast any more, or evoke the magic powers of his items, although he can attack the mage with his *+3 sword*. If the mage turns his attention to another subject, the spells again become active on the elf, as long as their duration has elapsed.

**Example 2:** if the mage projects the ray against a vampire, it would be vulnerable to normal weapons and couldn’t *charm* anyone with its gaze, or transform or regenerate, as these supernatural powers would be inhibited by the *anti-magic ray*. If instead he used it against a troll, it wouldn’t lose its ability to regenerate wounds that it gets due to its metabolism, while a dragon would lose its breath weapon (supernatural) and the ability to cast spells (magical), but certainly not its other attacks or physical immunities.

To activate the ray requires concentration (as if casting a spell) and while using the *anti-magic ray* the mage cannot evoke any magic effect, although those already active on him continue to function and he can continue to act normally. Each round the mage can select in which direction to direct the ray, keeping it fixed on a point or following a specific target’s movement (but only that), and in the same way can choose to deactivate the rat as a free action. The ray has no power against an area of anti-magic (like another ray or an *anti-magic barrier*) or spell reflection: the two effects ignore each other. For creatures with magic resistance, the sphere cancels out the effects and only affects the creature if it can overcome it.

**Army of Stone**

**School:** Transmutation

**Range:** 120 feet

**Area of Effect:** 5 ft³ of stone per level

**Duration:** 1 turn per level

**Effect:** create stone golems from rocks and common statues

With this powerful spell, the mage is able to animate rocks and stone or simple statues creating true constructs to serve him temporarily. The total number of rock or stone constructs created with each application of the spell depends on the mage’s level and on the size of the golems created based on these ratios: animate 1 Small golem every 2 levels, 1 Medium every 3 levels, 1 Large every 4 levels, 1 Huge every 6 levels, 1 Gargantuan every 8 levels. Combinations are allowed if they don’t exceed the allowed maximum (e.g. a 20th-level mage can create 2 Huge and 2 Large golems). The maximum number of constructs that can be controlled simultaneously (regardless of their size) is equal to half of the mage’s Intelligence score: they obey any mental order of their creator, who can command them from a distance of up to a half a mile away.

The characteristics common to the golems created with this ritual are as follows:

* Immunity to normal and magical fire and cold
* Immunity to +2 (and below) weapons and 1st and 2nd-level spells
* Immunity to all gases, blindness, poisoning, aging, paralysis, criticals and bleeding, effects of instantaneous death or that affect the soul
* Durable: reduce all damage by 4 points (AV 4) and every weapon that strikes it with a bonus of +2 or less must make a ST vs. Destruction with each blow or shatter (mundane weapons shatter automatically)
* Attacks per round: 2 fists (2d6 + STR bon damage)
* Armour Class 0
* Saving Throws: Fighter level equal to HD
* Mental Characteristics (Int, Wis, Cha): 10
* Physical Characteristics: Strength 16 +1 point per 2 HD, Dexterity 10, Constitution 16
* Hit Dice and Hit Point Total of each golem depends on its size: Small 4 HD (30 hp), Medium 6 HD (45 hp), Large 8 HD (60 hp), Huge 12 HD (90 hp), Gargantuan 16 HD (120 hp).

The constructs fall to pieces if reduced to zero hp and they cannot be animated again. At the spell’s end or if it is dispelled, the golems break up if they had been made from rocks and unworked stone, otherwise they return to their original form as inanimate statues. It isn’t possible to make a golem from a stone building or from part of one: only from single rocks, statues or rocky walls.

**Bind the Soul\***

**School:** Necromancy

**Range:** infinite

**Area of effect:** a creature

**Duration:** permanent

**Effect:** imprison the soul of a being in an object

This powerful Nithian spell (by now lost in the mists of time and known to only a few spellcasters in the outer world) serves to imprison the soul of a creature (of any type, including the Immortals) within a previously prepared object, rendering it both magical and intelligent.

The ceremony is divided into two sections: during the first part, it creates the object that is to hold the victim’s soul and to establish a contact with it to allow the item to recognise it and lock it away, drawing on the energy present in all the planes of the Multiverse. The item must always equal to, larger than or a maximum of one size smaller than the creature’s size (e.g. a creature of medium size can enter a sword, halberd or shortsword, for example), and must be prepared with a special ceremony that requires 1 day per HD or level of the creature and sacrifice 1,000 gp and 1,000 xp per HD or level of the victim.

During the second part instead (the more dangerous), the spellcaster creates a rip in the reality of the multiverse and draws the victim’s soul from his body (wherever it is in the multiverse), making it travel through the Nightmare Dimension and reappear within the item enchanted expressly to contain it, binding it to it permanently. During this second part of the ritual, which lasts for 30 days less 1 day per Intelligence point of the spellcaster, the spellcaster’s mind also has a special bond with the Nightmare Dimension and becomes hypersensitive to its supernatural emanations. As such he must make an Intelligence check each day until the end of the spell or be struck by a temporary insanity that lasts 1d4 hours; this inconvenience delays the spell’s completion for half a day (cumulative). Moreover, following each attack of insanity the mage loses 1 point of Intelligence (each point lost is recovered each time a successful Intelligence check is made): if he fails 3 consecutive checks (or three days in a row), then the entire spell is ruined and the connection with the victim’s soul is broken, while the mage ends up being drawn completely in to the Nightmare Dimension (from which it isn’t possible to leave with simple spells of planar travel, seeing as it is a different dimension). If the spellcaster isn’t distracted during this second phase of the ritual and rests and sleeps correctly (without doing anything else except concentrating on the ritual, instead of undertaking other actions and casting other spells – which he can does), then his Intelligence check has a +2 bonus (20 is always a failure, however).

At the end of the second phase, the victim’s soul is ripped from its body, but the victim is allowed a ST vs. Spells to avoid the effect (if he wants to avoid it), with the following penalties:

* –1 if the mage knows the victim’s complete true name;
* –1 if the mage is of higher level (or more HD) than the victim;
* –1 if the mage isn’t interrupted during the ritual;
* –1 if the victim isn’t a spellcaster (of any type);
* –1 if the victim isn’t conscious (fainted or sleeping) at the moment of the spell’s completion.

If the ST succeeds, the victim resists the attempt and the designated object disintegrates, while the mage permanently loses 1d4 Hit points (and only try to imprison that same creature after 12 months). If the ST fails, the victim is instantly and perennially imprisoned in the object (wherever it is), and his body becomes an empty shell that quickly wastes away (like a corpse that rots).

The creature bound into the object can alter it slightly to resemble its original form, and can control at its liking the mobile parts (like drawers, doors, chains, mechanical parts, etc.); if the item in which it is imprisoned moreover is able to move by itself (like a wagon or a boat), the imprisoned creature is able to direct its movement at its liking.

The item that contains the soul can be further enchanted with 5 magic powers, which can exceed the maximum limit of spells allowed to an item (see the item creation rules in Volume 3), as in this case the additional magic powers are bound to the soul held in the item. He can give to the soul any arcane spell of up to 6th level, even those of “instantaneous” duration (like *fireball* and *lightning bolt*), which are considered cast directly by the creature imprisoned in the item to determine its variables (like effect, range and duration). Alternatively, if the imprisoned creature is able to cast spells, the spellcaster can choose to give it the ability to cast a maximum of 5 different spells (to a maximum of 6th level), once per day, instead of giving it five of his spells (for further technical details, refer to the section on *Intelligent magic items* in Volume 3).

The bound soul keeps its memories and mental abilities, but it is incapable of acting or casting spells independently (a part from those given it by the mage). If the item is in contact with a sentient being, the soul of the imprisoned victim can immediately try to possess that individual and guide his actions with an opposed Spiritual Force check: roll 1d20 and add the Intelligence, Wisdom and Charisma scores of each contender, and whoever gets the highest result wins. If the attempt is unsuccessful, its will is bent to that of the item’s possessor, and the victim serves him to the best of its ability, even trying to influence it with persuasive thoughts to its benefit.

The soul can attempt to regain control of the item’s possessor only when he is wounded and in physical contact with the same item (in this case the result of the possessor’s Spiritual Force check is penalised by 1 point for every 5 hp suffered). Note that when the soul takes possession of the possessor’s will, it doesn’t transfer itself into his body, but simply forces it to obey its orders and its will, as if under the effects of hypnosis, with the only difference that the individual is aware, and can only rebel against the orders if they go against his alignment or that cause pain with a new Spiritual Force check (if victorious, he reacquires mastery of his actions).

The soul can use its own general knowledge to aid the object’s possessor (languages and general skills), and can use the extraordinary and magic powers that the spellcaster of the item has given it, but only through the voluntary request of the item’s possessor (or whenever it desires, if it has taken possession of the possessor’s mind).

As long as he is alive, the original spellcaster that bound the soul into the item shares an unbreakable mental link with the same item, and is considered is only possessor. He can speak with the soul by merely concentrating, and evoke its power in the same way as long as the item is within 120 feet of him. However, if the object is destroyed, the soul is freed and the mage dies instantly, while if the mage dies, the item no longer belongs to anyone, and the possessor is the first sentient individual that takes hold of it (and remains such as long as it carries the item).

The reverse spell, ***free the soul***, must be cast on a soulless body, a possessed creature or an item that contains a soul. It allows the return to its original body of the soul of a victim imprisoned with this or similar spells (like *dimensional prison* or *arcane trap*) or to make leave a body a soul that has illegally occupied it (like the victim of a *magic jar* or of a *necromantic fusion*) with no chance of opposing the effect. This doesn’t mean that the body in which the soul returns is in perfect condition, and if it so emaciated that is has become a skeleton, the creature’s soul simply leaves the Prime Plane as if he had died (it goes to an immortal paradise or to Limbo, according to its beliefs).

**Burning Fury**

**School:** Evocation

**Range:** 120 feet

**Area of effect:** 20 foot diameter, 20-foot high cylinder

**Duration:** instantaneous

**Effect:** column of flame kills up to 70 hp

This spell calls on the maximum power of fire to create a column of flames of the highest temperature (1,000°C) capable of melting anything. The spellcaster can materialise a burning cylinder up to 20 feet high and of variable diameter (3 to 10 feet) at any point within range. The column remains in its fixed point and reduces to ashes anything found inside it that has 70 or less hp. Creatures and objects with 71+ hp can instead make a ST vs. Spells: if successful, they lose 35 hp, otherwise 70 hp. Moreover, even beings or objects outside of the column, but within 20 feet of it, lose 30 hp (allowed a ST vs. Spells for half damage) because of the great heat.

Any type of magical protection or resistance to fire simply guarantees to the creature 1 hp for each of its levels or HD, in order to determine if it falls into the first or second category of victim (70 HP or less), as well as its usual ST bonus.

This effect cannot be made permanent.

**Circle of Teleportation**

**School:** Conjuration

**Range:** special

**Area of effect:** 5-foot radius circle

**Duration:** 1 turn per level

**Effect:** transport the creatures within the circle to another destination

By evoking this spell, the spellcaster creates a magic circle on the floor or on another solid surface within 10 feet of his position: it lasts for 1 turn per level (unless it is dispelled earlier) and has the power to transport anyone that steps through to a destination fixed by the mage (no ST allowed); such a destination cannot be changed once the spell is cast.

The teleport always reaches the destination without error, even if the spellcaster cannot fix the destination as it is already occupied by a solid, or that is on another plane, or that he has never seen. The circle itself is extremely thin and difficult to see with the naked eye (it is necessary to mark it in some way if it to be easily seen), although it is revealed with *detect magic* and can be discovered by a thief that is actively searching for traps (with a –20% penalty on his attempt).

**Contingency**

**School:** Evocation

**Range:** touch

**Area of effect:** a creature or object

**Duration:** special

**Effect:** choose a condition to activate another spell

This spell allows the preparation of an arcane spell that doesn’t inflict damage and is a maximum of 4th level, which is cast in a specified situation. While casting the *contingency*, the spellcaster touches the subject or object that is to benefit and describes a specific situation, and then quickly casts the selected spell (which he must know), which isn’t activated immediately, but remains in stasis on the target that benefits from the *contingency*. When the described situation occurs, the prepared spell is automatically cast as specified by the conditions.

**Example 1:** The spellcaster casts *contingency* on himself and then a *charm person*, specifying: “When I come into contact with any living creature that isn’t a Lawful or Neutral cleric, with the exception of my friends Bertram and Aldanis, cast a *charm* on the creature that touched me.”

**Example 2:** The spellcaster casts a *contingency* on his friend Abelardus and then a *dimension door*, specifying: “When Abelardus is reduced to 8 or less Hit Points and finds himself in a dangerous situation in a dungeon, transport him via *dimension door* to the furthest non-occupied location that he has seen in the 6 hours before the situation took place.”

**Example 3:** The spellcaster casts *contingency* on his diamond and then a *hold person*, specifying: “Anyone touching this diamond, with the exception of yours truly and my friend Roger Cristobal, is immediately struck with a *hold person*.”

A creature or an object can only be associated with a single *contingency* at any one time; not even a wish can allow multiple applications. The description of the situation can be complicated or simple, but must be in some way limited in effect, and the triggering event that provokes the casting of the prepared spell must take place within a range of 120 feet. The target and the effect of the prepared spell must be specified: if any of the necessary details are omitted, the spell isn’t cast.

*Contingency* has a permanent duration until it is activated only becoming active once the specified situation takes place, but once released; it is consumed and is discharged. If the spellcaster wants to change it, he simply has to annul it with *dispel magic* (which has the normal chance of destroying it) and replacing it, casting the spell again followed by the spell associated to it. Finally, it isn’t possible to associate more than one *contingency* to a single being.

**Create Any Monster**

**School:** Conjuration

**Range:** 90 feet

**Area of effect:** 1 HD of creatures per level

**Duration:** 3 turns

**Effect:** create one or more monsters

This spell is able to create 1 HD per level of beings seen at least once before, which appear within 90 feet of the mage. They understand their creator’s tongue and blindly obey him to the maximum of their ability (they are always a typical adult of their species). The created beings appear with their standard equipment, which includes the armour and weapons they are usually supplied (based on their descriptions in the “Monster” section of the rules set) and vanish after 3 turns have passed, or if killed or magically dispelled. If subjected to a *permanency*, there characteristics remain fixed as does their age: they don’t age, progress in level or gain new memories, but still however need to eat.

The spellcaster can decide the race and number of creatures that appear, and with this spell he can create any being, independent of the number of special abilities possessed (asterisks next to the number of HD in the creature’s description), with the exception of immortal beings (other than undead and constructs). However, if he wants a creature with three or more special abilities, the mage must have carefully studied an example (living or dead) for at least an hour in order to duplicate it and can create no more than one example of such power with each application of the spell. Being with 1-1 HD are worth 1 Hit Dice, and those with ½ HD or less, are worth ½ HD.

**Example:** a 30th level mage could create 30 goblins or hobgoblins, (with 1 HD each), or 7 dopplegangers (each with 4 HD and 1 asterisk), or 5 displacer beasts (each with 6 HD and 1 asterisk), or four djinn (each with 7 HD and 2 asterisks), or even two meks (with 15 HD and two asterisks each) or a nightwalker (with 26 HD and 5 asterisks), or combine 2 ghouls (2 HD and 2 asterisks each), an efreeti (10 HD and 1 asterisk) and 4 gargoyles (4 HD and 2 asterisks each), for a total of 30 HD, and so on.

Remember that defeating magically summoned or created creatures doesn’t grant the related xp, unless their summoner is also defeated.

This effect cannot be made permanent.

**Create Hybrids**

**School:** Necromancy

**Range:** touch

**Area of effect:** from one to three corpses

**Duration:** permanent

**Effect:** cross two or more creatures to create hybrids

This potent spell allows the mage to give life to a monstrous creature created from at least two different species or parts of corpses. It has no effect if used on undead or constructs, or parts of them. The spell can be used to create living or undead hybrids: in the former case the crossed creatures must be living beings, while in the latter the mage must take the parts from the bodies that will constitute the undead.

The living hybrid is given its own will and is capable of reproducing only with its own kind, while those undead always loyally serve their creator and are sterile like all undead. Moreover, the living hybrid is given the memories of the creatures that are fused into it, but they are fragmented and confused, and can only be put into order with great effort and concentration (an Intelligence check with a –5 penalty is needed to recall a particular memory of to the life of one of the original creatures). The hybridisation of a living being and an undead being (for example a thoul, fusion of troll and ghoul) is instead only possible through the use of a well formulated *wish*: it wouldn’t have all the powers of both (it is up to the DM to decide which it gets and at what strength) and will always be alive.

The spell can cross from a minimum of two to a maximum of three different species, and with a difference of only one size between the smallest and the largest (e.g. it can cross a dog – size Small – with a human – size Medium –, but not a dog with a troll – size Large). Moreover, each creature can have no more than 1 Hit Dice for every 4 levels of the spellcaster (rounded down, max 9 HD at 36th). Even if only one of the criteria listed above isn’t respected, the hybridisation automatically fails. The monster inherits four attributes from the creatures that comprise it:

* Hit Dice: the Hit Dice total is equal to the sum of the individual creatures divided by the number of creatures that comprise the hybrid, (e.g. if used on a 2 HD gnoll and a 4 HD centaur, the hybrid would gave 3 HD). Obviously, the number of Hit Dice determines the hybrid’s THAC0.
* Armour Class: the being’s AC is given by the creature that constitutes the torso and legs. If they are from two different beings, it takes the best AC but reduced by a point; if both creatures have the same AC use that.
* Movement: the base speed depends on the being that supplies the hybrid’s legs. Other forms of movement are possible if the fused creatures possessed them (e.g. it can fly if it has wings, and so on).
* Saving Throws: the hybrid has the best ST of the various creatures that comprised it.
* Alignment: the hybrid’s mind is disturbed and as such its alignment is always Chaotic, while its morality (good/evil) depends on the strongest personality of the creatures that comprise it, and could even be variable.
* Number and type of attacks: the number of attacks per round of the hybrid derives from only one of the creatures used in the fusion, usually that with the greater number of attacks. It moreover inherits all the attack forms of crossed beings, on condition that the hybrid has the physical parts necessary to carry out that attack (see below). Undead hybrids, however, don’t retain any poison based attacks. For example, a cross between a giant spider and an orc probably has only one attack a round, but could elect to use: a weapon, a punch (from the orc), a bite (from the spider) or a web (from the spider).
* Special attacks and powers: a living hybrid keeps all innate magic powers of the different creatures and can choose which class to belong to from those of the creatures that comprise it (if applicable).

The undead hybrid loses all mental and magic powers and spell-like abilities, it also loses any previous class and resistances to spells, weapons and magic in general. However, for each creature used that does have a mental or magic power, the hybrid gains a special undead power from the following (the powers are gained in the listed order and are cumulative): Can only be hit by a +1 magic weapon or better; Energy drain (1 level) touch attack; Magic Resistance (10%).

So that the spell can be cast, the mage must prepare a magic circle within which he positions the creatures or body parts that he wishes to assemble into the hybrid. Creating the magical circle requires costly arcane materials, and in this ritual, the spellcaster must spend a total of 1,000 gp per Hit Dice of the creatures involved. Afterwards, he must make sure that the victims, if alive, remain confined within the circle of hybridisation for an entire turn, the time needed to complete formula and the ritual. If one of the beings escapes the circle, the rite is ruined and the spell wasted. At the end of the ritual, all the creatures present in the circle (if alive) can make a ST vs. Spells to avoid the effects, but they make it with a −4 penalty. If all the involved creatures successfully pass their ST, they suffer 4d6 points of damage but aren’t hybridised. If instead just one fails, the hybridisation takes place as envisioned. The creature assumes the form chosen by the mage during the ritual, and it will have the traits of the crossed beings based on its creator’s wishes.

**Example:** a mage crosses a werewolf and a giant spider to create a hybrid. He decides that the final creature has the form of a wolf, but with four spider legs that emerge from the torso as well the wolf’s (to give it the ability to climb). It will have lycanthrope’s mouth, the spider’s eyes (to use its better vision) and the spider’s mandibles (to unite the poison with the wolf’s bite and to lycanthropy) and in place of a tail it will instead have a gland with which it produces a typical spider’s web.

A hybrid created with this ritual is permanent and doesn’t suffer in any way from *dispel magic* or similar spells, even if it is held by a *protection from evil* or by a *destroy evil*.

If this spell is associated to an item, those that use it must somehow always pay the ritual’s cost using the ingredients required to evoke the power.

**Crystalbrittle**

**School:** Transmutation

**Range:** touch

**Area of effect:** an object of max weight 2lbs per level

**Duration:** permanent

**Effect:** transform object into fragile crystal

This potent spell is effective against both normal and magical objects, but has no effect on artefacts. Normal objects have no possibility of negating the effect, while magic items can attempt a ST versus Destruction to avoid the transformation. The spell alters the physical structure of the item touched by the mage, which becomes lighter (its weight is halved) and assumes the consistency of fragile crystal. The item is so fragile that it is immediately destroyed if a slightly stronger than normal pressure is applied. In fact just taking a point of damage or being tightly gripped (a normal Strength check) is enough to reduce it to pieces.

The spellcaster can transform in this way only an object whose weight doesn’t exceed 2 lbs. per level. If he attempts to crystallise part of a heavier object, the spell has no effect.

The transformation is permanent and can only be reversed through a well-formulated *wish*.

**Deadly Illusion**

**School:** Illusion

**Range:** 10 feet

**Area of effect:** a living creature

**Duration:** instantaneous

**Effect:** victim dies or loses half his hp

This spell creates in the victim’s mind a deadly nightmare that in reality lasts for a fraction of a round, during which the victim appears immobile and confused (in effect losing his actions for that round), while according to his perception the hallucination can last several minutes or even hours (but never more than a day). At the end of the nightmare, the victim is inevitably killed by his unconscious fear (a creature or monster, a malady or trap, etc.) and at that moment must make a ST vs. Mental Spells: if it fails, the victim suffers such a profound shock that he really dies. Otherwise, the creature recognises that it is a hallucination, but because of the life energy lost in the nightmare his current hit points are halved.

The victim of the *deadly illusion* acts as he wants during the nightmare, but doesn’t comprehend that it is a fiction until its end. The nightmare takes form based on the real situation, and from there will progress to its inevitable conclusion (e.g. if he is in combat, the fight continues, but the adversary is shown to be unhittable and kills all the victim’s companions until it is his turn). All the powers used during the nightmare are not lost or wasted in reality, but the victim loses the action prepared for that (without however being stunned).

The spell only affects living creatures.

**Disjunction**

**School:** Abjuration

**Range:** 120 feet or touch

**Area of effect:** 30 foot cube or single target

**Duration:** special

**Effect:** annul the magic present in a 30 foot cube or on a touched target

This spell is a powerful form of *dispel magic* and functions like the latter, however it’s area of effect is greater, affecting a 30 foot cube, but the spellcaster can use a simple touch to reduce the disjunction’s area to a single touched target (e.g. a single being with all his equipment, or an item).

This spell always automatically dispels any magic effect present in the area of effect (both those created by subjects and those created by mortal and immortal items), without any failure chance and independent of the level of the spellcaster that created it. *Disjunction* can also annul an *anti-magic barrier*, a *sphere of protection from magic* or a *prismatic wall* in one go: in this case, the success chance is equal to double the spellcaster’s level (e.g. a 25th level mage has a 50% chance of dispelling the each of effects listed above).

The power of *disjunction* is such that also affects magic items that are entirely within its area of effect (so up to a maximum of 30 feet in size), with the only exception of artefacts.

All temporary magic items in the area of effect permanently lose their magical properties: such items include charged items (like potions, scrolls, wands, staves, etc.) and time based usage (i.e. useable a certain number of times in a specific time period).

All permanent magic items, or those whose power is constant (like a magic sword or armour, a rod, a ring of protection, etc.), have a chance of resisting the *disjunction* equal to a 10% multiplied by the primary magic placed in it (e.g. a +5 ring has a 50% chance of resisting), or 5% per level of the highest spell that it can evoke (e.g. *gauntlets of ogre power* use a 5th level spell and has a 25% chance of resisting the *disjunction*).

If *disjunction* is used against items that contains within it a being’s soul (like intelligent weapons), or against constructs or undead created with a spell, the target can make a ST vs. Spells to avoid being destroyed; even if the ST is successful, the spell annuls the magic powers and related immunities of the target for 1d6 rounds.

**Dominate Monsters**

**School:** Enchantment

**Range:** 60 feet

**Area of effect:** a creature

**Duration:** 1 day per level

**Effect:** mage controls the actions of the victims

With this spell the mage is able to control the actions of any living beings within 60 feet, with the exclusion of undead, constructs and oozes, by means of a telepathic link with the subject’s mind. One the domination is established, the only limit on its range is that the mage and the dominated creature remain on the same plane. If they have a common language the mage can force the victim to follow his orders within its intellective capacity. If they don’t share a language, the mage can only issue basic commands like “Follow me”, “Come here”, “Fight”, “Stay still”, “Capture”, and so on.

Once an order has been imparted, the dominated creature continues to perform it to the exclusion of all other activities with the exception of those needed for daily survival (like eating and sleeping). If he wants to, the mage can change the given order when he wants to, by simply concentrating for a round, and if the victim is on the same plane he follows the new instructions instantly, otherwise he continues with his old task.

Moreover, by continuing to concentrate on the dominated creature, the mage can sensory perceptions as interpreted by the subject’s mind, even if it isn’t a true telepathic communication but only empathic. The mage cannot see through the victim’s eyes or hear through its ears, but can take account of what is happening around it based on the sensations (if for example it is cold, afraid, in pain, speaking with someone or asleep).

The victim can oppose the domination with a successful ST vs. Mental Spells with a –2 penalty, but if the ST fails, he remains under the mage’s control until the spell ends or until the domination is magically broken. Moreover, if the victim is forced to take actions against his own nature, he can oppose these commands and can annul the domination with a new ST vs. Spells with a +2 bonus. Evidently self-destructive orders aren’t obeyed and free the creature from the spell’s bound. The creature always remembers the actions it carried out under the mage’s influence and it can act accordingly.

A mage can, with this spell, dominate a maximum of one creature per point of Intelligence or Charisma bonus (using the most advantageous). If he wants to dominate others, he must abandon control on one of those previously affected.

Finally, it is necessary that the spellcaster spend at least a turn per day concentrating on the dominated creature to maintain the control, otherwise each day the victim receives a new ST vs. Spells without penalty to free himself from the effect.

This effect cannot be made permanent.

**Elemental Power**

**School:** Transmutation

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 turn per level

**Effect:** the spellcaster becomes resistant to an element and can exploit some of the typical effects of that element

There are four distinct versions of this spell, each related to a different element: air, earth, fire and water; each of the versions constitutes a spell in itself and must be memorised separately.

In order to better understand some powers, remember that the rules of elemental opposition that are in effect in the Multiverse of Mystara are the following: Earth is opposed to Water and Air is opposed to Fire (see the *Rules Cyclopedia* page 264 for further details, or the *Companion set*, Book 2 – Dungeon Master’s Companion).

When *elemental power* is used on the Prime Plane or any non-elemental plane, the spellcaster has several powers at his disposal for the spell’s entire duration (1 turn per level, or until dispelled):

1. a +4 bonus on all Saving Throws against attacks based on that specific element (e.g. *elemental power of water* grants this bonus against *ice storm*, wands of cold, white dragon breath, etc.);
2. complete immunity to the physical and special attacks of the elemental creatures of the type selected (e.g. casting *elemental power of fire*, gives the mage immunity to the attacks of fire elementals, efreet, helions, etc.);
3. Ability to summon an elemental of 8 HD. The rules to control the elemental are the standard ones, but if the mage loses control of it, he remains immune to all the creature’s attacks (see point 2). With this power it is only possible to control one elemental at a time: only at the creature’s death is it possible to summon another (if the spell is still active);
4. Chance, once per turn, to banish an elemental of the corresponding element to its home plane; the mage must touch the elemental with a normal Attack Roll, while the latter cannot make a Saving Throw to oppose him;
5. Ability to dispel the non-permanent magic effects and spells of the opposite element (for example, a mage with the *elemental power of fire* can dissolve a *wall of ice*) once per turn. The effect is similar to that of *dispel magic*, but with no chance of failure.

When *elemental power* is used on the corresponding elemental plane, the spell no longer grants the previously listed benefits, but the following:

1. Immunity to the environmental conditions of the plane and the possibility of seeing normally to at least 60 feet distance;
2. Possibility to breathe normally the airy form of the plane’s element for the spell’s duration;
3. Possibility to move freely within the plane at a speed of 120 (40) feet, above the solid surface, or “flying” though the airy and liquid states and the element. If the mage chooses to fly he is however subject to the normal limitations of the spell (like the need to concentrate on all except vertical movement);
4. Ability to converse freely with any creature that originates from that plane;
5. 4 point bonus to Armour Class against the inhabitants of that elemental plane;
6. Ability, once per turn, to dispel non-permanent magic effects and spells of the opposing element (similar to a *dispel magic* spell, but with no failure chance).

If the spellcaster, with the *elemental power* spell active on himself, enters the opposing elemental plane, the effects of this rash action would be terrifying. Indeed, the spellcaster causes a disruptive magic reaction that manifests itself as an explosion of energy centred on himself, immediately annulling the spell. All the creatures that find themselves within a radius of 60 feet suffer damage from the energy equal to 1d8+1 hp per spellcaster level (up to a maximum of 20d8+20 hp at 20th lvl). The victim can make a ST vs. Spells with a –4 penalty to only suffer half damage, while the spellcaster suffers the full damage with no chance of halving it; moreover, all his equipment can be disintegrated (ST for the equipment at the DMs discretion).

**Entropic Shield**

**School:** Abjuration

**Range:** touch

**Area of effect:** a creature

**Duration:** 3 turns

**Effect:** allow a ST to avoid effect that don’t allow ST

The spell’s subject is partially protected against all spells and magic effects (only those harmful or undesired) in whose description expressly states that it doesn’t allow any ST, like for example *barrier*, *magic missile*, *dance*, *maze*, the poisonous power of the spirits that damages items, or the *disintegration* of a black ball, and so on.

For the *entropic shield’s* entire duration, against attacks of this type the subject can make a ST vs. Spells: If the ST succeeds, the character only suffers half damage, or (where this isn’t applicable) completely avoids the effect.

This spell is only effective against those powers that are in some way considered “offensive”: it doesn’t protect against spells like *trueseeing*, *speak with monsters* or *forcefield*. It, moreover, doesn’t function against normal physical attacks (e.g. it doesn’t function against the blow of a +3 sword brandished by a fighter, but allows the halving of the damage done by the *sword* created by the 7th level arcane spell of the same name), or against Immortal (cast by a divinity or artefact) spells or magic effects, nor is it effective where there are antimagic phenomena; it instead allows a ST vs. Spells to avoid all the effects of a *dispel magic* cast against the subject protected by the shield.

**Foresight**

**School:** Divination

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 turn per level

**Effect:** alert the spellcaster of imminent danger

This spell warns the spellcaster of any threat to his person before it happens for the spell’s entire duration. This means he cannot be taken by surprise and automatically avoids any trap. Moreover, the spell allows him to act in the best way to avoid other types of danger (physical attacks, spells, damage derived from wrong actions): this translates into a +5 bonus to any Saving Throw, skill or characteristic check to avoid the threat, and in a +5 bonus to his AC until the effect’s end.

**Gate**

**School:** Conjuration

**Range:** 30 feet

**Area of effect:** 10 foot wide portal

**Duration:** special

**Effect:** open a door to another outer plane or dimension

When uttering this spell, the mage instantly opens a connection with another plane or dimension, in the form of a 10-foot tall and wide portal, from which extends a long scintillating corridor that ends in another portal, which opens exactly on the destination plane or dimension. So that the *gate* opens, the mage must clearly state which plane he wants to reach from the Ethereal, the Astral, one of the Elementals, an Outer Plane, or the Prime if he is on another plane. Afterwards, anyone crossing the portal can pass through the tunnel (taking 1 round per plane passed through, or 1 turn in order to go to another dimension) and leave from the opposite end, exploring the plane on which he arrived, and can pass back and forth any number of times as long as the *gate* remains open. This spell doesn’t make those that pass through it immune to the specific conditions of the plane to where it takes them, but only allows them to reach it (e.g. if they arrive in the elemental plane of fire they could die from the excessive heat or lack of air, or in an outer plane of Entropy they could perish due to the emanations of negative energy).

If he seeks to open a connection to an Outer Plane, the spellcaster must indicate the exact name given to the plane by its inhabitants or by the Immortals (like Draesten, Plane of Energy, or Pyts, Plane of Entropy, or the Four, home plane of the Great One and the other immortal Dragon Rulers), or alternatively the name of the Immortal that rules it. If he named a divinity, there is a chance equal to the spellcaster’s level (expressed in percentage points) that he appears in the place in which the *gate* opened (a randomly determined location, unless the mage thought of a precise place that actually exists on that plane) within 1d6 rounds, and demand the reasons for the mage’s visit, otherwise he sends one of his most powerful and faithful servitors (like a titan, an archon or a demon). If the consultant isn’t satisfied by the reason why he has been disturbed (DM’s judgement), he refuses entry to the plane and quickly closes the *gate*, terminating the spell.

If instead he wants to connect with another dimension, the mage must name exactly the dimension he wishes to travel to (based on the nomenclature of sages and Immortals), or name a divinity or a particular place characteristic of that dimension. In the latter case, the *gate* open right in front of the divinity or at the specified place, while if he didn’t specify a precise place, the portal opens in the corresponding location to that of the dimension the mage left (if for example he opens a *gate* from the Prime, he arrives at a point on the other dimension’s Prime; if he opened it from the Ethereal, he appears in the Ethereal, but only if this plane exists, etc.). If it opens in front of a divinity, he questions the reason for the mage’s visit and can refuse entry at his discretion, immediately terminating the spell.

Note that it isn’t possible to establish a connection with an outer plane or dimension considered “closed” from within (usually be the divinity that lives there), nor with the outer planes that aren’t in direct contact with the Astral (that is they are connected to other outer planes to form a chain, until one of them connects to the Astral).

*Gates* on an Outer Plane or on another dimension remains open for 1d6 turns, while those on the other planes (within the same dimension) remain open for 1d100 turns. It is however possible to destroy it with a *dispel magic* (with the normal chance of success). Moreover, for each turn that passes, there is a 10% chance (non-cumulative) that being from the connected plane or dimension passes through the *gate* from the other side, and runs around the world as it pleases.

**Globe of Wisdom**

**School:** Divination

**Range:** 60 feet

**Area of effect:** sphere of energy

**Duration:** permanent

**Effect:** magic globe in which other books can be copied

With this spell, the mage creates a globe a magical energy capable of copying entire books and scrolls, which floats within 60 feet of the mage. The copying period is 1 day for every 500 gp of the item’s value, therefore if he wanted to copy a 1st level spell he will need 2 days, as the scroll is worth 1,000 gp. The copy will be exact, and there is no limit to the number or to the volumes of books that the globe can contain.

The sphere can also grow and shrink at its creator’s will: its dimensions vary from 1 inch to 5 feet. When the sphere is smaller than 1 foot, the mage (and only him) can consult any book by simply holding his hand in the globe: the books appear directly in the mage’s mind, who must make an Intelligence roll; if it fails he remains stunned for 1d10 rounds as he is shaken by the numerous data, if instead it succeeds he finds the desired passage. In the second case, with a sphere of over 1 foot diameter, the mage can consult the books like in a library (seeing the writings appear in front of him, no roll to avoid being stunned). If instead the diameter is over 3 feet, it can be used by two people simultaneously (who can even study two different works).

For this type of consultation make an *Arcane Magic* skill check: if successful, the text is quickly found, otherwise it is only found after 1 turn of consultation.

The globe is permanent, but if the spell is dispelled in some way, the globe’s contents vanish forever. The spell can only be annulled with a *dispel magic* cast by a spellcaster of equal or higher level to that of the mage that created the globe, or with a *wish*; an anti-magic area doesn’t permanently annul the globe, it just suppresses it whilst the mage is within the area.

**Greater Spellturning Barrier**

**School:** Abjuration

Range: 0

Area of effect: only the spellcaster

**Duration:** 1 turn per level

**Effect:** absorb spells and then reuse them

This spell creates a magic barrier that is able to intercept any arcane or divine spell of between 1st and 9th level cast directly against the spellcaster (it doesn’t help against spells with an area effect, unless centred on the spellcaster), absorbing it without provoking any harmful effects for the spellcaster if he makes a ST vs. Spells with a +4 bonus and transmits its power to the same spellcaster (who is made aware of all its effects), which can be discharged before the barrier ends. If however, the mage’s ST fails, the effect manifests normally, but the barrier continues to be active and can intercept other spells (unless it was dispelled). The barrier can absorb a maximum of 1 spell level for every 2 levels of the mage (for example, a 30th level mage absorbs 15 spell levels, such as fifteen of 1st, or three of 4th and one of 3rd, or one of 6th and one of 9th, etc.) and when it is full cannot intercept others, and the mage cannot recast the spell if he still has a absorbed spell (or spells) to discharge from the previous casting. It is impossible to absorb a spell whose level exceeds the maximum level still assumable (e.g. a 15 level barrier that already has 11 levels stored which tries to absorb a 6th level spell), and so the spell has normal effect.

To discharge a spell absorbed by the barrier it is necessary to direct it against a new target, and must do so before the spell ends, otherwise the magic force imprisoned in the spell turning barrier dissipates. The discharged spell always has its variables (power or damage dice, duration and range) fixed at the minimum level necessary to cast it (it doesn’t depend on the level of the mage that uses it).

**Example:** if a 6th level mage casts *magic missile* (or even all three created) at the spellcaster, the barrier absorbs it, and he can later discharge the spell, which however only produces one dart (as it is considered cast by a 1st level mage, the minimum level necessary to master that spell).

*Greater spellturning barrier* is used to create spell-storing rings.

**Hurricane**

**School:** Conjuration

**Range:** 1 mile

**Area of effect:** 20 foot radius per level and 75 foot high per level high cylinder

**Duration:** 1 turn

**Effect:** a tornado appears in the chosen area

The spellcaster can centre this spell on a point anywhere with a mile of his position, and needs an entire turn to evoke the *hurricane*, during which he needs to maintain maximum concentration: if he is disturbed, the spell is wasted. During the preparation, in the area (a cylindrical zone of 20 feet radius per level and with a height of 75 feet per level) the winds begin to blow ever stronger: after the first five minutes, the entire area is under the effect of a wind similar to a *gust of wind* (see the 2nd level spell). At the end of the turn of concentration a true tornado forms, with winds over 87 mph accompanied by driving rain that lasts for 1 turn remaining fixed to the area indicated. All creatures of Tiny size or smaller are swept away with no chance of salvation and die due to the wounds received.

Every creature of size Small, Medium or Large that is within the area must instead make a Saving Throw versus Death Ray. If the ST fails, the being is thrown in a random direction by the powerful squalls of wind (always however towards the outside of the area) travelling 30d10 feet and suffering 1d6 points of massive damage for every 20 feet travelled (no save). All equipment that isn’t firmly fixed (like helms, weapons, pouches, but excluding armour and worn clothing) is scattered to the four winds by the *hurricane*: mundane items are destroyed, while magic items must make a ST vs. Destruction to avoid the same fate; If the ST succeeds, the Damage Points (if present) are however halved (see Chapter 3 for the rules on the *Damage Points and Saving Throws of Objects*).

Equipment is considered lost, unless there are magical means available magic means to find the magic items still intact. If despite the distance travelled the creature is still within the area of the *hurricane*, the next round it must repeat the procedure from the beginning with the risk of suffering more damage. If instead the first ST succeeds, it means that the victim is able to grab hold of something in time or to spread itself on the ground tightly holding its equipment with its hands. The victim in this situation cannot do anything except try to slowly crawl out of the area (the action requires 1 full round for every 10 feet covered); if the creature tries to attack in any way, cast spells, or even just to stand up, the tornado flings it far away (as if it had failed the ST).

Creatures of Large size or greater may however make a ST vs. Death Ray: if successful they are able to maintain their position or move at one third normal speed, but cannot attack or cast spells, and still suffer 2d6 damage (no save) every round because of the debris within the *hurricane*. If the ST fails, they are pushed 10d20 feet in a random direction and suffer 1d6 points of massive damage for every 20 feet travelled (with no chance of halving it). Moreover, all items not solidly anchored to the creature are thrown to the four winds.

It is absolutely impossible to fly within the *hurricane*, and any attempt causes the unfortunate the same fate as a creature of Small, Medium and Large size that fails its own ST (see above).

Moreover, all buildings within the area and objects of over a ton in weight lose 5 Structural Points of damage for every minute in which they are under the *hurricane’s* effect: if they are reduced to zero, they are considered destroyed, their pieces scattered everywhere. All the other unanchored objects to the ground are instead swept away and irrevocably destroyed.

Plants and plant creatures of Medium size or smaller are uprooted, while all those of Large size or greater resist the tornado but suffer the same structural damage as buildings.

Because of the strong wind, even those that are outside of the whirlwind have great difficulty attacking those that within it: if they try to attack with ranged weapons, such attacks automatically fail as they are diverted by the strong wind.

Any melee attack within the tornado is impossible, and if they want to enter the whirlwind for any reason they become subject to the effects of the *hurricane* (see above).

Spells and magic effects in general function, as long as they don’t create directable physical effects not made of pure force (e.g. it is possible, for a mage who is outside of it, to cast a *disintegration*, a *hold monsters*, or a *magic missile* or a *sword*, but a *fireball*, *acidic spray* or a*cid arrow* andthings like the breath of a dragon have a 50% chance of missing its target).

Hurricane isn’t affected by *dispel magic* or anti-magic fields, and similarly, as it is treated as a natural effect, individuals protected by an *anti-magic barrier* or by a *sphere of protection from magic* remain however at the mercy of the *hurricane’s* effects. Only a *forcefield* can resist it without being destroyed, and any creature in incorporeal form (see the 6th level spell *evanescence*) or deprived of physical substance can face it without risk. Moreover, the spells *control weather* and *control winds* are able to neutralise it.

This effect cannot be made permanent.

**Illusionary Reality**

**School:** Illusion

**Range:** 300 feet

**Area of effect:** 10 foot per level radius sphere

**Duration:** 12 hours

**Effect:** create a complex semi-real illusion

The is the most potent spell of the Illusion school and allows the mage to create a true reality that works to his liking for all the spell’s duration. The mage is able to modify the appearance of the area affected by the *illusionary reality* to make it better believed, but the initial appearance cannot change until the end of the illusion. If, for example, he chooses to make a ruined village appear as a flourishing and inhabited country, it will remain as such until the illusion vanishes. If otherwise he chooses to make an inhabited village appear as a ghostly city, the people that live there could disappear from the victim’s sight, or appear as ghosts or spectral voices (even if they remain tangible in reality).

The spellcaster can create programmed illusions for all five senses to complete the work, like fake individuals that converse, or threatening creatures that watch the passage of the explorers. There is no limit to the number of fictional creatures that the *illusionary reality* can contain, as long as they remain within its area of effect (they cannot, in fact, leave). The spellcaster can even program it to briefly interact with the victims, as well as interacting among themselves (e.g. they will have typical phrases to say, indications to give, or behaviours to hold), but the illusions will always be expressed in a simple manner and cannot hold a conversation too complex or longer than 10 minutes (after the maximum limit, they use an excuse to move away from the questioner).

Any divinatory spell use to scrutinise or observe the area affected by the *illusionary reality* will be drawn into the deceit and shows exactly what the illusion represents (no ST possible).

All those that enter its area of effect are potential victims of the illusion and must make a successful ST vs. Mental Spells at –2 or be influenced by it. Naturally, even if they leave the area of effect, the victims of the *illusionary reality* continue to perceive the illusion as real until the end of the spell’s duration (e.g. if they leave a ghostly city, they continue to see it as an uninhabited city even at several miles distance). Those affected by a *trueseeing* or similar divinatory spell of 5th level or higher benefit from a +4 bonus to each ST to pierce the illusion.

Any damage suffered in the *illusionary reality* is considered real by those affected by the spell, and is 80% effective (e.g. a sword doesn’t do 1d8 points of damage, but only 1d6). Therefore, those that are struck by a sword or by an explosion can risk death, while those who are immune receive only half damage (reducible further with the appropriate Saving Throw). All the attacks have the same chance to hit as the mage (same THAC0) and always and only do the damage based on the weapon used. The level of any fictional spell created instead is the minimum needed to cast it (e.g. a *fireball* would always only do a maximum of 5d6 damage, but the final result is reduced to 80% due to its illusionary nature).

The mage can create a maximum of illusionary spellcasters equal to his Intelligence bonus: these can only use spells known by those who created the fiction, cannot cast any spell of the Illusion school and will be limited in powers as if they were a maximum level equal to one quarter that of the mage who created it (rounded down). So, for example, a 20th level mage with Intelligence 18 (+3) could have a maximum of four 5th level illusionary spellcasters. If he creates spellcasters with divine powers, all their powers are fictional and the effects of their spells vanish at the end of the *illusionary reality*, or before if the victim is able to doubt and see through the fiction (see below).

Those that are victim of the illusion can see through the fiction based on their Wisdom, noticing things that don’t add up and doubt their own senses, make new STs (which should be made in secret by the DM) with the following frequency:

Wis. 9 or lower: Once an hour

Wis. 10-12: Once every 3 turns

Wis. 13-15: Once a turn

Wis. 16+: Once every 10 rounds

Once he has pierced the illusion, the victim sees the reality as it truly is, but even if he tries to convince other people of the truth, the only difference it could make is to grant a +2 bonus to the ST of those that consider him “reliable” every time the ST is allowed. Any attempts to dispel the magic fail, unless the *dispel magic* or higher spell is cast against the spellcaster that generated the illusion: in this case, there is the normal chance of success. The mage doesn’t have to remain in the area of effect once the *illusionary reality* is created, which lasts for its entire duration, the spellcaster dies, or it is dispelled in the way shown above (if this happens before it ends).

The DM should try to manage the paradoxical situations created by the *illusionary reality* with maximum attention to prevent the PCs (if they remain victims) from realising the truth, or to favour the PC’s plans (if the latter are the creators of the fiction) based on the experience and astuteness of the NPCs that are enmeshed in this hallucination.

**Immunity**

**School:** Abjuration

**Range:** touch

**Area of effect:** a creature

**Duration:** 1 turn per level

**Effect:** immunity or resistance to spells and weapons

This spell confers to the creature touched total immunity to all spells (both arcane and divine) of the first three spell levels that directly affect the individual causing damage or that belong to the school of Enchantment. Moreover, *dispel magic* has half its normal chance of dispelling the magic effects active on him, while all fourth and fifth level spells have half effect (a quarter with a successful Saving Throw, at least if the spell in question allows one). Any quantifiable variable of the effect is reduced, including duration, damage, penalty, etc.; if necessary, round the numbers in the beneficiary’s favour.

**Example:** a mage protected by this spell can make himself invisible, activate powers of *scrying* or *haste*, but is immune to the effects of *lightning bolt*, *fireball* or *hold person*. Moreover he only suffers half damage (a quarter with a successful ST, if one is allowed) from adverse effects of 4th and 5th level like *cause critical wounds*, *cloudkill* and *ice storm*, whilst the duration of a *hold monster* or *confusion* on him is halved.

The beneficiary is also immune to any normal or magical projectiles of any size, normal and silver weapons, and takes half damage from magical weapons. This protection doesn’t work against natural weapons (bites and claws), breaths, gazes and other types of supernatural powers, which function normally.

The beneficiary can temporarily abandon the protection offered by *immunity*: in this case, however, the *immunity* is completely absent for that round (including the protection from weapons), and therefore the subject can be damaged normally, but it automatically returns at the start of the next round (as long as the mage wishes it).

**Light Sword**

**School:** Evocation

**Range:** 30 feet

**Area of effect:** sword of force

**Duration:** 6 rounds + 1 per level

**Effect:** create a sword of energy

This spell creates a glowing sword made of pure energy that its summoner can control as if he held it himself. The mage cannot fight simultaneously with this sword and with other weapons, but can order the sword to fight alone and in the meanwhile use another item. It has no bonus, but can strike any target, even those creatures that can normally be wounded only with +5 weapons. Moreover, if it rolls a natural 19 or 20 on the dice, the sword always strikes the target, whatever its Armour Class. It can make one attack per round (using the Mage’s THAC0), inflicting 4d6 points of damage and follows the target everywhere (even if it goes beyond the spell’s range): if it kills the target, it instantly reappears at the spellcaster’s side (if the effect has ended) and persists for the spell’s duration, unless it is destroyed with a *dispel magic*, or until the mage decides dismiss it.

This sword can also be held and used as if it was a sword or a dagger of any size, therefore if the spellcaster has some mastery rank in the use of a sword or dagger, he can use the bonuses to the Attack Roll and AC that are derived from his mastery, although it always uses the damage inflicted by the spell instead of that based on his mastery rank. Finally, the *light sword* when it is held can be used to parry or deflect, but its blows can be parried or deflected only by magic weapons with a +5 bonus or by other weapons or effects of magical force (e.g. *sword* or *forceful hand*).

**Lightning Storm**

**School:** Evocation

**Range:** 3 feet per level

**Area of effect:** 1 lightning bolt every 4 levels

**Duration:** instantaneous

**Effect:** create 1 lightning bolt every 4 levels that each cause 1d6 per level to different victims

This potent spell evokes a discharge of lightning that strikes the targets designated by the mage, who must be within a range of 3 feet per level of the spellcaster and be visible from his position. In order to release the power of the lightning, the mage must remain concentrating for at least one round in order to gather the necessary electromagnetic energy above him and provoke the fury that strikes the area of effect (during this round, all those present in the area feel a distinct buzz of electricity). If the mage’s concentration is broken during this round, the spell is annulled with consequence and is considered spent. In the next round, the bolts spring from the mage’s body and strike the designated targets, zigzagging and avoiding other obstacles until they reach their victims. If the mage is distracted during the round of throwing the bolts, they strike at random those within the spell’s range (including the mage).

The spellcaster can create 1 lightning bolt per 4 levels (rounded down), which he directs against single visible targets within the spell’s range. Each target automatically suffers 1d6 points of damage per level of the spellcaster (max. 20d6) because of the electrostatic discharge, but can halve the damage with a successful ST vs. Spells. Individuals protected by an effect able to reflect the spell projects the lightning bolt that hits him (and only that one) against the mage, but not interrupt the spell (as all the bolts strike simultaneously). Those protected by an anti-magic field instead, suffer no damage from the lightning bolts, nor do individuals protected by a *forcefield* or *prismatic wall*.

If he prefers, the spellcaster can direct the bolts against one or more structures rather than against individual victims: up to a maximum of 5 bolts can be directed at a single structure, causing each the usual amount of damage; the target is allowed a ST versus Lightning to halve the damage, based on the predominant material (remember that 1 Structural Point = 5 hp caused by the spell). A lightning bolt directed at a structure doesn’t damage any individual within it (unless the damages cause the structure to collapse, which only then can it injure its occupants).

**Longevity\***

**School:** Necromancy

**Range:** touch

**Area of effect:** a living creature

**Duration:** permanent

**Effect:** rejuvenate the touched creature; reverse ages the touched creature by 10 years

The *longevity* spell immediately rejuvenates the touched creatureby 10 years the first time that it benefits from it, with a minimum reachable age of 10 years; any further application of the spell or of an item with the same power, only rejuvenates the subject by 1 year. The spell rejuvenates the body and not the spirit of the individual, even modifying the physical characteristics that are lost with age (like Strength, Dexterity and Constitution) based on the new age reached (refer to the rules on aging).

The rejuvenation effect is permanent and cannot be magically dispelled, although the individual is affected normally by attacks that magically age and by the normal passing of time. Each time he casts this spell, the spellcaster must sacrifice 20,000 xp to give new vigour to the creature; these experience points cannot be recovered with *restoration* or *wish*, but must be gained again “in the field” by the character.

The reverse spell, ***age***, cause premature aging in the touched victim (normal Attack Roll, no xp loss by either the spellcaster or the victim), who must make a ST vs. Death Ray: if he fails he ages by 10 years, with all the relevant physical consequences (refer to the rules on aging) and must make a Constitution test or be stunned for 1d6 rounds; If instead the ST succeeds, the victim only ages by only 1 year and avoids the stun.

When this spell is used to create magic items that rejuvenate or age, it can be only be applied to non-rechargeable charged items (like a potion, a wand or another charged magic item). When the character enchants a magic item with the power of *longevity*, he must sacrifice 20,000 xp for each charge that the item possesses (for example, the standard *potion of longevity* has a cost of 20,000 xp as it only consists of one charge, as well as the additional monetary cost – see Volume 3 for further details). Those using a magic item with the power of *longevity* or *age* don’t lose experience points(the “toll” has already been paid be the item’s creator).

Undead and constructs, like all immortal creatures or those with a biology that doesn’t degrade or develop over time, are totally immune to both forms of this spell.

**Magic Preparation**

**School:** Transmutation

**Range:** touch

**Area of effect:** an object or surface of 30 ft2

**Duration:** 3 days per level

**Effect:** increase the chance of enchanting items

This spell augments the chance of effectively enchanting an item (or a section that is part of a large construction) for the spellcaster who does so. The spell must be cast before beginning to enchant the item, and it makes it so that the item on which it was cast becomes more receptive to the magic energy.

The effect lasts for 3 days per level of the mage, and improves the chance of successfully enchanting the item with any type of magic effect by 1% for every 2 levels of the spellcaster that uses it, but only if the spell ends within the duration of the *magic preparation*; any effect added after the time limit doesn’t benefit from the aforesaid bonus.

This spell cannot be cast more than once on the same object or during the same enchantment process.

**Mass Paralysis**

**School:** Enchantment

**Range:** 5 feet per level

**Area of effect:** living creatures

**Duration:** 1 round per level

**Effect:** paralyse living creatures

This spell is effective against every living being, of any form or size, with the exception of undead, constructs and oozes.

The spell holds for 1 round per mage level any living being within the area of exception with the exception of those deliberately excluded by the mage, paralyzing the central nervous system: the victim continues to see and hear, can concentrate, but cannot move or speak, although other people can move parts of his body by exercising a strong pressure (Strength check), without however causing fractures. Each victim can make a successful ST vs. Spells to resist the effect.

**Maze**

**School:** Conjuration

**Range:** 60 feet

**Area of effect:** a creature

**Duration:** special

**Effect:** trap a being in a labyrinth on the Astral Plane

The spell creates a labyrinth in the Astral Plane and traps the designated victim in it, with no Saving Throw to avoid the effect. The time needed to escape the *maze* depends on the victim’s Intelligence, as follows:

**Table 2.14 – Escaping the *Maze***

|  |  |
| --- | --- |
| ***Intelligence*** | ***Time*** |
| Animal (1-2) | 2d4 hours |
| Low (3-8) | 2d4 turns |
| Medium (9-12) | 2d4 minutes |
| High (13-17) | 2d4 rounds |
| Genius (18+) | 1d4 rounds |

During his time in the *maze* the victim encounters no dangers, and must simply wander until he finds the exit to return to the plane from which he came. When the time indicated has elapsed, the victim automatically reappears at the point he disappeared. It is possible to return earlier than the indicated period if he has the means to travel the planes.

**Meteor Swarm**

**School:** Evocation

**Range:** 240 feet

**Area of effect:** special

**Duration:** instantaneous

**Effect:** create 4 or 8 burning meteors that explode

The spell creates, at the mage’s choice, 4 or 8 flaming meteors that appear within 240 feet, and each can be thrown against a single target that is within range. The meteor strikes the target and explodes after the impact, creating a burst of flames that damages all those that find themselves within 20 feet of the point of impact.

If 4 meteors are created, each inflicts 8d6 points of damage from the impact (no ST allowed for half), (in this case, however a ST vs. Spells is allowed for half damage). If 8 meteors are created, they are obviously smaller, the damage from each is halved: 4d6 points of damage from the impact and likewise from the explosion. Beings of fire (like red dragons and creatures of the Plane of Fire) automatically suffer half damage from the explosion and can reduce it to one quarter with a successful ST, but the entire damage of the impact. Creatures resistant to fire can reduce the damage from the explosion based on their resistance, but not that of the impact.

This is a truly lethal spell, as, if the meteors are accurately thrown, although against different targets, the same area or the same adversary can be damaged many times because of the explosions. In fact, it is possible for the spellcaster to choose not to throw the meteors against a subject, but against a target (item or creature or both), or even make them burst at a preselected point, without provoking any impact damage, thereby able to flood the area with a surprising (especially if it explodes nearby) burst of fire. The meteors always strike the target (no Attack Roll is needed).

**Polar Ray**

**School:** Evocation

**Range:** 0

**Area of effect:** 60 foot long, 20-foot wide cone

**Duration:** instantaneous

**Effect:** ray freezes objects and creatures

This spell concentrates in the mage’s hands the power of ice, which can cast a conical ray up to 60 feet long and 20 feet wide with the ability of freezing any surface touched, transforming it into a block of ice.

If the ray strikes items or inanimate surfaces and the item makes it’s ST vs. Cold (see Volume 3 on *Saving Throws of Objects*), the freezing is temporary and after 1d6 rounds the item thaws. Otherwise the freezing is permanent, and in such cases only a *wish* or a spell of the *transmute solids* typeis able to return the item to its original state. As long as it remains frozen, the item is unusable (e.g. a door cannot open, a sword cannot be used to attack), and its damage resistance is halved (in practice, its Damage Points are halved because of the more fragile crystalline structure, and every Strength check against the item has a +5 bonus). Things like a door or a section of wall can be more easily pulled down, bars broken with greater ease, enemy weapons destroyed more quickly, and so on.

If the ray instead strikes living or animated (like constructs or undead) creatures, the victim can attempt a ST vs. Death Ray: If the ST succeeds, the living still however suffer 10d4 damage, while undead and constructs or creatures that are immune to cold only lose 1 hit point per level. If the ST fails, the creature is wrapped in a block of ice that imprisons it for 1 turn (assuming that the ambient temperature is above 1°C, otherwise the ice can remain indefinitely).

If the ice isn’t melted in time, the victim (in the case of living beings) suffocates and dies, while for non-living creatures this simply implies a momentary paralysis. If the ray is used against a creature made of fire, it is considered that the flames they give off can melt the block in 5 minutes (30 rounds), but they still however risk asphyxia. The block cannot be magically dispelled, as the ice created is normal and permanent. The ice can be broken by using piercing or bludgeoning items to free the victim’s head and torso: the block has AC and the same hit points as the imprisoned creature, but it is enough to halve them to at least free the head and torso. An *ice to water* spellwould be the best and fastest solution to remove the block, things like spells that can melt the ice with heat (like *burning ray*, *fireball* or *fiery blast*), although if the damage produced exceeds the block’s hp, the excess damage is automatically inflicted on the imprisoned creature (no save).

If the victim is freed from the block before he suffocates, he still however suffers damage from the freezing equal to 1d6 hp for every round it remains imprisoned (halved with a ST vs. Spells per round; undead creatures instead suffer no damage, like creatures immune to cold.

**Power Word Death**

**School:** Necromancy

**Range:** 120 feet

**Area of effect:** from 1 to 5 beings

**Duration:** instantaneous

**Effect:** kill or stun 1 or more living beings

This potent spell can hit one or more beings within 120 feet of the mage, severing the link between body and soul and killing the victim, with no Saving Throw to save themselves. Only arcane and divine spellcasters can avoid its devastating effects with a successful ST vs. Spells with a –4 penalty.

If used against a single victim, he is killed by the attack if he has 60 or less hp, while if he has from 61 to 100 hp he is stunned (see the effects of *power word stun*) for 1d4 turns; any creature with 101+ hp is immune to the effects of this spell.

If instead it is used against a number of victims, it can kill up to a maximum of 5 different adversaries simultaneously, if each of them has 20 hp or less; individuals with 21+ hp must be engaged as single victims (see above).

This spell affects any being, even constructs, undead and immortal creatures (of which it simply kills the material body).

**Power Word Sleep**

**School:** Enchantment

**Range:** 120 feet

**Area of effect:** from 1 to 5 living beings

**Duration:** instantaneous

**Effect:** put to sleep 1 or more living beings

This potent spell can strike one or more beings within 120 feet of the mage, making the victims fall into a state of catalepsy without any Saving Throw to save themselves. Only arcane and divine spellcasters can avoid the devastating effects of *power word sleep*, by making a successful ST vs. Spells with a –4 penalty. If used against a single victim, he falls to the floor in a state of catalepsy if he has 70 or less hp, and can only be awakened with a *dispel magic* or a similar spell that annuls the mental influence placed on him (otherwise he continues to sleep forever, finally dying from starvation after 3 days if not assisted). If the victim has from 71 to 100 hp he falls to the ground falling asleep as per the *sleep* spell, and can be awakened with a simple jolt or subdural damage. Any creature with 101+ hp is automatically immune to the effects of this spell.

If instead it is used against several victims, it can automatically cause a maximum of 5 adversaries to fall asleep simultaneously, if each of them has 20 hp or less, with effects analogous to those of the *sleep* spell*.* Individuals with 21+ hp are treated as single victims (see above).

This spell affects all living beings, excluding undead and constructs.

**Powerful Roar**

**School:** Evocation

**Range:** 0

**Area of effect:** 60-radius sphere

**Duration:** instantaneous

**Effect:** shout causes 1d6 hp per lvl + stun

Speaking the spell, the mage launches a tremendous roar audible within a radius of half a mile. However, only those that are within 60 feet suffer the devastating effects of the spell, which causes 1d6 sonic damage per spellcaster level (max 20d6 at 20th lvl) to all the creatures present in the area, a successful ST vs. Spells halves the damage. If the ST fails, as well as the sonic damage is also deafened for 4d6 rounds and stunned for 1 round, while if the ST succeeds he is only deafened for one round.

Normal and magic (artefacts excluded) items present in the area of effect must make a ST vs. Falls, modified by a +2 bonus if their possessor made his own ST to avoid the effects of the roar. If the item’s ST succeeds it remains intact, while if the ST fails it cracks and falls to pieces. The spellcaster and his equipment don’t feel the effects of the shout, which can always be blocked by an area of *silence*. If there are walls (stone, rock or wood) around the spellcaster, for every 12 inches of thickness it reduces the radius of effect of the *powerful roar* by 3 feet.

**Prismatic Wall**

**School:** Abjuration

**Range:** 60 feet

**Area of effect:** 10 foot radius sphere or 500 ft2 wall

**Duration:** 6 turns

**Effect:** create a multi-coloured magical barrier

This spell creates a barrier that resembles a multi-coloured prism. The barrier is 2 inches thick, with the colours about ¼ inch from one another, and can be created as a sphere with a 10 foot radius centred on the spellcaster, or as a flat surface (vertical or horizontal) that occupies 500 ft2 (the exact dimensions are chosen by the spellcaster), which appears within 60 feet. Independent of its form, the barrier cannot be moved, not even through a *wish*, and lasts for 6 turns, or until each of the colours it is composed of is destroyed in the appropriate way (see below), if this happens earlier.

The mage can pass freely through the barrier without suffering any damage, taking any item with him. All the other creatures and items that touch the barrier suffer the effects of the spell, which vary according to the colour touched or passed through. A *wish* or disjunction spell can remove up to three colours, but no more. Anyone that is protected by an effect that creates an anti-magic area (including those that created the *prismatic wall*) aren’t able to pass through the barrier, although any attempt doesn’t cause damage. An *anti-magic ray*, finally, is able of breaching up to the colour violet (excluded), but not beyond.

To safely pass through a *prismatic wall*, the appropriate magical remedies (see the description of each colour of the prism) must be applied in the correct order, and if applied successfully, each remedy causes the appropriate colour to permanently disappear. If a creature is forced through the barrier, it suffers 84 points of damage from the first three colours (no Saving Throw allowed to reduce the damage) and must make four Saving Throws to pass through the next four colours: if it survives, it can advance, or turn back and pass through the colours again, in reverse order, but again suffer the effects associated to each colour. The barrier also extends into the closest plane (usually the Ethereal), appearing as an indestructible solid wall, and cannot be bypassed even by a dimensional movement. The colours and the effects of the prismatic barrier are always the same, in the order in which they are listed below; once created, the violet is always the closest to the spellcaster.

**Red:** Blocks all magical ranged attacksand inflicts 12 points of damage. Annulled by any attack based on magical cold.

**Orange:** Blocks all non-magical range attacksand inflicts 24 points of damage. Annulled by any attack based on magical electricity or lightning.

**Yellow:** Blocks breath weaponsand causes 48 points of damage. It is annulled by any dart of energy.

**Green:** Blocks all the effect of divination spells. Anyone touching this colour must make a Saving Throw vs. Poison to not die. It is annulled by the *passwall* spell.

**Blue:** Blocks all poison and gas attacks. Anyone touching this colour must make a Saving Throw vs. Petrification to avoid being turned to stone. It is annulled by the *disintegration* spell.

**Indigo:** Blocks all things, living or not. Anyone touching this colour must make a Saving Throw vs. Spells: if he fails, he is transported to a random place on an Outer Plane. It is annulled by the *dispel magic* spell.

**Violet:** blocks all types of magic. Anyone touching this colour must make a Saving Throw versus Death Ray: if it fails, he becomes mad (like the effects of *feeblemind*). Annulled by the *continual light* spell.

**Revealing Map**

**School:** Divination

**Range:** 0

**Area of effect:** same plane and planet

**Duration:** 1 round per level

**Effect:** create holographic, interactive map of the planet

This powerful divinatory spell projects before the spellcaster a holographic map of the planet on which the mage is found, highlighting all the areas protected from scrutiny (including individuals protected by *mindblank* or similar). The spellcaster is therefore able, as long as he concentrates, to visualise every area of the globe, a bird’s eye view on the chosen point, which materialises as holographic projections in place of the global map. The mage can come closer, move away or change perspective at his choosing only for the areas of which he has a descent knowledge (or in which he has physically remained for at least two hours): one round is needed for every movement or change of perspective.

All the other areas are represented in a more unfocused manner (requiring an Intelligence check with a –3 penalty to have a clearer view), and the view is always given from a height of 300 feet above the place shown, centred with an approximation of 10d100 feet in respect to the chosen point.

The spellcaster isn’t able to hear anything, but can easily see through walls and other solid surfaces at will. However, antidivination fields block the scrutiny as usual, although in this case the spellcaster can see the extension of the shielding field, which appears as a golden and opaque lattice; in the same way, an individual protected against scrutiny appears as an anonymous form wrapped in a golden halo.

Through the *revealing map* moreover, it is even possible to detect magical emanations within 120 feet of the observation point, and can establish with certainty which school of magic it belongs to, by simply concentrating for one round. Finally, the mage is able to see as if he was the beneficiary of a *trueseeing* spell. However, he is exposed to the same dangers from gaze attacks as those that are found in the area.

The spell ceases at the end of its duration, if the mage stops concentrating on it or it is dispelled.

**River of Sand**

**School:** Conjuration

**Range:** 0

**Area of effect:** 80 foot long, 30-foot diameter cylinder

**Duration:** 1 round every 4 levels

**Effect:** create a torrent of sand that destroys

To evoke this power, the spellcaster puts a little sand in his mouth, and after having spoken the magic formula, spits the sand in the direction in which he wants the *river of sand* to flow. When the spit touches the ground, it begins to visibly swell and becomes a resonant mass of sand (a cylinder of 30 feet diameter and 80 feet in length) that continues in a straight line at a speed of 110 feet per round for a number of rounds equal to a quarter of the mage’s level (e.g. a 28th level mage creates a river that travels 110×7 = 770 feet before coming to a halt and collapsing).

The destructive power of *river of sand* is such that it sweeps away huts and carts not anchored to the ground carrying them with itself, and it is able to open a breach of its width in the wall of a building or a fortification if it doesn’t make a successful ST versus Disintegration. If the ST succeeds, the river manages however to break through although the breach would only be 3 feet in diameter. The creatures (living or not) that find themselves in its path must similarly make a ST vs. Dragon Breath: if it fails they are buried and swept away, and dies from either asphyxia or bludgeoning damage. If instead the ST succeeds, they are able to get to safety in some way to avoid being swept away, although they still however suffer 10d6 points of damage (that can thus cause death by the sudden impact from the violence of the river). Each subject struck must moreover make a Strength check for any item held in the hands: failure indicates that the item is torn away and pulled into the river along its course. The *river of sand* always proceeds in straight lines and the mage cannot deviate or interrupt the course once evoked.

It isn’t affected by *dispel magic* or anti-magic fields: only a *forcefield* can resist it.

This effect cannot be made permanent.

**Sandy Form**

**School:** Transmutation

**Range:** touch

**Area of Effect:** one creature

**Duration:** 1 turn per level

**Effect:** subject becomes a pile of sand

This spell transforms the touched subject (along with all his equipment) into a pile of sand of a 3-foot cube, which cannot be split in any manner. The form has the same Hit Points, AC and ST as the subject, keeps is visual and hearing skills, and moves at 40 feet per round, clambering over any surface and able to pass through holes of at least half an inch wide. In this form, the subject always resembles a simple mass of sand and earth and he can only be discovered with spells like *Detect Magic* or *Trueseeing*. As long as he remain in *sandy form* the subject is immune to asphyxiation, paralysis, criticals, and polymorphs and can only by injured by spells or magic weapons, but isn’t able to invoke magic effects (not even through items). The subject cannot avoid being transformed, but can return to his normal form when he wants, and this brings the spell to an end; otherwise he remains in this form until the spell’s end or as long as it isn’t dispelled or he isn’t killed.

This effect cannot be made permanent.

**Shapechange**

**School:** Transmutation

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 turn per level

**Effect:** the spellcaster can assume any form

This spell is similar to the 4th level *polymorph self* spell, but is much more powerful.

The spellcaster can take the form of another known creature (with a maximum number of HD equal to the mage’s level) or of an object, acquiring all its physical and special characteristics, with the exception of its mind and instincts (Intelligence, Wisdom, Charisma and Alignment), Hit points and Saving Throws that remain his own, while acquiring the more favourable THAC0 of either himself or the creature. The forms of attack and damage (natural and special), AC, immunities, weaknesses, special qualities, movement types and all other details are those of the form taken, with the exclusion of innate spells. The spellcaster can cast his spells if he assumes a humanoid (biped creature with two arms, a torso, a head, and possibly a tail) form, while he loses his magic ability in any other form. If however, the creature into which he transforms can evoke magic like a spellcaster (like a sphinx), he could use his memorised spells normally, but not have access to a creature’s innate spells (like an efreeti). Moreover, if he transforms into a different species than his normal he cannot use his magic items (which fuse into the new form and are unusable), although any spells that are already active on him continue normally.

The spellcaster has the following:

* he cannot transform into a specific individual, a divinity, or a class different to his own, even if he can replicate the exterior appearance and gain a +4 bonus to a *Disguise* check (e.g. he can resemble a fighter in armour, but have the characteristics and abilities of a mage, without the combat ability or resilience of the fighter, and could fail to cast spells because of the armour);
* he cannot transform himself into a creature with more Hit Dice than the normal/adult form (e.g. he cannot become a gold dragon with more than 11 HD, or a minotaur with more than 6 HD);
* if he transforms himself into a being that doesn’t age (like fey, undead and various planar creatures like angels, demons, etc.), he doesn’t gain the same longevity;
* he cannot transform himself into a magic item, or an animated construct.
* inanimate forms (objects) cannot contain mechanical parts and are limited in dimensions to a maximum of 3 cubic feet and 100 coins (10 pounds) of weight per level of the spellcaster (if analysed with *detect magic* the item emits an aura of transmutation);

While the spell is active and not dispelled, the spellcaster can change form once per round by simply concentrating, (the transformation consumes a movement action) and if subjected to any type of metamorphosis he can use the power of *shapechange* to return to normal and ignore it.

**Example:** a 25th level mage can transform into an adult red dragon (10 HD), then a mass of 900 cubic feet, or a chair and so on. If in dragon form he is hit by a sword +2, +5 versus dragons, the +5 bonus is applied to him. If he then fails a ST versus *Polymorph* and becomes a frog, in the next round he can return to himself at his pleasure.

Moreover, anything that is removed from the mage’s body remains in that form until the spell ends, when it disappears, unless it was one of the subject’s limbs, which at the point returns to its normal form and the mage finds himself disabled.

This effect cannot be made permanent.

**Sleep Curse**

**School:** Necromancy

**Range:** 50 miles

**Area of effect:** 1-mile radius sphere

**Duration:** 100 years or special

**Effect:** put victims into a state of suspended animation

This spell is so dreadful and cruel that even the most evil mages hesitate to make use of it: they normally only do so when they have been mortally offended and wish to avenge themselves in grand style. Only a mage of 36th level can evoke this power, and even among these, few know it. Characters of 4th level or lower and creatures with less than 4 HD don’t get Saving Throw to avoid the effects. The spell is cast against a single victim: If it makes its Saving Throw vs. Spells nothing happens, but if it fails (or is of too low a level, as shown above), the following effects take place:

1. All creatures within the area of effect (1 mile radius sphere) must make a Saving Throw (if of high enough level) or become victims of the spell;
2. Anyone who falls victim to the spell falls asleep wherever they are found and enters a state of suspended animation;
3. In one hour, the area of effect is enveloped by an intricate and thick vegetation made of huge creepers, brambles, and plants that hamper progress;
4. The entire area becomes disquieting and spooky. Normal animals will not enter the area and even human beings of below 4th level will not enter it deliberately; if they are pulled in, they will do anything in order to get out;
5. The persons and animals that have fallen victim to the curse remain in suspended animation per 100 years, or until the conditions set at the moment of casting are satisfied. They don’t age, and the animals and monsters present in the area don’t feed on them (they don’t suffer damage from any type of attack).

The mage that casts the spell isn’t subject to its effects (even if he is with the area of effect). However, he permanently loses 250,000 xp and 1d4 hit points from his total immediately after casting the *sleep curse*.

When casting this spell, the mage must specify some type of resolutive action that dispels the effects of the spell. Such actions can consist of kissing the person on which the spell had originally been cast, or avenge some wrong done to the mage, or perform some great deed. The resolutive action cannot refer to a specific person, but can concern a specific class or race. For example, it cannot state “Baraka must die before the curse is dispelled”. However, it can state that “a powerful fighter must bring the Great Talisman of Palartarkan to the castle to break the curse”. The conditions must be made known to the inhabitants of the area within a week, otherwise the curse ends (the mage cannot keep the conditions of its annulment secret).

The subjects present in the area of effect that successfully make their Saving Throw aren’t completely unharmed. They fall asleep for 1d6 hours, and are magically transported to the extremity of the cursed area, outside of the intricate barrier of thorns. The mage doesn’t know where they have been transported, and neither he nor his followers are able to find them before they awake (it isn’t possible to find and capture them in any way before they have awoke).

This spell cannot be added to any item.

**Superior Memory**

**School:** Evocation

**Range:** touch

**Area of effect:** a spellcaster

**Duration:** special

**Effect:** recover a spell after casting it

When a mage casts this spell on himself or another spellcaster (either arcane or divine), the subject can immediately recover (i.e. rememorize) any of the spells (no limit on spell level) that he had cast in the previous 10 minutes (1 turn). This ability lasts until used for the first time, an action that ends the spell.

This effect cannot be made permanent.

**Symbol of Death**

**School:** Necromancy

**Range:** touch

**Area of effect:** 60-foot radius sphere

**Duration:** special

**Effect:** kill victims with a total of 10 hp per level

This spell creates an arcane and magic rune of great power commonly called a symbol. The rune can be placed on a fixed object (a door, a wall, etc.), or left floating in the air, but it cannot move: if it is placed on a living being or moving object, when the surface is moved, the rune remains suspended in mid-air. It is permanent and remains until activated. The symbol cannot be made invisible, although it can be covered or hidden by objects in the area. Anyone who, passes through or touches the symbol activates its effects, which affects any creature (living or not) that is within 60 feet of it when it is activated, with no ST to avoid it. *Symbol of Death* kills a total of 10 hp per level of the spellcaster of beings (living or not): among all the victims within the area of effect, the first to be affected are those with the least Hit Points, and then increasing until the total of hp effectible by the symbol has been reached.

For example, if a group with 4 mages with 40 hp and three fighters with 80 hp is struck by a *symbol of death* of 200 hp, the mages all die (40×4 = 160 hp), but the symbol will not be able to claim a victim from amongst the fighters, as they all have more than the 40 hp remaining in the symbol.

**Timestop**

**School:** Transmutation

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1d4 +1 rounds

**Effect:** allow spellcaster to act for 2-5 rounds while everyone else remains immobilised

This spell seems to stop time: in reality, it quickens the subject to such a point that all others seem frozen due to their slowness, as they act in “normal” time, while to their eyes the accelerated mage simply vanishes for a second. From the mage’s viewpoint, the effect lasts 1d4+1 rounds, effectively giving him extra rounds of action in respect to the other individuals.

While the effect is active, the other creatures are invulnerable to the physical attacks and spells of the mage, and cannot be physically moved, nor can he remove a held item, although it is possible to take an unguarded item or one simply worn by another individual. It is also possible to cast spells with a non-instantaneous duration, so that they have effect at the end of the *timestop*. In fact time doesn’t pass for the duration of this spell’s effect: the duration of the spells begins to pass when the *timestop* ends.

**Example:** Sieger casts *timestop* and gains 3 rounds of actions. In the first round he moves at normal speed to leave the room in which his enemies trapped him, then casts a *delayed action fireball* into the room in the second round (setting it to explode in 2 rounds), and then casts *invisibility* on himself in the third round. The adversaries recover, notice that Sieger is no longer in the room, begin to look for him, and a round later the *fireball* explodes, striking all those that are within its area.

The spellcaster cannot pass through an anti-magic zone and the atmospheric conditions or environmental dangers (sewer gas, fire, cold, etc.) damage the mage as normal. Finally, two individuals who benefit from *timestop* simultaneously can interact during the additional rounds of action in common.

**Tsunami**

**School:** Conjuration

**Range:** 1 mile

**Area of effect:** 10-foot x lvl high and 30-foot x lvl long wave

**Duration:** 2 turns

**Effect:** summon a tsunami

This potent spell creates a freak wave or a *tsunami* controlled by the mage. It is only effective is used on large masses of water, like lakes, oceans and rivers over ½ mile wide, and it manifests as a wave of up to 20 feet long per level and 10 feet high per level that appears up to a maximum distance of 1 mile from the mage’s location. The spellcaster needs an entire turn to evoke the *tsunami*, during which he needs to maintain maximum concentration: if he is disturbed, the spell is wasted.

At the end of the preparation, the water in the chosen area of effect begins to boil and produce ever stronger waves, and after another turn an enormous wave begins to gradually move in the direction chosen by the mage. At this point the *tsunami* moves independently (the mage can stop concentrating on it) in the indicated direction at a speed of 60 feet per round, and each round its maximum height reduces by 10 feet. Ships that encounter the wave have a chance equal to the wave’s height of being overturned and destroyed, and if they survive are still reduced to 1/10 of their Hull Points (all the boats with 20 Hit Points or less are automatically torn to pieces). All the creatures that find themselves in the path of the *tsunami* suffer 1 damage per every 3 feet of the wave’s height (the damage can be halved with a successful ST vs. Death Ray, but if the ST fails they die from drowning). When it smashes against a landmass (like a cost), the wave continues to advance and destroy everything along its path (wooden items suffer the same damage as ships, while stone items only take half), but its height is lowered by 20 feet per round.

The *tsunami* isn’t subject to *dispel magic* or *anti-magic fields*: only a *forcefield* can resist it without being destroyed.

This effect cannot be made permanent.

**Ubiquity**

**School:** Illusion

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 24 hours

**Effect:** create 1 double every 4 levels

Casting this spell, the mage creates a quasi-real, illusory double of himself that can act in an independent manner but that must always respond to his orders. The spellcaster is able to produce one double for every 4 experience levels, rounded down (max. 9 doubles at 36th), that appear within 20 feet. Each simulacrum appears in the same form and with the same clothes as then mage when casting the spell and are indistinguishable from the original (even a trueseeing *considers* them normal). Every double has Hit Points, the same capacity (skills and mastery), characteristics and memories of the spellcaster, but don’t possess any magic items, nor can cast spells. However, it is possible for them to manipulate any object as if they were real people, and if they are supplied with magic items, they can use them as if they were arcane spellcasters with the same level as the mage.

The spellcaster has a constant telepathic link with his doubles, and can give them any orders, allowing them to go any distance away (unless a magic barrier prevents this type of connection), as long as they remain on the same plane of existence. If the mage leaves the plane in which his doubles exist, they disappear, while if one of them changes plane, only its existence ends. As such, each experience made by one of the doubles is also absorbed by the mage (this includes acquiring new knowledge, visiting places, encountering creatures, and even earning XP). If a double is injured, it can only be cured magically, and each time that one of the doubles dies (or receive damage or are dispelled) before the spell’s end, the original loses 4 Hit Points and must make a ST vs. Paralysis or remain stunned for a round. If instead the doubles vanish at the spell’s end, the spellcaster suffers no such repercussions.

The doubles so created are vulnerable to any type of damage, and can be annulled with *dispel magic* or with an anti-magic field, they cannot pass through a *protection from evil* or an *anti-magic barrier*, and when dead they vanish into the air leaving behind any items worn after their creation. Moreover, since the minds of the doubles is shared with that of the spellcaster, any mental effect suffered by one of them contaminates and influences all, and likewise, any spell that protects the mind is active on all at the same time.

The spellcaster can maintain the existing doubles preventing them from vanishing at the spell’s end if he recasts the same spell within 24 hours, and so prolong it’s duration for another 24 hours. This is the only effect produced by evoking the spell more than once in the same time period: but it is never possible for the number of doubles to exceed a quarter of the mage’s level through more applications of the spell.

**Wish**

**School:** none

**Range:** special

**Area of effect:** special

**Duration:** special

**Effect:** special

This spell can only be used by an arcane spellcaster of at least 30th and with at least 18 Intelligence, and it is the most powerful that can be given to a spellcaster. As such, you will never find scrolls with *wish* spells, as its power is so great that it is jealously guarded, and usually each mage is forced to research it with his own methods and with unprecedented hard work, the magic formula to create this spell anew. In game terms, it is considered a spell that is unknown to any school of magic, and its failure chance grows (see Volume 3).

In practice, thanks to the *wish*, the character can emulate any existing spell, and thus fulfil his own dreams. There are however some limitations and directives to remember in order to judge the power and reasonability of a *wish* formulated by a PC, in order to avoid creating game imbalances and irredeemably altering the campaign.

*Speaking the wish*: the player must speak or write the *wish* expressed by the PC. The formulation of the *wish* is very important, since the effect that occurs couldn’t be totally predicted from the player’s intentions, especially if it is a foolish request. The DM should in fact try to maintain the game balance, and avoid being too generous or restrictive in deciding the effect of a *wish*. If expressed with good intentions, even a badly formulated *wish* could produce good effects. However, if the demand has greedy or malicious intent, the DM should find literal interpretations that always serves as a deterrent for the character. Below are some examples of bad *wishes*:

* “I want to know all about this dungeon”, could result in the PC knowing the dungeon’s layout for just a second;
* “I wish for a million gold pieces” could have the money fall around the character’s feet and have it disappear shortly afterwards;
* “I wish to receive immediately and permanently the powers of a basilisk whilst keeping all my abilities and items" is well formulated request, but lacks balance. This *wish* could cause a basilisk’s head to grow from the character’s torso next to his own, giving the character a grotesque appearance and making him easily recognisable.

Apart from this however, an arcane spellcaster is free to use his own spell as he likes, as he has no limitations imposed by a divine superior (unlike clerics), even if the abuse of so great a power surely attracts the attention of the Immortals and drive them to intervene with direct or indirect means. In general, if a *wish* is spoken more than once a day (or seven times a week), there is a cumulative 5% chance for each successive *wish* that is misused is noticed by an immortal creature, who will take steps to investigate the event (he could send his more powerful servants to examine the mage, and if it continues, send emissaries to limit or kill him for lack of respect, or deprive him of the spell, etc.; the DM must be fair and creative so as to not allow imbalances in his campaign).

*Possible effects*: if a *wish* is used to cause the immediate death of another creature, the victim must make a ST vs. Spells with a –6 penalty. In successful, the victim loses half its current Hit Points and the spellcaster must make a successful ST vs. Spells with a –3 penalty to avoid losing the same amount of HP. If the *wish* is used to destroy an item, the effects are the same as the 6th level *disintegration* spell.

A *wish* can be used to replicate or annul any magic effect or spell, except those that specifically state they are irreversible or unalterable even by *wishes*.

A *wish* can be used to gain valuables, up to a maximum value of 50,000 gp per *wish*. However, the spellcaster loses 1 xp per gp of value of the treasure obtained, and this loss of experience cannot be magically recovered.

A *wish* can be expressed in order to be able to use any item, whose use is normally restricted to other individuals or classes, for a brief period of time (similar to a wizardry spell, but applied to any item). Alternatively it can be used to destroy any normal or magic item (excluding artefacts), but the latter have a 20% chance of avoiding the effect.

A *wish* can be expressed to acquire a magic item for a brief period of time (1d6 turns). Generally, any magic item obtained is taken from some other party, not created from nothing, and the only limit is that it isn’t possible to acquire immortal artefacts.

A *wish* can be used to temporarily (6 turns) a characteristic score (Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma) from 3 to 18.

*Wishes* can also be used to permanently increase a characteristic score, but the procedure is very difficult. It in fact requires that within a week a number of *wishes* equal to the current score plus one, to permanently increase a specific characteristic (e.g. to increase Strength from 15 to 16 requires 16 *wishes*; to augment it further to 17 requires a further 17 *wishes*, etc.). *Wishes* cannot be used to permanently lower a characteristic score in the same way as described above.

A *wish* can grant an addition Hit Dice in respect to any being’s maximum limit; this only influences his Hit Points and doesn’t change any other value (THAC0, attacks, etc.). A *wish* can be used to achieve the maximum number of hit points possible for an individual, taking account of his race and class, his level and Constitution score when he spoke the *wish*.

A *wish* can permanently change a character’s race, keeping unaltered the xp, characteristics and age (as well as the ability to cast spells, if the new form can do so), and gaining the physical and special abilities of the new race; if the creature wants to oppose the change, it can make a Saving Throw versus Spells.

A *wish* cannot be used to change the outcome of an event that occurred more than 24 hours ago, and even for more recent events, the modification is subject to strong limitations imposed by the DM, that are greater the broader the event in question (e.g. if the spellcaster’s army has lost a battle, a *wish* cannot overturn the situation, but could make it so that any losses are reduced to a minimum).

Finally, a *wish* cannot be used to gain XP or experience levels.

It is only possible to associate *wish* to an object as a single use (see volume 3).