

# DUNGEONS & DRAGONS®

## Tome of the Magic of Mystara

### Volume 1 – Arcane Magic

By Marco Dalmonte & Matteo Barnabè



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# INTRODUCTION

## **PREFACE TO THE FIRST EDITION**

*By Marco Dalmonte and Matteo Barnabè*

This supplement presents the two types of magic within the universe of Mystara according to the D&D rules: arcane magic (characteristic of mages and elves) and divine magic (typical of clerics, druids, and shamans). Each has certain characteristics, is subject to certain rules, and has particular limits that are explained in the pages that follow, and which every Dungeon Master and player should know to play a spellcaster character better.

This manual is the fruit of a long job of reading, elaboration, and editing of all the material published for D&D and Mystara according to the rules originally presented in the Basic, Expert, Companion, and Master rule sets, and then assembled in the *Rules Cyclopedia*. This supplement attempts to homogenise the rules that often appear at odds or simply not codified, making it simpler for the players and Dungeon Master to manage the use and creation of spells, magic items, and spellcasting classes.

The *Tome of the Magic of Mystara* can be used with the classic D&D rules, and also refers to the free supplements available online, written (separately or in collaboration) by the authors of this manual; they are the *Manual of General Skills* (indispensable compendium for any D&D campaign, independent of the setting), the *Manual of Weapons and Mastery*<sup>1</sup> (that proposes a clearer mastery system and a complete list of weapons suitable for any campaign) and the *Complete Guide to the Immortals of Mystara*<sup>2</sup> (a useful supplement for defining the pantheons that exist on Mystara and giving a touch of originality and diversity to each divine spellcaster).

Hoping that the readers appreciate their work so far, the authors of this manual invite those that want to provide further spells, classes, or rules to add to the Tome, or simply express their opinion on the manual, to contact them privately by e-mail.

Barbiano – Castelbolognese, 25/03/2002

## **PREFACE TO THE SECOND EDITION V. 2.92**

*By Marco Dalmonte*

As it has been seven years since the publication of the first edition of the Tome, I have felt the need to update this manual taking inspiration from the new edition of D&D (the Third). At the same time, I have tried to find and correct in a timely manner all the spells introduced in the preceding manual, especially in relation to their level of power, and to balance some of the classes presented in the Tome (in particular the druid and the rune master), upgrading them to make them more attractive to play. Give the size that the already voluminous Tome of Magic has assumed it has, for practicality, been subdivided into three volumes.

The First Volume, dedicated to arcane magic, describes over 580 spells for the nine levels of power. I have also decided to introduce to classic D&D the traditional schools of magic, as well as specialist spellcasters, clearer rules for gaining familiars and the Secret Arts (to which Chronomancy and Demonology have been added), and above all I have added a new form of arcane magic based on exploiting the planet's lines of force (Megalism) and the following classes: Elementalist (spellcaster who specialises in elemental magic), Channeller (mage who only uses wands and potions), Savage Mage (the old wotan), Sorcerer (who draws his power from his bloodline and heritage), and Virtuoso (a mage who casts spells via music), eliminating the Merchant Adventurer (as in effect he doesn't use spells but tricks).

Once again I hope that anyone who owns this manual can use it to improve their game sessions and to draw from it new ideas for their campaign: in this case the Tome it will have more than adequately carried out its function.

Particular thanks go to all my players and the following friends of the Mystara forum, who over the years have contributed with their comments and suggestions to refine some of the content of this volume:

Giampaolo Agosta (Agathokles)  
Alarico Ariani (Atendoro)  
Michele C. (Lo Zompatore)  
Domenico Coppola (Xarabas Ayendir)  
Simone Neri (Zendrolion)

Marco Dalmonte

Ravenna, April 2008 (2.0) – July 2012 (2.91)

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<sup>1</sup>Now replaced by the *Mystaran Armoury* manual.

<sup>2</sup>Now replaced by the *Codex Immortalis* manual.

## Classic D&D: reasons for the vintage choice

By Matteo Barnabè

Resuming the *Tome of the Magic of Mystara* after many years the first, inevitable question that I had is the same that is certainly crossing the minds of many readers: what today is the appeal of a manual that makes reference to the Classic D&D rules, when we now have the opportunity to test and fully appreciate an elegant, versatile, and enjoyable rules system like that of Third Edition of D&D?

The quickest and easiest answer – for nostalgic reasons – is also the least satisfying. A more in depth study of the two rule systems reveals in fact that Classic D&D, despite the dust of the years that has by now begun to accumulate on the honoured boxed set, can still boast some valid points of strength in respect to that well-oiled, but sometimes slightly cumbersome, mechanism which is Third Edition (from now on written as D&D 3E/3.5), and that I will try here to briefly highlight:

**Immediacy:** It is undeniable that the Third Edition rules, with the thousands of excellent details that enrich it and make it complete (feats, prestige classes, attacks of opportunity, a plethora of class privileges, etc.), it turns out to be significantly more complex and therefore less immediate than the Classic D&D rules. D&D 3E is probably the ideal choice for a campaign of the medium or long term, but if the objective is that of introducing novices to role playing or to prepare a quick and effective one-shot (an adventure in a single game session, like a tournament adventure) then it has to give way to Classic D&D.

**Simplicity:** Creating a new character D&D 3E is often an ordeal that requires a notable investment of time and energy, particularly if the character is of high level and a spellcaster; in Classic D&D to the contrary it is normally a very quick and painless activity. Naturally, most players think that creating their own PC with the D&D 3E rules is, in virtue of the almost infinite wealth of available options, a very satisfying experience and that therefore merits the time spent (and I have heard more than one veteran player affirm with pride that in 3E the real fun is creating the character). But for the master, who routinely has to create NPCs and also frequently introduce new monsters or modify and adapt existing monsters, things are different, and the simplicity of Classic D&D becomes an undeniable quality.

**Rate:** In D&D 3E the management of combat is sophisticated and rigorous and the options available to the characters are numerous: attacks of opportunity, threatened areas, reach weapons, criticals, sneak attacks, readied and held actions, charges, feats, and counterspells make every combat not merely a tactical exercise but also a fascinating experience. The other side of the coin is that, if all the players (and master) aren't experts and prepared, combat becomes a very long affair that, at higher levels, can easily monopolise the entire game session. Combat in Classic D&D is less elaborate, more linear, perhaps more predictable, but is certainly quicker and this is a characteristic that the consummate master can (and must) use to his own advantage, to maintain the frenetic action and exciting every time weapons are used and consequently maintain a high rate of narration.

**Versatility:** Although the perfect modularity of Third Edition seems to leave no room for the Classic D&D rule system in terms of versatility, in reality it is easy to verify that the latter can easily defend itself, as is shown in this weighty *Tome of the Magic of Mystara* that you hold, which is a systematic collection of variants, supplements, additional and optional rules which are seamlessly added (or however without great difficulty) to the body of standard rules, and which each master can easily expand and personalise according to his own requirements. To make a work similar to Third Edition would require a titanic effort, because of the need to accommodate the numerous technical aspects and keep all their respective interactions. If this seems too abstract, think about how cautious you need to be with the simple introduction of a new spell in 3E, with the need to pay attention to the way in which it can interact – to cite only one of the more macroscopic aspects – with the various metamagic feats, in order to avoid an innocuous spell giving rise to potentially unbalancing combinations; when it comes to describing a new feat or prestige class the precautions must be greater still (and experience has shown that even the professional game designers can make game breaking mistakes).

I conclude here this short and certainly incomplete analysis, in the hope of having convinced the reader, which if he isn't adopting the Classic D&D system for his own group, to at least continue to read the *Tome*.

Groningen (NL), April 2008

*Good reading and good gaming!*

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## REFERENCE TERMS

In this supplement, a precise terminology was chosen in regards to the effects of magic, and to avoid confusing the reader, the commonest terms are described below.

## GENERIC TERMS

*Arcane magic:* the magic characteristic of those that basically have direct control of the magical energy present in the universe to influence the surrounding reality. It is the prerogative of wizards (or sorcerers), elves, fey races, and bards (who however use music rather than magical formulae to evoke the magic).

*Divine magic:* the magic characteristic of those that basically have indirect control of the magical energy, subordinate to a link with a divinity or a universal mystical force (Law or Chaos). In practice, those that use divine magic don't directly control the evoked power, but drawing on the power of a specific supernatural force that is available to them. It is the prerogative of clerics (or priests), druids, shamans, and all those classes that acquire magical powers as a result of worshipping a divinity or higher power.

*Spellcaster:* any individual capable of using magic, either arcane or divine.

*Spell:* refers to the magical effect produced by a spellcaster, either arcane or divine.

*Sacred prayer:* synonym of divine spell (as opposed to common prayers, which don't have any magical effect).

*Hit Dice (HD):* the number of dice of a certain type (usually d8, unless stated otherwise), which are rolled to determine a creature's hp, or to determine the number of creatures affected by a spell (note that for beings with HD +2 or similar, only the whole HD are considered, 1 in the example given).

*Attack Roll:* d20 roll with associated bonus to hit the enemy's AC. Note that the Attack Roll of touch spells uses the Dexterity modifier not the Strength modifier.

*Saving Throw (ST):* d20 roll with associated bonus to avoid either totally or partially the effects of a spell. The exact type of Saving Throw is given for each spell (if it is applicable).

## LIMITING PHYSICAL EFFECTS

*Blindness:* -6 penalty to Attack Rolls; -4 penalty to ST vs. dodge effects; AC reduced by 4 points; impossible to use ranged weapons; weapon mastery is reduced to Basic rank; normal movement halved (reduced to  $\frac{2}{3}$  if the blind person is guided by someone else); risk of tripping and falling or colliding with something (50% each round) if he moves at normal speed.

*Paralysis:* impossible to move or speak, possible to concentrate and hear normally. Vision is limited to a fixed field (cannot move the eyes), and the stiffness of the limbs can be forced by outside intervention with a Strength check, although this could result in fractures.

*Silence:* impossible to hear or emit any sound within the area of effect; treat as deafness for all within the area of silence.

*Suffocation:* condition possible due to lack of air (either underwater, in a vacuum, or by spell effect). The breath can be held for a number of rounds equal to his Constitution score if not stressed, or for half of the Constitution in stressful situations, after which it is necessary to make a Constitution check with a cumulative -1 penalty each subsequent round: with each failure the subject loses  $\frac{1}{3}$  of his hp total as debilitating damage, until the hp drop below zero and then death.

*Deafness:* a -1 penalty to Dexterity and a -2 penalty to all Surprise rolls (including the *Alertness* general skill, unless he has other exceptionally acute senses (apart from hearing), it is impossible to use the *Hear noise* skill. Deafened spellcasters, furthermore, have a 30% failure chance when casting any spell, if it has a verbal component.

*Stun:* -4 penalty to AC, ST, and any skill check; movement reduced to a third (running impossible); impossible to attack or concentrate; weapon mastery reduced to Basic rank.

## SIZES AND DIMENSIONS

Frequently the text refers to the size of creatures or objects. For a quick overview of the abbreviations or terms used, Table I shows the possible sizes of objects and creatures. The Size Coefficient (SC) is what a medium size item's encumbrance (or creature's weight) and HP should be multiplied by to determine those values for an item (or creature) of the given size, it is also used to determine the maximum weight that can be carried, lifted, and managed.

TABLE I – DIMENSIONS OF CREATURES AND OBJECTS

Size	Abbr	SC	Creatures	Objects
			Height/Length	Max Dimension
Diminutive	D	$\frac{1}{8}$	Up to 11"	Up to 4"
Tiny	T	$\frac{1}{4}$	1'-1'11"	5"-11"
Small	S	$\frac{1}{2}$	2'-3'11"	1'-2'6"
<b>Medium</b>	<b>M</b>	<b>1</b>	<b>4'-6'11"</b>	<b>2'7"-5'3"</b>
Large	L	2	7'-11'11"	5'4"-10'
Huge	H	4	12'-24'11"	10'1"-19'6"
Gargantuan	G	8	25'+	19'7"+

Remember that smaller creatures can more easily hit larger creatures and vice-versa. For each size of difference, a creature of smaller size receives a cumulative bonus to hit of +1, those larger suffer a cumulative -1 penalty.

Moreover, it is also advised to modify the Hit Dice of the Classes based on a creature's size. Indeed, as the damage produced by weapon varies as a function of the weapon's size (a diminutive sword doesn't cause the same damage as a medium sword— see the *Mystaran Armoury* for further details), so a smaller character should have less hp than a larger character (apart from level and Constitution). Otherwise, a diminutive fighter would

have the same hp as a medium or huge fighter, and would be more resistant to weapons of his own size. To prevent this paradox, it is simply advised to consider that the Hit Dice given for each Class refer to creatures of Medium size and need converting based on the character's size, as the following table:

**TABLE II – HIT DICE BASED ON SIZE**

Size	Creature	HD	HD	HD
Diminutive	Up to 11"	1	d3	d4
Tiny	1'-1'11"	d2	d4	d5
Small	2'-3'11"	d3	d5	d6
<b>Medium</b>	<b>4'-6'11"</b>	<b>d4</b>	<b>d6</b>	<b>d8</b>
Large	7'-11'11"	d5	d8	d10
Huge	12'-24'11"	d6	d10	d12
Gargantuan	25'+	d8	d12	2d8

**Example:** a halfling (small size) fighter (d8) uses d6 (like the normal halflings in the *Rules Cyclopedia*), while an ogre (large size) fighter uses d10. A kubitt (tiny size) wizard (d4) uses d2, while a halfling (small size) thief (d4) uses d3.

Finally, larger creatures are notoriously stronger than smaller creatures, which instead are more agile because of their smaller body mass. As such each size has a bonus and penalty to Strength and Dexterity, as shown in Table III:

**TABLE III – STRENGTH & DEXTERITY BASED ON SIZE**

Size	Creature	Str	Dex
Diminutive	Up to 11"	-4	+4
Tiny	1'-1'11"	-2	+2
Small	2'-3'11"	-1	+1
<b>Medium</b>	<b>4'-6'11"</b>	<b>+0</b>	<b>+0</b>
Large	7'-11'11"	+1	-1
Huge	12'-24'11"	+2	-2
Gargantuan	25'+	+4	-4

## LIST OF SOURCES

Below is a list of the manuals from which many spells and rules that characterise this manual have been taken. Note that, despite all the books published by TSR/WotC for D&D Mystara, in reality only those listed below have sections relevant to the aims of this book.

The reader is also urged to consult the free online manuals *Mystaran Armoury*, *Manual of General Skills*, and *Codex Immortalis* and integrate the information there with the information here.

### Classic Dungeons & Dragons

AC10: Book of Dragons and Giants  
 Champions of Mystara boxed set  
 CM4: Earthshaker!  
 CM8: The Endless Stair  
 Dawn of the Emperors boxed set

D&D Basic set  
 D&D Companion set  
 D&D Expert set  
 D&D Master set  
 GAZ1: The Grand Duchy of Karameikos  
 GAZ2: The Emirates of Ylaruam  
 GAZ3: The Principalities of Glantri  
 GAZ5: The Elves of Alfheim  
 GAZ6: The Dwarves of Rockhome  
 GAZ7: The Northern Reaches  
 GAZ8: The Five Shires  
 GAZ9: The Minrothad Guilds  
 GAZ10: The Orcs of Thar  
 GAZ11: The Republic of Darokin  
 GAZ12: The Golden Khan of Ethengar  
 GAZ13: The Shadow Elves  
 GAZ14: The Atruaghin Clans  
 Hollow World boxed set  
 HWA1: Nightwail  
 HWR1: Sons of Azca  
 HWR2: The Kingdom of Nithia  
 HWR3: The Milenian Empire  
 PC1: Tall Tales of the Wee Folk  
 PC2: Top Ballista  
 PC3: The Sea Creatures  
 PC4: Night Howlers  
 Rules Cyclopedia  
 Wrath of the Immortals boxed set

### Advanced Dungeons & Dragons (1<sup>st</sup> Edition)

Oriental Adventures

### Advanced Dungeons & Dragons (2<sup>nd</sup> Edition)

AD&D Player's Handbook  
 Arabian Adventures Sourcebook (Al-Qadim)  
 Complete Bard's Handbook  
 Complete Druid's Handbook  
 Complete Priest's Handbook  
 Complete Ranger's Handbook  
 Complete Wizard's Handbook  
 Domains of Dread (Ravenloft)  
 Red Steel boxed set  
 Savage Coast Sourcebook  
 Tome of Magic

### Dungeons & Dragons 3.5 Edition

D&D Player's Handbook  
 Nephandum [Asterion Press/Mongoose Publishing]

### Various

Dragon Magazine

# CHAPTER 1: ARCANES MAGIC

## THE NATURE OF ARCANES MAGIC

As everyone knows, each spellcaster begins their career under the guide of a master, who teaches him the secrets of magic. For mages these are masters of the arcane arts that take the character as an apprentice, or that teach in important colleges or schools of magic (like in Glantri, Thyatis, and Alphatia): the masters give their students all the knowledge necessary for them to take their first steps into the world of magic, even after their apprenticeship ends.

The mages thus learn to interpret and read the arcane language (made up of symbols of power that, written in a certain order, evoke specific magical forces present throughout the universe, as if they were chemical formulae), and obtain the *Read Magic* spell to continue the research. For every level gained whilst studying in the company of their mentor, they learn a new spell of the appropriate level, which their master magnanimously gives them. However, if the apprentice, reaching 9<sup>th</sup> level, still hasn't left his mentor, any master insists that his students continue their magical study by themselves (i.e. stop giving him spells). Because, despite the good will of the masters, all the arcane spellcasters are particularly jealous of their secrets, and whereby it is permissible to share with their students the most common spells of up to spell level 4, it would be inappropriate to place in their hands personal spells or simply magic so powerful that it renders the student a potential rival.

Therefore, mages very soon find themselves in libraries in search of ancient tracts on magic and alchemy, to mix precious and dangerous components, and to bring together, little by little, all the notions that allow them to master the desired spells. For this reason, the same spells can often differ, in terms of formulae or gestures of evocation. Mages are sometimes able to know where a spellcaster has studied from the way in which he casts his spells, as each learns his spells based on the arcane tradition that he studies. There are different traditions of arcane magic throughout Mystara, characterised by the formulae and gestures that their adepts use as well as by the different types of spells known. The most famous traditions are the Alphatian (fluid and emphatic gestures and basic formulae), Thyatian (quick and geometric gestures and difficult formulae), Elven (minimal gestures and lengthy formulae), Glantrian (combination of the three listed above, creating a unique blend), Herathian (bizarre gestures and formulae of clicking sounds), Nithian (gestures that are more emphatic the more powerful the spell and short formulae), and Marine (slow gestures and short formulae but spoken with emphasis).

Elven magic warrants a particular mention, as it turns out to be totally different from that of the common mages of other races. It is in fact based on the partially magical nature of the elven spellcaster, he is able to evoke magical energy not from outside but from their own inner energy, shaping it according to their will and using magical formulae similar to those of human spellcasters. However, as

elven magic finds the source of the spell within the elf, he isn't subject, like the mages of any other race, to the limitations placed by the use of armour. In fact, this type of protection normally, as well as obstructing the ritual gestures that the spellcasters need, acts as a barrier and a distorting filter between the mage's will and the external energy that he tries to draw into himself and shape. In the case of the elves instead, seeing that the magical power emanates from his spirit and emerges from his body already formed, the armour doesn't have a great impact, and the ritual gestures to evoke specific magical effects have been modified over the millennia so that they can be executed whilst wearing similar protection.

However, any arcane spellcaster can seek greater protection by using armour like other characters, but know by doing this they will face great impediments to their power to evoke, shape, and control magic. Based on the type of protection worn and the material from which it is made, the mage always has a chance of failing to cast his spells, as given in Table 1.1. In particular, if the materials with which the worn protection is made belong to the animal or plant kingdoms, the interference is minimal (in parity to the protection offered), in respect to the barrier created by protections made from minerals and metallic alloys.

After all, fabrics woven from plant fibres seem the only ones that offer no particular resistance to the control of magical powers, and as such are commonly used by arcane spellcasters, who instead disdain the heavy protections like armour and shields.

**Note:** by this optional rule mages also have the option of wearing armour and generic protection, sacrificing however their total mastery of the magical energy. Every time that they cast a spell whilst wearing armour, indeed, there is a certain probability that the spell fails and is wasted (roll 1d100 and consult the second column of Table 1.1), which is increased by the material with which the worn protection is made (see the fourth and fifth columns). Moreover, armour reduces the mage's Dexterity score (see the rules in the *Mystaran Armoury* manual) and impose a penalty to all his attacks, as he isn't used to moving and fighting in heavy protective gear.

**TABLE 1.1: % SPELL FAILURE WITH ARMOUR**

AC	Base failure	Attack Penalty	Armour material	Failure modifier
8	—	—	Plants/Cloth	—
7	10%	—1	Magical materials*	+5%
6	20%	—2	Animal hide/bone	+10%
5	30%	—3	Pure minerals	+15%
4	40%	—4	Metal alloys	+20%
3	50%	—5		
0	80%	—8		

\*Magical materials: this definition means materials that are made magically (like Glassteel and Ironwood), those alien or rare (like adamantine, plastic alloys), and

those derived from magical monsters (like dragon scales), not enchanted armour.

**Example:** the mage Niklaus decides to test his luck before a battle and wears a suit of steel mail armour. In this way his spell failure chance would be:  $30 + 20 = 50\%$ , and he also has a  $-3$  penalty to Attack Rolls whilst wearing the armour and his Dexterity is limited to 15 points.

### **MEMORISING AND CASTING ARCANE SPELLS**

An arcane spellcaster needs to meditate for an hour each day (usually upon awakening) and to rest for at least eight hours (without any interruptions longer than five minutes between one hour and another) to recover his spells, and at the moment of memorising the various spells, his choice is limited both by the magic that he effectively knows (or that he has written in his own spellbook), and the maximum spell level he has learnt. If however a spellcaster uses magic shortly before studying his book again, or while resting (interrupting his sleep), this draws on his magic capacity for the following day. In practice, when an arcane spellcaster prepares his spells for the new arc of time, all the spells that he has cast in the last 8 hours count against his new daily limit (for example, if a mage can cast three 1<sup>st</sup> level spells and two 2<sup>nd</sup> level spells, and he casts one 1<sup>st</sup> level and one 2<sup>nd</sup> level spell within the 8 hours before he restudies them, then he must study one less 1<sup>st</sup> and 2<sup>nd</sup> level spell, as he hasn't saved sufficient energy).

Moreover, some spells can be used to evoke the complete opposite effect to the standard one: these spells are called reverse or reversed spells. To cast a reversed spell, any arcane spellcaster simply needs to recite the formula replacing some words with their opposite, and this can be calmly done at the moment he chooses to cast the studied spell. It isn't therefore necessary to memorise the spell already reversed, but he can reverse it at the moment (unless it says otherwise in the description of that particular class). Moreover, the mage has no limitations regarding the use of reversed spells, other than those imposed by his conscience (alignment) based on the situation.

### **LIMITS OF ARCANE MAGIC**

Arcane magic is surely a less limited form of energy than divine magic, as it depends on the individual ability of the spellcaster who uses it rather than from the relationship that he has with an Immortal (which is thus conditioned on the one hand by the priest's personality and on the other that of the Immortal). As such it is normally thought that arcane magic is both the purest and most powerful form of energy in nature.

In game terms, this is reflected by the possibility of the arcane spellcasters to create spells and magic items, which are only limited by the amount of money available (for magical research and creation refer to Volume 3), by the spellcaster's level, and by the DM's approval. In general, we can say that the arcane spellcasters can devise any type of spell, with the exception of:

**Curative magic:** mages don't have easy access to the ability to heal the body and in general to prolong life, an area that is the natural domain of the Immortals, and as such they cannot replicate any of the clerics' curative and resurrection spells;

**Magic of time travel:** mages cannot affect the flow of time in any way (*Timestop* and *Haste* in fact only accelerate the individual's metabolism). In fact the secrets of time in the universe of Mystara are the exclusive domain of the Immortals of the Sphere of Time, and only they are able to give the knowledge of these secrets to the most deserving individuals;

**Magic of planetary level:** mages cannot create effects that affect an area larger than of 1 mile per spell level, and in general cannot cause upheavals of planetary or universal level simply by using a spell (to prevent the total alteration or destruction of entire planets or species and the absolute domination of spellcasters over other creatures);

**Clerical magic:** as well as curative spells (and their reverse), all clerical spells based on the communication with the afterlife and that offer any type of holy bonus to creatures cannot be replicated by arcane magic (except through *wish*). The clerical spells that instead can be replicated, are always one level higher than the corresponding cleric version (e.g. *Animate Dead* is 4<sup>th</sup> level for clerics, but for mages it is 5<sup>th</sup> level), unless they create limited versions, in which case it can be of the same level as the original divine spell. Spells of the Abjuration and Divination schools (with the exception of the cases listed above) can be replicated at the same spell level of the clerics, and specialist mages can replicate cleric spells of the same school at the same spell level as the cleric spell;

**Druidic magic:** in general, all the spells that affect nature or animals should remain in the domain of the druid, or those clerics who specialise in the worship and protection of nature in all its aspects, save those already seen in the list of common arcane spells given here.

Moreover, there is a further limitation to the spells that can be invented by arcane spellcasters, and it regards the dangerousness of the reproducible destructive effects. In general:

- Spells that do immediate death (with a failed Saving Throw) to the victim without further secondary effects (with a successful ST) must be of 6<sup>th</sup> level or higher;
- Spells that do immediate death (with a failed Saving Throw) to the victim, and cause secondary effects (with a successful ST) must be of 7<sup>th</sup> level or higher;
- Non deadly spells that don't allow any ST to be avoided must have a limited duration, range, or area of effect, or affect a limited number of Hit Dice of creatures (usually 4 per spell level of the spell) or a specific class;
- Deadly spells that do not allow a ST to be avoided must be of at least 6<sup>th</sup> level, have a limited range and area of effect, and affect a limited number of Hit



Dice of creatures (to a maximum of 1 per spell level of the spell) or a specific class;

- The maximum amount of damage that a single magical effect can cause to one creature must be 20d6 Hit Points. The only exception to this is *Meteor Swarm* (9<sup>th</sup> level), which can cause 40d6 hp to a single being if cast in ideal conditions.

Finally, some specific points regarding the permanency of certain magical effects need to be noted:

- No spell that gives a magical bonus of any kind to a weapon or armour, or that improves an individual's characteristics, can be added to a *Permanency* spell (these must always be temporary);
- No 8<sup>th</sup> or 9<sup>th</sup>-level spells can be combined with a *Permanency* spell, unless specifically stated otherwise in the spell's description (which implies that the spell is balanced);
- No spell that accelerates an individual's movement rate can be made permanent, if it doesn't want to create biological imbalances that can cause the death of the affected creature (every round after the first half hour in this state in fact, or make a ST vs. Death Ray or perish from the physical shock);
- No spell of instantaneous or permanent duration, or that depends on Concentration (or as long as the spellcaster continues to concentrate) can be made permanent.

To conclude, it is important to remember that the above rules must be integrated by the wisdom and common sense of the Master: if indeed it happens that a spell is introduced that, while respecting the above rules, is found to be too powerful (or unbalancing if it is made permanent), the DM always has the final word on what is and what isn't possible to do with the spells.

### ***THE LANGUAGE OF MAGIC***

As has already been revealed, there are different ways to evoke the same type of magic phenomenon, or different magical formulae based on the type of school or philosophy of magic to which an arcane spellcaster belongs. This is shown by the fact that the so-called "magic language" has for a long time been defined as "unique and common" by all the experts of magic. In fact various languages exist with a single syntax that can be deemed similar, but there are as many others whose symbols and phonemes could give strange and incomprehensible results even to the most skilled of arcane spellcasters. This depends on the fact that different magic languages exist: at times some of them share different magic phonemes or symbols (like the Glantrian and the others throughout the Known World), other times instead they are totally foreign or alien languages (like the Alphatian or Herathian). Nevertheless, in both cases, all the existing magic languages share a similarity: they are able to evoke the same magical energy, and are therefore in some way inextricably linked to the magical energy that permeates the Multiverse. The question that

should be asked is: how is a magic formula linked to the effect that it is intended to produce?

Initially every mage learns during his instruction to distinguish and say the single phonemes that compose the semantic area and syntax of the magic language characteristic of the school to which the spellcaster belongs. Learning to pronounce the different phonemes doesn't mean in this case he is always able to know the meanings of a given combination of specific symbols, as they aren't in this case ideographic symbols (or that communicate an idea). The simile that can clarify this concept is the one of a novice alchemist: at the start he learns what the symbols of the different alchemical elements are, but it is only time and experience that let him know the meaning of the combination of these symbols (alchemical formulae) and the compounds or reactions to which each formula refers. In the same way the mage needs a code that allows him to understand the magic writings and the effects to which they are bound.

*Read Magic* (written in the simplest existing symbols) allows the spellcaster to understand and recognise the power written in magical scrolls, giving him a specific set of symbols with universal meaning. In this way the spellcaster understands the properties and purpose of a spell, the way in which to evoke and control the energy to obtain the desired result, and the formulae and gestures needed to recall the energy needed for the spell. Once he understands in this way a certain spell written on a magic scroll, the mage doesn't need to use another *Read Magic* to read and understand it a second time.

As has already been stated there are different types of magic language, each associated with a particular magic tradition (or school), which have developed differently based on the culture and the arcane knowledge that a civilisation has accumulated over the centuries. This shows that the phonemes and symbols chosen to evoke and control the universe's magical forces are chosen arbitrarily: they aren't the external and variable vehicles through which the universal energy is summoned and channelled into the mage's body to produce certain effects subject to his will. The only thing that these languages have in common is the fact of always being connected in the most sensible manner (in respect to common languages) with the energy that governs the universe, as if they are privileged codes through which these energies can be more easily understood and used by the spellcasters. There are also those that sustain that the magic languages all derive from a unique ancestral tongue, from which all the current languages evolved once the different races appeared and the universe fragmented, and while the common languages have been barbarised to such a point that they have lost any connection with the primordial energy of the Multiverse, the magic languages will be the final existing link with the First Language and the energy that it controlled.

What is clear, however, is that the magic language isn't omnipotent, or has power by itself, but it is a means

through which he can access the energy of the universe and shape it. This means that the ability to cast spells depends minimally on the magic language, and mostly on those that use it. The magic language is in practice like the key to activate a device, without which the device doesn't part; nevertheless, if those that work the device aren't able to direct and use it effectively, it is very quickly found to be useless or dangerous.

In short therefore, all the spellcasters know they are limited by their level of experience in the use of the arcane arts, and don't risk casting spells too powerful before time (or of a spell level that he has still not mastered), but won't be able to totally understand and control them once they are evoked. So, when he has a scroll of which he recognises the power of but hasn't been able to identify, he could calmly spell out the entire formula without knowing the result, but in this way he would invoke magical energy without harnessing it, with devastating risks for everyone. Any spellcaster trying to cast a spell of a higher spell level than that he has mastered (which is only possible by reading a spell written on a scroll) has the following chance of failure:

<p><i>% spell fail chance above max level mastered</i> (level of the spell – max. spell level mastered) × 5%</p>
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Example: if a 3<sup>rd</sup> level mage 3 (maximum spell level mastered: 2<sup>nd</sup>) tries to cast *Ice Storm* (a 4<sup>th</sup> level spell) from a scroll, the failure chance would be:  $(4 - 2) \times 5\% = 2 \times 5 = 10\%$ .

When a spell fails, it turns against the spellcaster (centred on him) if it produces adverse effects, while in any other case nothing happens and the scroll is simply wasted.

### **ARCANE SPELLBOOKS AND SCROLLS**

Thanks to their advanced mnemonic abilities and knowledge, arcane spellcasters can memorise spells and use them when they please. But what does this exactly mean?

It should be initially noted, that when a scroll (or another surface) is enchanted with a magical formula, it is also charged with the magical energy needed to evoke the desired effect. The energy is released at the moment of the speaking of the formula, removing the formula from the surface on which it had been written while the energy comes from it (indeed the use of spells written on scrolls can exceed the maximum number of spells that the spellcaster can normally memorise and cast).

As such the spellbook is of vital importance for the mage, since it is the tome in which are written in minute detail the formulae and gestures that help to invoke specific magical forces, and the methods to control them and release a certain type of effect. Unlike a magical scroll, however, a spellbook simply teaches how to gather the magical energy, and the spellcaster cannot read a spell directly from his book, as normally the magical energy isn't already harnessed and ready (as with an enchanted scroll), but simply a long description of how to create a specific formula and which are the ritual words and

gestures to evoke a power. In this case, the spellcaster must find the necessary energy with his own efforts, and can be made only within the limits of his level of power (or he can only daily evoke the number of spells allowed by his level). The magic language, as already mentioned, has a particular bond with the magical energy, but not enough to evoke it, without the mastery of the arcane arts that the spellcaster acquires with study and experience.

A spellbook is a voluminous tome with 400 pages that can contain various spells. Its pages and cover have been alchemically treated to protect them from common adverse effects (humidity and fire). It has an encumbrance of 240 cn, costs 1,500 g.p., and is immune to fire and normal humidity (but the scroll can be torn and destroyed!). Every formula written with ink in the book normally occupies 1 page per spell level (as the more powerful effects need longer and more specific descriptions, so as to not make a mistake when evoking the power). It is possible to add new formulae to the book in two ways:

- a) Researching the desired spell with the common procedures (see Volume 3);
- b) Copying the formula from another spellbook (if its owner allows it), taking 1 turn per spell level of the copied spell;

As they are a series of particularly complex and detailed information, the mages need to review all their formulae day by day, by re-reading their book each morning. Over time they become more used to the simpler spells and can concentrate on the more difficult spells, which makes the practice of reading an exercise that consumes no more than an hour per day. However it is as necessary to mages as breathing, and even if they aren't the source of their knowledge, if their books are lost, it is a serious setback.

Every mage can in fact remember them without having to re-read the spells of his book only for a maximum of 1 day for each point of Intelligence bonus, after which he begins to be unable to figure them out. If he doesn't have his book with him, the only solution is to write down what he remembers before his memory begins to misfire (a procedure that need 1 turn per spell level of every spell), and therefore writes a new spellbook (which is why many mages always keep a copy hidden). To do this requires an Intelligence check for every spell he intends to remember, with a cumulative -1 penalty per spell level of the magic. The penalty doubles if the mage attempts to remember a formula after the maximum period of his memory, and if the check fails it means that he can no longer remember that spell (so he will only be able to recover it by re-reading his book or the book of some other mage, or by researching it again—see Volume 3). This explains how come every mage jealously guards his spellbook and is always hesitant to separate himself from it, as well as the daily practice of reviewing the formulae contained there.

## ***BIND AN ANIMAL FAMILIAR***

Each arcane spellcaster can choose to bind an animal to himself as his familiar, or a particularly faithful servant who shares with the spellcaster a telepathic and spiritual bond.

To be able to bind an animal familiar, the spellcaster must have the following prerequisites:

- be at least 3<sup>rd</sup>-level;
- possess the *Summon Animal Ally* spell;
- have sufficient Experience Points to not lose a level.

Before summoning the animal, the spellcaster must prepare an offering of food liked by creature that he intends to call, enough to feed the being for a day (so for example, a tiger would require a large amount of fresh meat, for a bat berries in a bowl of blood could be enough, and so on). Once he has prepared the meal, the spellcaster burns a special incense (cost: 20 g.p.) taking care to use parts of the hide (fur, scales, feathers) of the animal he wants to call and concentrating on it casts *Summon Animal Ally*, which in this case makes the selected animal appear. The animal can have a maximum number of Hit Dice equal to double the mage's level who wants to bind it (never more than 10 HD).

The animal remains for the time needed to eat the meal, and a round before the spell ends, the mage can propose that the animal joins him as his familiar. This requires making a Charisma check to know the animal's reaction: if the check fails, the animal refuses and disappears, ending the spell, and the spellcaster still loses 100 xp per HD of the creature in the attempt. It is possible to try to summon another animal to bind it to himself only after a day has passed, although in the meantime the mage can however make use of the *Summon Animal Ally* spell in the normal way.

If instead the Charisma check was successful, the animal is bound to the spellcaster, who permanently loses 300 xp per HD of the creature to establish the empathic bond, and temporarily loses 1d4 Hit Points that transfer to the animal to bind it to him. The familiar from this moment is in constant telepathic contact with the spellcaster and obeys his orders. It always tries to remain within 30 feet of its master (unless ordered otherwise) and protect him as long as this doesn't place its own life in danger (unless ordered otherwise). The spellcaster by concentrating can see and hear thanks to the animal's senses, and can understand its thoughts (which are however always rather simple, given animal intelligence), conversing telepathically with it to give it orders.

Moreover, every familiar gives its master a certain bonus by virtue of this magical bond. The exact nature of the bonus depends on the type of animal selected, and will always give him access to a general skill connected to a physical trait or behaviour of the animal. If the mage already has it, he gains a +2 bonus, otherwise he freely acquires the skill as long as he keeps his familiar. Some of the more common familiars and skills are the following (the Master is invited to create others to his liking):

Chameleon: <i>Camouflage</i>	Leopard: <i>Jump</i>
Dog: <i>Scent</i>	Bear: <i>Endurance</i>
Horse: <i>Toughness</i>	Bat: <i>Listen</i>
Raven: <i>Alertness</i>	Frog/Toad: <i>Jump</i>
Weasel: <i>Surprise</i>	Monkey: <i>Acrobatics</i>
Falcon: <i>Observe</i>	Squirrel: <i>Climb</i>
Cat: <i>Balance</i>	Snake: <i>Move Silently</i>
Owl: <i>Concentration</i>	Tiger: <i>Intimidate</i>
Lion: <i>Courage</i>	Rat: <i>Sneak</i>

The familiar instead benefits from the same protections offered by its master's protective spells as long as it remains within 10 feet of him. Moreover it gains advantages as its master advances in level, in the following way (the bonuses are cumulative):

**TABLE 1.2: ANIMAL FAMILIAR PROGRESSION**

<i>Master's Lvl</i>	<i>Familiar bonus</i>
5 <sup>th</sup> -9 <sup>th</sup>	+1 HD, +1 ST,
10 <sup>th</sup> -15 <sup>th</sup>	+1 HD, -1 AC, +1 Attack Roll
16 <sup>th</sup> -24 <sup>th</sup>	+1 HD, +1 ST, +1 damage
25 <sup>th</sup> -30 <sup>th</sup>	+1 HD, -1 AC, +1 Attack Roll
31 <sup>st</sup> +	+1 HD, +1 ST, +2 damage

If a familiar dies, the spellcaster to which it is bound must make a ST vs. Death Ray: if it succeeds, he is stunned for 1 round and reacquires the Hit Points transferred to the familiar, becoming aware of its Death. If instead the ST fails, as well as being stunned for 2 rounds, the spellcaster also permanently loses the Hit Points transferred to the animal, and must wait until he gains a new experience before he can bind a new familiar.

## ***BIND A HOMUNCULUS***

At higher levels, a spellcaster can choose to summon, as his familiar, a Homunculus, an immortal creature of the Outer Planes that appears as a humanoid about 2 feet tall (Tiny size). Only spellcasters of 12<sup>th</sup> level or higher can attempt it, and the ritual needs at least a week of preparation in which the mage spends about 10,000 gold pieces to find all the magical components needed for the summoning and to *Bind the Soul* of the homunculus (among which it is fundamental to have earth from an outer plane allied with the Sphere of the homunculus which he wants to summon). Right at the end of the real ritual that lasts an hour, the mage casts *Summon Planar Ally*<sup>1</sup> and the homunculus in question appears in his presence, remaining bound in a magic circle previously prepared with earth from an outer plane.

The spellcaster then has two paths to bind the homunculus to him: convince or force it. A homunculus can be convinced to act as a familiar if the mage proposes a contract that binds it to him for a specific period of time, at the end of which the being is able to return to its plane together with a generous recompense established by the mage. The homunculus has a base chance of

<sup>1</sup> 12<sup>th</sup> level priests can also summon and bind a homunculus. The procedure is the same, but they use the *planar ally* spell.

accepting the pact equal to 30%, +30% if the summoner is of the same alignment. If the creature refuses the pact, the summoning ends and it returns to its own plane. Alternatively, the spellcaster can try to overcome the homunculus's will and force it to serve him. In this case make an opposed check by rolling a 1d20 and adding the Intelligence, Wisdom, and Charisma scores. If the mage wins, the homunculus is convinced to become his familiar for an unspecified time (or until a greater power frees it from the bond), although it obeys its master's orders in a rather reluctant manner. If instead the creature wins, it is free to leave or attack the summoner. If the attempt fails, it is only possible to attempt to summon and bind another homunculus after gaining a new level.

If the homunculus is bound to the spellcaster, the latter permanently loses 10,000 xp which is absorbed by the creature to establish the binding of its soul with that of his master. The homunculus from this moment obeys the mage's order based on its personality (the master must however guarantee it food to feed and a shelter to sleep and live in) and as long as it remains within 1 mile the master can use all his familiar's senses and communicate with it telepathically simply by concentrating (the homunculus can also communicate with its master on its own recognisance, but cannot read hidden thoughts). Moreover, if the mage is in direct physical contact with the homunculus, he enjoys a +3 bonus to all his Saving Throws.

The homunculus can use all its powers whilst bound to the spellcaster, and once per week can (if it wants) use its knowledge to give important information to its master

Homunculus	ARYTH	BOGAN	FYLGAR	GRETCH	ULZAQ
<b>Movement</b>	90/30/10	108/36/12	60/20/5	150/50/15	108/36/12
<b>Fly</b>	180/60/20	300/100/33	240/80/27	180/60/20	–
<b>Attacks</b>	1 claw + 1 tail	1 bite + 1 tail	1 fist or tail	1 bite or tail	2 claws + 1 bite
<b>Damage</b>	1d4 or 1d4+ST	1d4+ST or 1d3	1d4 or 1d3	1d4 or 1d4+ST	1d3x2/1d4+ST
<b>Alignment</b>	Good	Evil	Lawful	Neutral	Chaotic
<b>Sphere</b>	Thought	Entropy	Matter	Time	Energy

**Common characteristics of all homunculi:**

- Base AC: 0
- Hit Dice: 3
- Saving Throws as a 21<sup>st</sup> level Mage
- Immunity to non magical weapons
- Immunity to fire and cold
- Infravision within 60 feet
- *Invisibility* at will
- *Detect Evil* and *magic* at will
- Regenerate 1 hp/round (master also has this power if he remains within 10 feet)

**Aryth:** The aryth are 1 foot tall with translucent black skin, bright green eyes, a pair of almost invisible wings, and a barbed tail. They can transform at will into spiders or sparrows and anyone struck by the tail must make a ST vs. Poison to not fall asleep for 2d4 rounds. The aryth always knows if someone is

(like using *Contact Outer Planes* speaking with a 3<sup>rd</sup> level Immortal, with no chance of going mad).

If the homunculus is reduced to zero Hit Points or less, its bond with the mage is broken and its body dissolves, while its soul returns free to its original plane. This is a dramatic event both for the homunculus (which receives a lessening in power among the Immortal ranks and must expend new energy to reform its body) and for the spellcaster who permanently loses 1d4+1 Hit Points from his total and cannot attempt to summon new homunculi before an entire year has passed.

If the *exile* or *banish* spell is used against a homunculus it is possible to send the creature back by breaking the bond with the spellcaster without the Hit Point loss. However the master must make a ST vs. Spells or remain stunned per 1d4 rounds because of the sudden psychic backlash. *Protection from evil* spells keep the familiar at distance, while a successfully cast *dispel evil* forces it to go away (but not to return to its original plane). Anti-magic fields affect the homunculus's magical ability but don't break the bond with its master. The creature can fall victim to spells of control by a third party, but cannot be made to do anything that goes against the explicit orders of its true master.

There are five types of homunculus, one for each Sphere (Energy, Entropy, Matter, Thought, Time), and although they share particular powers, each has an appearance and a peculiarity that distinguishes them. The three types of homunculus and their powers are described next, together with the Sphere that each homunculus belongs to.

lying and three times per day can evoke a *circle of protection from evil* as a 21<sup>st</sup> level mage.

Statistics: St 10, Dx 10, Co 10, In 13, Wi 18, Ch 15.

**Bogan:** The bogan is 1 foot high with four dragonfly wings, large green or blue eyes, sky blue skin, and a short scaly tail. The bogan can transform at will into snakes or macaws, are immune to poison and in humanoid form attack with a bite (ST vs. Poison to avoid shaking for 1d4 rounds, suffering–2 to all Attacks and AC) and their razor sharp tail. All bogans can three times per day use the power of *charm monster* as a 21<sup>st</sup> level mage.

Statistics: St 10, Dx 12, Co 10, In 13, Wi 13, Ch 18.

**Fylgar:** The fylgar always have an innocuous and graceful appearance, resembling plump babies with a pair of colourful feathered wings on its back (like the cherubs of renaissance tradition), rose-coloured

skin and a white tail like that of a cat. The fylgar can transform at will into black cats or hawks, are very quick to react to any situation (+1 to Initiative) and in humanoid form can attack with punches or use their 2 feet long tail as a whip (this latter attack benefits from a +4 bonus). All fylgar can *See Invisibility* constantly and three times a day can evoke a *Circle of Protection from Evil* as a 21<sup>st</sup>-level spellcaster.

Statistics: St 10, Dx 18, Co 10, In 13, Wi 12, Ch 13.

**Gretch:** These homunculi have very elastic, greyish or black skin, large, disproportionate hands, a pair of small yellow or black horns on their head, small batlike wings, and a barbed tail. Anyone struck by the poisonous tail must make a ST vs. Poison or lose 1 point of Dexterity for 2d4 turns: if the Dexterity is reduced to zero or less, the victim remains paralysed until the characteristic rises to one or higher. The gretch can transform itself at will into a raven or rat, and is immune to any spell that directly affects the mind. Finally, once per day a gretch can evoke a *Slow* effect on one victim as a 21<sup>st</sup> level mage.

Statistics: St 13, Dx 10, Co 18, In 12, Wi 13, Ch 10.

**Ulzaq:** The ulzaq are the homunculi with the most disgusting appearance, as they resemble deformed humanoids with scaly skin, long claws, twisted fangs, and a curved horn on its hairless head. Unlike the other homunculi, the ulzaq cannot fly in their humanoid form as they don't have wings, but substitute this lack with their terrible claws and fangs, with which they can inflict debilitating attacks: each victim of their bite (regardless of the assumed form) loses 1 point of Strength for 2d4 turns if they fail a ST vs. Poison. If the subject's Strength is reduced to zero or less, the victim collapses to the ground and remains insensible until his Strength is returned to at least 3 points. The ulzaq can transform at will into toads or bats, and are immune to electrical-based attacks. Finally, once per day the ulzaq can cause *Confusion* as a 21<sup>st</sup> level mage.

Statistics: St 14, Dx 10, Co 14, In 12, Wi 14, Ch 10.

### ***MAGIC SCHOOLS AND SPECIALISATION***

Every arcane spellcaster distinguishes between arcane schools and traditions to indicate a certain type of spells that have common effects or objectives (school or discipline) and a series of spells characteristic of a specific culture or magic academy (traditions). All the spellcasters belong to a tradition, but not all are specialised in a school.

There are eight different Schools (or disciplines) of arcane magic, and each spell belongs to one and only one of these schools, with the only exception of *wish*, which doesn't belong to any. They are listed below in

alphabetical order (refer to their quirks to know which school a newly created spell should belong to):

**Abjuration:** spells that protect, hold, or banish beings by creating physical or magical barriers, denying physical or magical characteristics, and damaging the transgressors. Note that if the abjuration creates a barrier that keeps certain types of creatures at bay, the barrier cannot be used to push those creatures away. If the barrier is pushed against these creatures, an obvious pressure is felt, and if the action is not interrupted, the barrier simply breaks and vanishes (for example as in the case of *Circle of Protection from Evil*). Its specialist is called Abjurer.

**Conjuration:** spells that bring creatures or objects to the spellcaster (summoning), manipulate matter to create an element or being (creation), or allow instantaneous movement (transport). Summonings bring beings or things that upon dying or at the spell's end return to their original planet, and the caster can no longer use its powers. Creations materialise objects or creatures that usually have a non-instantaneous duration. Transports instead allow travel over great distances in a short period of time or of bypassing planar barriers. Its specialist is called Conjurer.

**Divination:** spells that reveal, gather, or allow the exchange of information and the breaking of illusions. Its specialist is called Diviner.

**Enchantment:** spells that imbue the receiver with a charismatic quality through which it can affect the behaviour of a third party or allows him to control the minds of others. All the enchantments are spells that affect the mind with a fascination (rendering the spellcaster more likeable and convincing to the victim), a compulsion (forcing the target's behaviour), or an alteration of memory (removing or modifying memories). Its specialist is called Enchanter.

**Evocation:** spells that manipulate energy or create energy from nothing. The effects of these spells are often dangerous and spectacular, of instantaneous or permanent duration. Its specialist is called Evoker.

**Illusion:** spells that alter perception (mind or senses) or create false images. Illusions can create images that resemble reality but only exist in the victim's mind (hallucinations), can create a false sensation for one or more people (fictions), can modify the characteristics of things, places, or people to make them disappear or appear different (masking), or create partially real effects exploiting the energy of the Dimension of Nightmare (texture and shadow). Its specialist is called Illusionist.

**Necromancy:** spells that manipulate, create, or destroy life or the life-force. The spells generally affect undead, negative energy, life-force, and the souls of living creatures. Its specialist is called Necromancer.

**Transmutation:** Spells that modify the physical characteristics of the target, the properties of beings, things, or conditions. Its specialist is called Transmuter.

Each spellcaster can choose whether or not to specialise in a school of magic. The majority of Mystaran

magicians are generic spellcasters, and they prefer to spread themselves between all the disciplines rather than acquiring the knowledge of just one. The specialist magicians, instead, are those that choose to favour one school over the others, and thanks to their particular devotion to this discipline acquire several advantages when using spells linked to it. From the moment he decides to specialise, the mage's choice is irrevocable, and this usually happens at the start of his career (1<sup>st</sup> level). If a mage wishes to specialise at a later time in his career, it is only possible after having studied at a school of magic or with a specialist master for a period of 1 month per level.

Thanks to his specialisation, the mage is able to cast one spell more for each spell level in respect to the maximum number of spells he can use per day based on his level.

Every specialist gains a +1 bonus to all ST against magic of his own school, while suffering a -1 penalty to his ST to avoid effects created by him based on his school of specialisation. The only exceptions to this are the Abjurers, who gain a +1 bonus to ST vs. Spells and a +10% bonus to dispel magic, and the Diviners, who have a +2 bonus to ST vs. Illusions and they impose a -2 to ST to avoid their spells. Moreover, the effects of their own school are always considered "common" when determining the chance to create spells and magic items (see Volume 3).

However, the specialists must renounce the powers of an opposing school. In practice, the specialists cannot have or learn spells that belong to the prohibited school, as they don't have the ability to manipulate this type of energy, and they even refuse to use items enchanted with powers from the prohibited school. For each there is an opposing or prohibited school according to this scheme:

- Abjuration – Evocation
- Enchantment – Necromancy
- Divination – Illusion
- Conjuration – Transmutation

The specialists of the schools of Divination and Illusion however, given the limited offensive potential of these schools, can learn the spells of the first three spell levels of the opposing school.

Upon reaching 9<sup>th</sup> level, a specialist is then able to manipulate the energy of his school in an amazing way producing particular effects.

**Abjurer:** abjuration spells are difficult to dispel (-30% to the chance) and their duration is doubled.

**Enchanter:** his enchantment spells are more difficult to dispel (-20%) and always gains a +2 to Charisma checks towards his victims.

**Diviner:** overcome any barrier that prevents him from obtaining information with a Wisdom check with a penalty equal to the spell level to be overcome.

**Conjurer:** double the duration of the conjuration or increase by 50% the HD of the summoned beings.

**Illusionist:** can modify any illusion as long as it doesn't disappear simply by concentrating on it.

**Evoker:** can modify the original energy of the evocation selected from cold, electricity, or fire.

**Necromancer:** control undead as a cleric of equal level and the closer he is to death the stronger his necromantic spells become (-1 to the ST for every 30% lost of his total hp).

**Transmuter:** can modify his own form as long as the spell of alteration isn't interrupted.

Below are presented all the known arcane spells based on spell level, subdivided by school. The spells include those common ones described in the *Rules Cyclopedia*, those introduced in the official supplements for Mystara edited by TSR, and those added by the authors of this manual. Reversible spells are listed two ways: those marked with an asterisk are the normal version, while those in *italics* are the reverse forms.

**TABLE 1.3: FIRST LEVEL SPELLS**

Abjuration	Conjuration	Divination	Enchantment	Evocation	Illusion	Necromancy	Transmutation
Oilskin	Tar	Analyze	Friendship	Magic Missile	Mystic Aura	Necromantic Healing	Home Help
Endure Elements	Fairy Mount	Compass	Charm person	Floating Disc	Disguise Self	Symbol of Fainting	Heat Air
Watcher	Elemental Explosion	Detect Secret Passages	Hesitation	Light*	Invisibility to Undead	Suffocate	Returning Weapon
Protection from Evil	Invisible Servant	Detect Magic	Silver Tongue	Faerie Lights	Lie	Dying Breath	Feather Fall
Resistance		Detect Shapechangers	Command Word	Burning hands	Pass without Trace	Ghoul Touch	Colour*
Shield		Detect Undead	Sleep	Sonic Blast	Ghost Sound	Cough	Unmissable Shot
Warding Sigil		Intuition	Stun	Burning ray	Ventriloquism		Sea Legs*
		Read Languages		Push			Aestheticism
		Read Magic		Shocking Grasp			Evaporate
		Locate Metals		Darkness			Float in Air
		Locate Species					Float
		Longsight					Seasickness
		Time Marker					Trip
		Find Information					Chill
		Evaluate					Entangle
		Memory Visions					Longstride
							Spider Climb
							Precipitation*
						Stone Bolts	
						Psychokinesis	
						Jump	
						Dig	
						Bleach	
						Grease	

**TABLE 1.4: SECOND LEVEL SPELLS**

Abjuration	Conjuration	Divination	Enchantment	Evocation	Illusion	Necromancy	Transmutation
Alarm	Animate Rope	Communication	Charm Animals	Elemental Bolts	Magic Mouth	Walking Dead	Drown
Apnea	Summon Animal Ally	ESP	Control Humanoids	Blinding Bolt	Phantasmal Force	Disrupt Undead*	Affect Normal Fires
Reflection	Acid Arrow	Detect Evil	Ecstasy	Magic Flame	Mirror Image	Spectral Hand	Magic Weapon
Simulation Circle	Stinking Cloud	Speak with Animals	Fear	Gust of Wind	Invisibility	Feign Death	Temporary Skill
Wizard Lock	Web	Locate Object	Hideous Laughter	Sound Barrier	Deathmask	<i>Aid Undead</i>	Careen
Mind Shield	Stone Grip	Arcane Senses	Symbol of Stun	Pyrokinesis	Camouflage	Ray of Enfeeblement	Sure Strike
Explosive Runes		See Invisibility	<i>Zone of Deceit</i>	<i>Moonbeam</i>	Silence	Devastating Touch	Elasticity
Deflecting Shield		Whispering Wind	Zone of Truth*	Sunbeam*	Hypnotic Pattern		Melding
				Flaming Sphere			Nocturnal Guard
				Arcane Breath			Levitate
							Stone Hands
							Rot
							Swim*
							Burning Eyes
							Renew
							Knock

**TABLE 1.5: THIRD LEVEL SPELLS**

Abjuration	Conjuration	Divination	Enchantment	Evocation	Illusion	Necromancy	Transmutation
Electric Barrier	Magic Container*	Geographic Map	Amnesia	Cone of Cold	Phantasmal Killer	Destroy Undead*	Elemental Weapon
Circle of Prot vs. Evil	<i>Cursed Container</i>	Vigilant Guardian	Hold Person	Lightning Bolt	Secret Writing	Unbearable Pain	Climate
Concentration	Control Element	Identify Species	Control Animals	Continual Light*	Illusionary Wall	<i>Heal Undead</i>	Incendiary Darts
Dispel Magic	Create Air	Tongues	Symbol of Fear	Wall of Wind	Sphere of Invisibility	False Life	Fertility*
Free Person	Fist of Rock	Creeping Shadow	Deep Slumber	Fireball		Steal the Breath	Gaseous Form
Barkskin	Snake Sigil	Omen	Suggestion	Thunderclap			Liquid Form
Protection from Normal Missiles	Liquid Assassin	Clairaudience / Clairvoyance		<i>Continual Darkness</i>			Infravision
Secure Shelter	Acidic Spray	Truth of Blood					Enlarge*
Fire Trap	Exchange Places	Death Recall					<i>Slow</i>
							Animal Form
							Breathe Element
							Lightning Reflexes
							Sustenance
							<i>Shrink</i>
							<i>Rocks to Pebbles</i>
							Pebbles to Rocks*
							<i>Sterility</i>
							Transmute Liquids
							Haste*
							Fly

**TABLE 1.6: FOURTH LEVEL SPELLS**

Abjuration	Conjuration	Divination	Enchantment	Evocation	Illusion	Necromancy	Transmutation
Spirit Armour	Phoenix Wings	Locate Creature	Steal Skill	Searing Light	Displacement	Contagion	Exceptional Skill
Defensive Aura	Faithful Copy	Focused Map	Charm monsters	Ice Spear	Improved Invisibility	Black Arrow	Airy Water*
Anti-Animal Barrier	Create Atmosphere	Corpse Eyes	Confusion	Interposing Hand	Massmorph	Curse	Water to Ice*
Mystic Circle	Create Projectiles	Wizard Eye	Control Emotions	Wall of Water	Shadow Monster	Body Manipulation	<i>Liquid Air</i>
Revealing Shell	Clothform	Scryingl	Control Plants	Wall of Fire	False Thoughts	Vampiric Bite	Polymorph Self Others
Glyph of Warding	Summon Monstrous Ally	Second Sight	Crushing Despair	Wall of Ice	Hallucinatory Terrain	Corpse Possession	Magic Exchange
Remove Curse	Summon Refuge	Sixth Sense	Symbol of Amnesia	Ball Lightning	Night Terrors	Soul Binding	Plant Growth*
Fire Shield	Earthmaw	X-ray Vision	Sleepwalking	Fiery Bolts	Rainbow Pattern		Primal Form
	Magic Muzzle			Ice Storm			<i>Ice to Water</i>
	Solid Fog						Extended Range
	Seal Passage						Enchant Item
	Pass Rock						Magnetism
	Dimension Door						Polymorph Others
	Whirlwind						Passwall
							Automatic Pilot
							<i>Shrink Plants</i>
							Stone Shape
							Enchanted Vehicle



**TABLE 1.7: FIFTH LEVEL SPELLS**

Abjuration	Conjuration	Divination	Enchantment	Evocation	Illusion	Necromancy	Transmutation
Spellbinding Barrier	Woodform	Contact Outer Planes	Hold Monster	Purifying Flame	Persistent Image	Animate Dead	Cat's Grace*
Freedom	Fabricate	Déjà-vu	Unconscious Command	Windwhip	Shadow Evocation	Health Drain	Consume Cinnabryl
Stoneskin	Summon Elementals	Universal Tongue	Control Giants	Blackbolt	<i>Nightmare</i>	Hold Undead	Deadly Bolt
Elemental Protection	Wall of Stone	Telepathy	Feeblemind	Memory	Dream*	Magic Jar	<i>Weakness</i>
Magic Sanctum	Cloudkill	Tracks of Fire	Dominate Person	Icy Blast	Disguise	Necromorph	Dissolve*
	Rain of Terror	Trueseeing	Geas	Fiery Blast	False Vision	Oblivion	Spatial Distortion
	Teleport		Mind Fog	Lightning Strike		Empathic Torture	<i>Weariness</i>
Dimensional Tunnel	Symbol of Discord			Bind Golem		Elemental Form	
							Bull's Strength*
							Fragment
							Siege Fire
							<i>Clumsiness</i>
							<i>Harden</i>
							Penetrate Defences
							Rock Door
							Telekinesis
							Iron Constitution*
							Force Transformation
							Transparency

**TABLE 1.8: SIXTH LEVEL SPELLS**

Abjuration	Conjuration	Divination	Enchantment	Evocation	Illusion	Necromancy	Transmutation
Dimensional Anchor	Phantasmal Lover	Flames of Justice	Alter Memories	Blinding Light	Mislead	Control Undead	Animate Weapons
Anti-magic Barrier	Summoning*	Telepathic Recall	Control Dragons	Forceful Hand	Programmed Illusion	Create Undead	Deadly Weapon
Forcecage	Stoneform	Arcane Sight	Mental Decay	Freezing Sphere	Delusion	Death	Flesh to Stone*
Globe of Invulnerability	<i>Disperse</i>		Mass Suggestion	Burning Touch	Projected Image	Reincarnation	Control Liquids
Magic Lock	Summon Planar Ally			Transfer Enchantment		Deadly Oath	Control Winds
Sphere of Elemental Protection	Wall of Iron					Eyebite	Control Currents
Break Enchantment	Acidic Fog					Symbol of Pain	Control Inertia
	Poisonous Cloud						Disintegration
	Blink						Extension
	Fiery Tentacle						Evanescence
	Elemental Travel						Ethereal Form
							Ironwood
							<i>Stone to Flesh</i>
							Magic Door
							Rock to Lava
							Boneshatter
							Communicating Mirror
							Move Earth
							Transmute Solids
							Rod of the Wyrms

**TABLE 1.9: SEVENTH LEVEL SPELLS**

Abjuration	Conjuration	Divination	Enchantment	Evocation	Illusion	Necromancy	Transmutation
Mage Armour	Ironform	Lore	Charm Plants	Chain Lightning	Shadow Twin	Control Constructs	<i>Agitate Water</i>
Bastion	Create Normal Monsters	Hivemind	Collar of Enslavement	Duplicate Spell	Hallucinatory Nightmare	Necromantic Frenzy	Calm Water*
Banish	Magical Double	Mirror of the Past	Dance	Soaring Fire	Mass Invisibility	Necromantic Fusion	Control Gravity
Barrier of Spell Turning	Summon Object		Demand	Delayed Fireball	Veil	Wail of the Banshee	Control Weather
Purifying Energy	Explosive Cloud		Power Word Stun	Burning Web		Energy Drain	Astral Body
Invisibility Purge	Acid Rain		Magic Drain	Sword			Heroism
Steelskin	<i>Dimensional Prison</i>		Symbol of Sleep				Greater Polymorph
Dimensional Shield	Dimensional Refuge*						Preservation
	Succour						Rock
	Planeshift						Enchanted Vessel
	Teleport Any Object						
	Transport Via Rock						
	Bind Elementals						

**TABLE 1.10: EIGHTH LEVEL SPELLS**

Abjuration	Conjuration	Divination	Enchantment	Evocation	Illusion	Necromancy	Transmutation
Mindblank	Binding Chains	Absorb Knowledge	Open Mind	Perpetual Ice	Impersonate	Clone	Elemental Aura
Force Field	Steelform	Ultimate Divination	Mass Charm	Crushing Hand	Greater Shadow Evocation	Sandform	Devastating Attack
Remove Charm	Create Magical Monsters	Moment of Prescience	Control Living Beings	Explosive Death	Mirage Arcana	Create Greater Undead	Giants' Strength
Invulnerability	Create Any Object	Reveal Location	Power Word Blind	Prismatic Spray	Scintillating Pattern	<i>Destroy Phylactery</i>	Polymorph Any Object
Duelling Shield	Cloud Ship		Empathic Resonance			Create Phylactery*	Permanency
Sphere of Prot. from Magic	Corrosive Cloud		Symbol of Insanity			Horrid Withering	Burning Stones
Zone of Interdiction						Arcane Trap	<i>Reanimate</i>
							Delay
							Temporal Stasis*
							Glassteel

**TABLE 1.11: NINTH LEVEL SPELLS**

Abjuration	Enchantment	Divination	Conjuration	Illusion	Evocation	Necromancy	Transmutation
Greater Barrier of Spell Turning	Dominate Monsters	Orb of Knowledge	Gate	Deadly Illusion	Contingency	Alter Ego	Dispel Immunity
Disjunction	Mass Paralysis	Revealing Map	Teleport. Circle	Warped Reality	Burning Fury	Create Hybrids	Shapechange
Immunity	Power Word Sleep	Foresight	Create Any Monster	Ubiquity	Greater Memory	<i>Ageing</i>	Crystalbrittle
Prismatic Wall			River of Sand		Meteor Swarm	<i>Free the Soul</i>	Timestop
Anti-Magic Ray			Maze		Polar Ray	Longevity*	Elemental Power
Entropic Shield			Tsunami		Greater Shout	Power Word Kill	Magic Preparation
			Hurricane		Light Sword	Symbol of Death	
					Lightning Storm	Sleep Curse	
						Bind the Soul*	

## **ARCANE TRADITIONS**

The arcane traditions are the most numerous of the schools, as they are a product of the cultural and historic environment from which the spells derive. In practice the traditions gather all the spells considered common or commonly known to the spellcasters in a certain region or ethnic group, or those that are usually taught in the academies of magic in a specific nation. For each tradition there thus exists a specific list of spells from first to ninth level considered “common” by its members.

The oldest tradition dates back to an epoch many millennia before the rise of the human race, or to the Age of the Carnifex, large intelligent carnosaur that evolved from the last dinosaurs who trod the Mystaran soil over 20,000 years before Blackmoor. This tradition has completely disappeared following the destruction of the carnifex civilisation by the Immortals, who imprisoned the few survivors in the Pits of Banishment, a closely watched prison plane where dangerous races or creatures have been confined over the ages (see the adventure *M3: Twilight Calling*). Next was the tradition of the giants, the second race to gain predominance on Mystara, but with the rise of the humans and demihumans around 6,000 BC, the magic traditions began to multiply, starting with the elven and Thonian (the first arcane tradition founded by a human ethnic group) up to the most recent traditions of the last millennium, like the Glantrian (the most famous). To these are also added traditions that reached Mystara when alien populations settled on the planet: the Alphatian (found within the most magical land, the Alphatian Empire), the Herathian (typical of the aranea), and the Laterran (practiced by the exiles that escaped the planet Laterre, in the Dimension of Myth, and settled in the Glantrian valleys to give life to the most famous magocracy of the Known World).

Below is an approximate list of the arcane traditions still present on Mystara with the approximate date of the tradition’s foundation between brackets and the areas in which each is predominant. It is always possible to find exponents of a tradition in other areas, but in these cases the Master should have a valid explanation linked to the spellcaster’s history. The *traditions in italics* are considered of low magical level, *those in bold italics* of high level, while the rest are of medium level.

**Alphatian** (4,500 BC): Alphatian Empire

*Denagothian* (500 BC): Denagoth

**Elven** (5,000 BC): Alfheim, Alphatia, Five Shires, Savage Coast, Glantri, Sylvan Realm, Shadow Kingdom, Wendar, elves of the Hollow World

**Glantrian** (800 AC): Glantri

**Herathian** (3,500 BC): Herath, aranea regions

Hulean (500 BC): Hule, Midlands, Savage Baronies

Hutaakan (1,200 BC): Valley of the Hutaaka (Hollow World)

**Marine** (2,000 BC): Minrothad, undersea kingdoms and islands

**Milenian** (800 BC): Cathos and Vacros, Davanian city states, Minaea, Milenia (Hollow World)

**Nithian** (1,500 BC): Nithia (Hollow World), Thothia

*Northman* (1,800 BC): Northern Reaches, Norwold

Ochalese (500 BC): Ochalea

Oltec (4,000 BC): Azcans and Hill Oltecs (Hollow World)

Sindhi (500 AC): Sind, Shahjapur (Hollow World)

*Tanagoro* (2,000 BC): Pearl Islands, Thanegioth, Tangor, Tanagoro Lands (Hollow World), Yavdlom, ZyxI

Thonian (4,500 BC): Thonia

**Thyatian** (50 AC): Darokin, Ierendi, Karameikos, Savage Baronies, Thyatian Empire

*Traladaran* (100 AC): Karameikos, Hulean city states

*Traldar* (1,000 BC): Traldar kingdoms (Hollow World)

Varellyan (200 BC): central south Davania

*Ylari* (900 AC): Ylaruam, Savage Baronies

Every arcane spellcaster must therefore choose his own tradition based on his historical and cultural roots, and this choice not only determines which spells will be common for him, but also affects his ability to create magic items. Indeed, the common spells have a better chance of being created with normal processes of magical research, while those uncommon (or those that don’t belong to his tradition) are more difficult to create (see Volume 3). Naturally the spellcaster can also accept to exchange spells of his own list with spells of another school, allowing other mages access to his spellbook in exchange for a similar favour, or buying (where possible) or finding scrolls and spellbooks that contain spells of the other schools. The DM should remember to vary the spells of the enemies of the characters taking these tables into account, and this will certainly be to the advantage of a greater variety of game play.

The list of different spells per tradition also affects the ability to recognise the magical effects present in items with an *Arcane Magic* check (see the *Manual of General Skills*), as with this ability the spellcaster can only choose to recognise the common effects of the tradition to which he belongs or the school in which he specialises. Belonging to a tradition also grants the mage access to a special ability of that arcane tradition. The list of special abilities associated with each Mystaran tradition (with the description of each power) is given next. For other traditions, the Master is encouraged to create new abilities, taking into account that the ancient traditions would have correspondingly more important powers and vice versa.

**Alphatian: Elemental power.**

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the spells of his tradition based on the element Air.

**Denagothian: *Chosen enemy.***

The mage imposes a cumulative –1 penalty to all the ST of elves to avoid the effects of every spell of his tradition.

**Elven: *Magic resistance.***

The mage selects one traditional spell of his choice per spell level and receives a +2 bonus to all ST versus that spell or against magic effects of magic items enchanted with that specific power.

**Glantrian: *Signature spell.***

The mage selects a single traditional spell of the highest spell level that he can cast, and that will be called his “signature spell”. When, gaining experience, he gains access to spells of a higher level he can select a new spell from the level he has just achieved, or keep the last one he chose. The mage imposes a cumulative –3 penalty to all the ST versus his signature spell.

**Herathian: *Skilled Enchanter.***

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the Enchantment spells of his tradition.

**Hulean: *Skilled Illusionist.***

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the Illusion spells of his tradition.

**Hutaakan: *Arcane knowledge.***

When the mage tries to research a traditional spell he gains a +20% bonus to the roll to check the procedure’s success. If instead he is researching an unknown spell, he benefits from a +10% bonus.

**Marine: *Elemental power.***

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the spells of his tradition based on the element Water.

**Milenian: *Superior spell.***

The mage selects one traditional spell of his choice per spell level contained in his spellbook: when he casts it, that spell is considered as one level higher (a 9<sup>th</sup> level spell however remains 9<sup>th</sup> level). None of the statistics linked to the spell (like range, damage, duration, etc.) are modified, but the spell could penetrate the defences of a creature immune to spell of up to a certain level.

**Nithian: *Elemental power.***

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the spells of his tradition based on the element Fire.

**Northman: *Combat casting.***

A mage who is injured or is disturbed while casting a spell benefits from a +4 bonus to his Concentration check to avoid losing the spell.

**Ochalese: *Increased range.***

The mage selects one traditional spell of his choice per spell level contained in his spellbook: when casting that spell its range is doubled. If the effect is on Contact, the range becomes 3 feet per 3 levels (it requires an Attack Roll

modified by his Dexterity modifier, as if using a missile weapon). It has no effect on spells with range 0 (personal spells must remain personal).

**Oltec: *Arcane artificer.***

When the mage enchants a magic item with a power linked to any one of his traditional spells, he gains a +20% bonus to the roll to check the enchantment’s success. If the item has more than one power, the bonus is only applied to the rolls to verify those powers linked to traditional spells.

**Sindhi: *Empowered effectiveness.***

The mage selects one traditional spell of his choice per spell level contained in his spellbook: when he casts the spell, he imposes a –1 penalty to the victim’s ST to avoid the effect.

**Tanagoro: *Increased Duration.***

The mage selects one traditional spell of his choice per spell level contained in his spellbook whose duration isn’t instantaneous, permanent, a round, or random (those expressed by a dice roll): when casting that spell its duration is doubled.

**Thonian: *Skilled Transmuter.***

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the Transmutation spells of his tradition.

**Thyatian: *Focused experience.***

The mage selects one traditional spell of his choice per level and casts it as if to all effect he was a spellcaster of two levels higher.

**Traladaran: *Skilled Necromancer.***

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the Necromancy spells of his tradition.

**Traldar: *Arcane power.***

When the mage casts a traditional spell, effects of partial anti-magic of the target or area are reduced by 30% (up to a minimum of 0%); it has no effect in the presence of complete anti-magic (100%, like the ray of a beholder’s central eye or an *Anti-magic Barrier*).

**Varelyan: *Elemental power.***

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the spells of his tradition based on the element Earth.

**Ylari: *Innate spell.***

The mage selects one traditional spell contained in his spellbook: he is able to cast it freely once per day. The chosen spell can only be changed once he acquires a new level.

It is possible to create new arcane traditions by mixing the already existing spells in different ways, or by creating new ones, but each level should always be limited to a maximum of 15 spells. Moreover, for a new tradition to be effectively established, requires that at least a dozen mages follow the same spell list and progress up to 9<sup>th</sup> level (name level), to officially sanction its existence.

Whenever the last exponent of a particular tradition dies, his tradition also dies with him.

On the whole, if this system is also used to determine the number and type of spells of new traditions, it should take into account the level of magic availability in a specific campaign. It is advisable to make a list with few spells (8-10 per spell level) for campaigns with little magic (e.g. Ravenloft) or for those cultures where magic is fairly rare (e.g. Traladarans or Tanagoro on Mystara), while the environments or cultures in which the level of magic is quite common (e.g. Greyhawk or the Sindhi culture on Mystara) with about 11-14 spells known per level. In campaigns where magic is much more widespread (e.g. Forgotten Realms or the best magical cultures, i.e. Alphatia, Thyatis, and the elven race), the number varies between 14 and 16 known spells per level.

Next are thirteen different tables, each of which lists the common spells of that arcane tradition. These are an attempt to give examples of Mystaran cultures for each of the three levels of magical lore listed above (3 low, 3 medium, and 8 high), to better explain the differences that can be found between the magical knowledge of the different Mystaran ethnic groups.

**Note 1:** The spells marked with an asterisk (\*) are reversible, those with a reverse effect.

**Note 2:** The spell *Read Magic* (1<sup>st</sup>) is considered common to all traditions, while *wish* (9<sup>th</sup>) isn't common to any; as such they have been omitted from the following lists.

**Note 3:** In the Hollow World the *Spell of Preservation* annuls this type of effect for each school:

Enchantment: all the types of charm and mental domination; hold effects.

Divination: effects that penetrate Invisibility; effects that read a subject's mind; effects that contact the outer planes, the outer world, or with the spirits of the dead; any form of magical scrying; effects that can see the future or past; *Lore* (7<sup>th</sup>).

Conjuration: effects of instantaneous or planar travel; effects that summon creatures from another plane or place; effects that create living creatures.

Illusion: all the types of Invisibility.

Necromancy: effects that possess a body or life spirit; any type of Reincarnation or resurrection (excluding *Animate Dead*).

For further details on the list of spells that cannot be used in Hollow World refer to the appropriate section of the Appendix of this volume.

**TABLE 1.12: ALPHATIAN TRADITION****Spell Level**

1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Analyze	Affect Normal Fires	Amnesia	Automatic Pilot	Cloudkill
Charm Person	Alarm	Clairaudience/Clairvoyance	Clothform	Dimensional Tunnel
Colour*	ESP	Climate	Confusion	Disguise
Detect Magic	Gust of Wind	Continual Light*	Create Atmosphere	Elemental Form
Endure Elements	Invisibility	Create Air	Defensive Aura	Feeblemind
Feather Fall	Knock	Dispel Magic	Dimension Door	Health Drain
Float in Air	Levitate	Fireball	Enchant Item	Hold Monster
Ghost Sound	Mirror Image	Fly	Enchanted Vehicle	Lightning Strike
Heat Air	Phantasmal Force	Gaseous Form	Glyph of Warding	Spatial Distortion
Home Help	See Invisibility	Haste*	Passwall	Spellbinding Barrier
Light*	Simulation Circle	Hold Person	Polymorph Others	Summon Elementals
Magic Missile	Sound Barrier	Lightning Bolt	Polymorph Self Others	Telekinesis
Read Languages	Stinking Cloud	Prot. from Normal Missiles	Scryingl	Teleport
Shield	Summon Animal Ally	Steal the Breath	Solid Fog	Universal Tongue
Sleep	Web	Thunderclap	Whirlwind	Windwhip
Sonic Blast	Wizard Lock	Wall of Wind	Wizard Eye	Woodform

**Spell Level**

6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Acidic Fog	Banish	Arcane Trap	Contingency
Anti-Magic Barrier	Barrier of Spell Turning	Clone	Create Any Monster
Control Winds	Bastion	Cloud Ship	Disjunction
Death	Bind Elementals	Corrosive Cloud	Elemental Power
Disintegration	Control Gravity	Crushing Hand	Gate
Elemental Travel	Control Weather	Duelling Shield	Greater Memory
Evanescence	Dimensional Refuge*	Elemental Aura	Greater Shout
Extension	Duplicate Spell	Force Field	Greater Spellbinding Barrier
Forcecage	Explosive Cloud	Impersonate	Hurricane
Globe of Invulnerability	Ironform	Mindblank	Immunity
Magic Lock	Lore	Permanency	Lightning Storm
Poisonous Cloud	Magic Drain	Prismatic Spray	Magic Preparation
Projected Image	Planeshift	Sphere of Prot. from Magic	Prismatic Wall
Sphere of Elemental Protection	Power Word Stun	Steelform	Shapechange
Stoneform	Summon Object	Symbol of Insanity	Sleep Curse
Summon Planar Ally	Teleport Any Object	Zone of Interdiction	Timestop

**Regions found:** Alphatia, Bellissaria, Esterhold, Norwold, Isle of Dawn, Alatian Isles.

**Note:** The Ochalese Tradition partly derives from the Alphatian, but is of a lower level and only has 11 spells per spell level (mostly Abjuration, Divination, and Transmutation).

**TABLE 1.13: ELVEN TRADITION**

Spell Level

1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Analyze	Detect Evil	Animal Form	Anti-Animal Barrier	Cat's Grace*
<i>Charm Person</i>	<i>ESP</i>	Breathe Element	<i>Charm monsters</i>	<i>Contact Outer Planes</i> [ <b>Blackbolt</b> ]
<i>Command Word</i>	Fear	Circle of Prot. from Evil	<i>Control Plants</i> [ <b>Pass Rock</b> ]	Dissolve*
Detect Magic	Faerie Fire <sup>D</sup>	Clairaudience/Clairvoyance	<i>Dimension Door</i>	Feeblemind
Entangle	<i>Invisibility</i>	Create Fire* <sup>D</sup>	Hallucinatory Terrain	<i>Geas</i>
Faerie Lights	Levitate	Deep Slumber	<i>Hold Animals</i> <sup>D</sup>	<i>Hold Monster</i>
<i>Friendship</i>	Locate Object	Dispel Magic	Ice Storm	<i>Magic Jar</i>
<i>Intuition</i>	Magic Weapon	Enlarge*	Elemental immunity <sup>D</sup>	Magic Sanctum [ <b>Stoneskin</b> ]
Locate Species	Mirror Image	Fly	Massmorph	Plant Door <sup>D</sup> [ <b>Rock Door</b> ]
Longstride	Phantasmal Force	Haste*	Plant Growth* [ <b>Seal Passage</b> ]	Spellbinding Barrier
Magic Missile	Elemental resistance <sup>D</sup>	<i>Hold Person</i>	Polymorph Others	<i>Summon Elementals</i>
Precipitation*	<i>See Invisibility</i>	Lightning Bolt [ <b>Fist of Rock</b> ]	Polymorph Self Others	Telekinesis
Protection from Evil	Silence	Obscure* <sup>D</sup>	Remove Curse	<i>Teleport</i>
Read Languages	Speak with Animals	Prot. from Normal Missiles	<i>Second Sight</i>	<i>Trueseeing</i>
Detect Danger <sup>D</sup>	<i>Summon Animal Ally</i> [ <b>Stone Grip</b> ]	Protection from Poison <sup>D</sup>	Wall of Fire	Wall of Stone
Watcher	Web	<i>Sphere of Invisibility</i>	<i>Wizard Eye</i>	Woodform

Spell Level

6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Anti-Magic Barrier	Banish	<i>Clone</i>	<i>Bind the Soul</i> *
Arcane Sight	<i>Charm Plants</i>	<i>Create Magical Monsters</i>	Contingency
Blinding Light	Control Weather	<i>Empathic Resonance</i>	<i>Create Any Monster</i>
Break Enchantment	<i>Create Normal Monsters</i>	Force Field	Disjunction
Control Liquids	Dance	Glassteel	<i>Dominate Monsters</i>
Control Winds [ <b>Rock to Lava</b> ]	Greater Polymorph	Invulnerability	<i>Gate</i>
Disintegration	<i>Lore</i>	<i>Mass Charm</i>	Immunity
Flesh to Stone*	<i>Mass Invisibility</i>	Mindblank	Light Sword
Ironwood	<i>Mirror of the Past</i>	Moment of Prescience	Lightning Storm [ <b>Meteor Swarm</b> ]
Magic Door	<i>Planeshift</i> [ <b>Transport Via Rock</b> ]	Open Mind	<i>Maze</i>
Move Earth	Power Word Stun	Permanency	Orb of Knowledge
Projected Image	Rock	Polymorph Any Object	Power Word Sleep
<i>Reincarnation</i>	Repel wood <sup>D</sup>	Power Word Blind	Prismatic Wall
Rod of the Wyrms [ <b>Repel stone</b> <sup>D</sup> ]	<i>Summon Object</i>	Reveal Location	Shapechange
Stoneform	Sword	Sphere of Prot. from Magic	<i>Teleportation Circle</i>
<i>Summon Planar Ally</i>	<i>Teleport Any Object</i>	<i>Ultimate Divination</i>	Timestop

<sup>D</sup>: druidic spell (refer to the Druid spell list in Volume 2). The elven tradition, given its affinity with the natural forces, can take advantage of some druidic spells in its list (those of Abjuration and Divination at the same level as the druidic spells).

[**Spell in bold**]: spell of the Shadowelf tradition, replaces the associated elven spell. The Shadowelf tradition is only known among the subterranean elves and the Schattenalfen of the Hollow World.

[*Spell in italics*]: the elves that live in the Hollow World (Schattenalfen, Gentle Folk, Ice Vale) don't have access to these spells, as they are ineffective due to the *Spell of Preservation*.

**Regions found:** Known World, Isle of Dawn, Norwold, Alphatia, Savage Coast, Immortal's Arm, Sylvan Realm, N'Djatwaland (Davania); Schattenalfen, Icevale and Gentle Folk elves in Hollow World.

**Note:** The surface tradition refutes all fire-based offensive spell as they are against the Way of the Forest.

**TABLE 1.14: GLANTRIAN TRADITION****Spell Level**

1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Analyze	Arcane Breath	Circle of Prot. from Evil	Black Arrow	Animate Dead
Burning Hands	Blinding Bolt	Clairaudience/Clairvoyance	Body Manipulation	Déjà-vu
Charm Person	Explosive Runes	Control Element	Corpse Possession	Dream*
Cough	Hideous Laughter	Death Recall	Dimension Door	Elemental Form
Detect Magic	Hypnotic Pattern	Dispel Magic	Enchanted Vehicle	Fiery Blast
Home Help	Invisibility	Fire Trap	Fiery Bolts	Geas
Invisible Servant	Mirror Image	Fireball	Magic Muzzle	Hold Monster
Memory Visions	Phantasmal Force	Fly	Mystic Circle	Hold Undead
Protection from Evil	Pyrokinesis	Gaseous Form	Night Terrors	Magic Jar
Push	See Invisibility	Hold Person	Polymorph Others	Penetrate Defences
Read Languages	Simulation Circle	Lightning Bolt	Polymorph Self	Purifying Flame
Shield	Spectral Hand	Phantasmal Killer	Scryingl	Rain of Terror
Sleep	Summon Animal Ally	Prot. from Normal Missiles	Sleepwalking	Shadow Evocation
Stone Bolts	Walking Dead	Secret Writing	Soul Binding	Summon Elementals
Suffocate	Whispering Wind	Suggestion	Summon Monstr. Ally	Teleport
Warding Sigil	Wizard Lock	Symbol of Fear	Wizard Eye	Unconscious Command

**Spell Level**

6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Anti-Magic Barrier	Banish	Arcane Trap	Burning Fury
Burning Touch	Barrier of Spell Turning	Control Living Beings	Contingency
Deadly Oath	Bind Elementals	Create Magical Monsters	Create Any Monster
Death	Chain Lightning	Create Greater Undead	Disjunction
Disintegration	Delayed Fireball	Elemental Aura	Dispel Immunity
Elemental Travel	Energy Drain	Explosive Death	Elemental Power
Fiery Tentacle	Explosive Cloud	Force Field	Gate
Flesh to Stone*	Hallucinatory Nightmare	Greater Shadow Evocation	Immunity
Forcecage	Lore	Horrid Withering	Magic Preparation
Globe of Invulnerability	Magic Drain	Mindblank	Meteor Swarm
Programmed Illusion	Mass Invisibility	Permanency	Power Word Kill
Projected Image	Necromantic Fusion	Polymorph Any Object	Prismatic Wall
Rod of the Wyrms	Power Word Stun	Remove Charm	Shapechange
Sphere of Elemental Protection	Soaring Fire	Scintillating Pattern	Symbol of Death
Summon Planar Ally	Summon Object	Sphere of Prot. from Magic	Teleportation Circle
Transfer Enchantment	Teleport Any Object	Ultimate Divination	Timestop

**Regions found:** Known World, Sind.

**Note:** This tradition has incorporated many spells belonging to the traditions that have helped to found the Great School of Magic of Glantri, or those of Laterran, Alphantian, Thyatian, Elven, and Traladaran.



**TABLE 1.15: HERATHIAN TRADITION**

**Spell Level**

1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Analyze	Acid Arrow	Acidic Spray	Ball Lightning	Contact Outer Planes
Charm Person	Control Humanoids	Animal Form	Charm Monsters	Disguise
Detect magic	Elasticity	Barkskin	Curse	Dominate Person
Grease	ESP	Cone of Cold	Defensive Aura	False Vision
Lie	Feign Death	Creeping Shadow	Dimension Door	Feeblemind
Light*	Invisibility	Dispel Magic	False Thoughts	Force Transformation
Magic Missile	Lightning Reflexes	Electric Barrier	Hallucinatory Terrain	Hold Monster
Protection from Evil	Camouflage	Exchange Places	Interposing Hand	Magic Sanctum
Psychokinesis	Mind Shield	Haste*	Massmorph	Memory
Sleep	Mirror Image	Hold Person	Plant Growth*	Telekinesis
Spider Climb	Phantasmal Force	Identify Species	Polymorph Others	Telepathy
Stun	Ray of Enfeeblement	Lightning Bolt	Scryingl	Teleport
Trip	See Invisibility	Prot. from Normal Missiles	Sixth Sense	Transparency
Ventriloquism	Symbol of Stun	Secret Writing	Symbol of Amnesia	Universal Tongue
Warding Sigil	Web	Suggestion	Wizard Eye	Woodform

**Spell Level**

6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Alter Memories	Astral Body	Absorb Knowledge	Contingency
Anti-Magic Barrier	Chain Lightning	Binding Chains	Create Hybrids
Arcane Sight	Charm Plants	Control Living Beings	Crystalbrittle
Blink	Collar of Enslavement	Crushing Hand	Dominate Monsters
Break Enchantment	Control Gravity	Empathic Resonance	Immunity
Dimensional Anchor	Demand	Glassteel	Lightning Storm
Forceful Hand	Dimensional Shield	Invulnerability	Magic Preparation
Globe of Invulnerability	Greater Polymorph	Mass Charm	Mass Paralysis
Magic Lock	Hivemind	Mindblank	Maze
Mass Suggestion	Lore	Open Mind	Power Word Sleep
Programmed Illusion	Magic Drain	Permanency	Prismatic Wall
Projected Image	Planeshift	Prismatic Spray	Shapechange
Stoneform	Power Word Stun	Reveal Location	Symbol of Death
Summon Planar Ally	Steelskin	Ultimate Divination	Teleportation Circle
Summoning*	Teleport Any Object	Zone of Interdiction	Timestop

**Regions found:** Herath, Isle of Dawn, Regions of aranea expansion.

**Note 1:** The Herathian Tradition derived from the magical experience of the aranea that founded the Empire of Aran on their arrival on Mystara. Afterwards the empire collapsed as a result of external pressure and internal revolts by the phanton slaves who were freed, and only the Herathian aranea kept the ancient power tricking the neighbouring populations and founded the magocracy of Herath, while most of the aranea scattered over Mystara weakening themselves and in some cases became barbaric (like those that live on the Isle of Dread, forgetting their shapechanging ability after centuries of isolated life). The Herathian Tradition is based on the leaning of many spells of enchantment and refutes fire-based spells as they deem them too dangerous and unstable

**Note 2:** The Herathian tradition also adds to the 5<sup>th</sup> level spells the *Consume Cinnabryl* spell.

**TABLE 1.16: HULEAN TRADITION****Spell Level**

1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Charm Person	Arcane Senses	Circle of Prot. from Evil	Charm Monsters	Animate Dead
Detect Magic	Control Humanoids	Clairaudience/Clairvoyance	Confusion	Control Giants
Detect Secret Passages	Deathmask	Control Animals	Displacement	Disguise
Disguise Self	ESP	Dispel Magic	False Thoughts	Dissolve*
Evaluate	Invisibility	Enlarge*	Hallucinatory Terrain	False Vision
Lie	Levitate	Fireball	Improved Invisibility	Hold Monster
Light*	Locate Object	Fly	Massmorph	Magic Jar
Magic Missile	Magic Mouth	Gaseous Form	Polymorph Others	Magic Sanctum
Protection from Evil	Mind Shield	Haste*	Polymorph Self	Mind Fog
Read Languages	Mirror Image	Hold Person	Revealing Shell	Shadow Evocation
Shield	Phantasmal Force	Illusionary Wall	Scryingl	Spellbinding Barrier
Silver Tongue	See Invisibility	Infravision	Shadow Monster	Summon Elementals
Sleep	Web	Lightning Bolt	Steal Skill	Teleport
Ventriloquism	Zone of Truth*	Suggestion	X-Ray Vision	Unconscious Command

**Spell Level**

6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Alter Memories	Banish	Absorb Knowledge	Contingency
Arcane Sight	Barrier of Spell Turning	Control Living Beings	Deadly Illusion
Communicating Mirror	Chain Lightning	Empathic Resonance	Disjunction
Control Dragons	Dimensional Refuge*	Greater Shadow Evocation	Dominate Monsters
Delusion	Hallucinatory Nightmare	Horrid Withering	Foresight
Disintegration	Invisibility Purge	Impersonate	Gate
Flesh to Stone*	Lore	Invulnerability	Immunity
Globe of Invulnerability	Magic Drain	Mass Charm	Mass Paralysis
Mass Suggestion	Mass Invisibility	Mindblank	Power Word Kill
Mental Decay	Planeshift	Mirage Arcana	Power Word Sleep
Mislead	Power Word Stun	Open Mind	Prismatic Wall
Programmed Illusion	Shadow Twin	Scintillating Pattern	Shapechange
Projected Image	Veil	Sphere of Prot. from Magic	Ubiquity
Summon Planar Ally	Wail of the Banshee	Ultimate Divination	Warped Reality

**Regions found:** Hule, Midlands, Savage Baronies

**Note 1:** The Hulean Tradition partly derives from the vanished Dravi Tradition, an extremely evolved civilisation of great magical knowledge with various scattered settlements in the Midlands, which was however swept away by the barbarian and humanoid invasions between 1,700 and 1,300 BC. The Dravi tradition is also based on the Myoshiman magical tradition (rakasta empire situated on the invisible moon derived from the escapees of the Plaktur rakasta civilisation, which had strong links with the Dravi), which however is of lower level. The Hulean tradition (of medium level) is based on Illusion and Enchantment spells and was founded in the XII century BC by the mage Iliric, who later became an Immortal. Afterwards, despite the traumatic situation of the region, it was handed down over the centuries, until it was rediscovered and supported by the Master in the VI century AC, who transformed it into the current Hulean Tradition.

**Note 2:** The Hulean tradition also adds to the 5<sup>th</sup> level spells the *Consume Cinnabryl* spell.

**TABLE 1.17: MARINE TRADITION**

Spell Level				
1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
<i>Sea Legs</i> * [Prot. from Evil]	Animate Rope	Breathe Element	Ball Lightning	Airy Water*
Compass	<i>Careen</i> [Temporary Skill]	<i>Control Element</i> [Unbearable Pain]	Confusion	Deadly Bolt
Entangle	Communication	Create Fire* <sup>D</sup>	Extended Range	Dimensional Tunnel
<i>Float</i> [Stun]	Faerie Fire <sup>D</sup>	Dispel Magic	Focused Map	Elemental Form
Light*	Invisibility	<i>Call lightning</i> [Thunderclap]	Hallucinatory Terrain	Elemental Protection
Locate Species	Magic Weapon	<i>Fireball</i> [Phantasmal Killer]	<i>Ice Storm</i> [Ice Spear]	Hold Monster
Longsight	<i>Nocturnal Guard</i> [Arcane Senses]	Geographic Map	Elemental Immunity <sup>D</sup>	Icy Blast
Magic Missile	Purify Wood & Water <sup>D</sup>	Lightning Bolt	Locate Creature	<i>Siege Fire</i> [Spatial Distortion]
<i>Oilskin</i> [Shield]	Elemental resistance <sup>D</sup>	<i>Liquid Assassin</i> [Enlarge*]	Magic Exchange	Summon Elementals
<i>Precipitation</i> * [Chill]	Rot	Liquid Form	Polymorph Self Others	Telepathy
<i>Weather prediction</i> <sup>D</sup> [Detect magic]	See Invisibility	Magic Container*	Scrying	Teleport
Silver Tongue	Speak with Animals	Obscure* <sup>D</sup>	Summon Monstr. Ally	Trueseeing
Sleep	Swim*	Tongues	Wall of Fire	Universal Tongue
<i>Tar</i> [Analyze]	Web	Barkskin <sup>D</sup>	<i>Wall of Ice</i> [Wall of Water]	Woodform

Spell Level			
6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
<i>Acidic Fog</i> [Mental Decay]	<i>Acid Rain</i> [Power Word Stun]	Corrosive Cloud	Contingency
Alter Memories	Astral Body	Create Any Object	Create Any Monster
Anti-Magic Barrier	Bind Elementals	Devastating Attack	Dominate Monsters
Blinding Light	Calm Water*	Elemental Aura	Elemental Power
Control Liquids	<i>Control Weather</i> [Preservation]	Horrid Withering	Greater Spellbinding Barrier
<i>Control Winds</i> [Control Currents]	<i>Delayed Fireball</i> [Soaring Fire]	Invulnerability	<i>Hurricane</i> [Symbol of Death]
Disintegration	<i>Enchanted Vessel</i> [Teleport Any Object]	Moment of Prescience	Immunity
Forceful Hand	Greater Polymorph	Permanency	<i>Lightning Storm</i> [Shapechange]
<i>Freezing Sphere</i> [Boneshatter]	Heroism	Perpetual Ice	Mass Paralysis
Globe of Invulnerability	Ironform	Prismatic Spray	Maze
Ironwood	Mage Armour	Reveal Location	<i>Polar Ray</i> [Prismatic Wall]
<i>Poisonous Cloud</i> [Break Enchantment]	Magical Double	Sphere of Protection from Magic	Revealing Map
Reincarnation	Mass Invisibility	Steelform	Timestop
Summon Planar Ally	Summon Object	Ultimate Divination	Tsunami

<sup>D</sup>: druidic spell (refer to the list of Druidic spells in Volume 2). The marine tradition is derived from the elven tradition, and given their affinity with the natural forces, can take advantage of some druidic spells in its list (those of Abjuration and Divination at the same level as the druidic spell).

**Regions found:** Minrothad, Ierendi, Isle of Dawn, Seafaring Baronies of the Savage Coast, Undersea kingdoms.

**Note:** All the *spells shown in italics* don't function correctly underwater, and have been replaced for the subaquatic spellcasters by the spells shown between square brackets (while the other spells are valid for the spellcasters of the surface of the marine tradition).

**TABLE 1.18: MILENIAN TRADITION**

**Spell Level**

1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Analyze	Deflecting Shield	Amnesia	Clothform	Bull's Strength*
Burning Ray	Detect Evil	Continual Light*	Create Projectiles	Cat's Grace*
<i>Charm Person</i> [Hesitation]	Ecstasy	Create Air	Crushing Despair	Cloudkill
Detect Magic	<i>ESP</i> [Fear]	Dispel Magic	Curse	Dissolve*
Disguise Self	Flaming Sphere	Elemental Weapon	Enchant Item	Empathic Torture
Dying Breath	Knock	Fertility*	Exceptional Skill	Fabricate
Find Information	Levitate	Fist of Rock	Hallucinatory Terrain	Fiery Blast
Home Help	Locate Object	Gaseous Form	Magic Muzzle	<i>Geas</i>
Jump	Phantasmal Force	Haste*	Passwall	Health Drain
Light*	Reflection	Incendiary Darts	Plant Growth*	Iron Constitution*
Mystic Aura	Sure Strike	Infra-vision	Rainbow Pattern	Persistent Image
Protection from Evil	Swim*	Lightning Reflexes	Remove Curse	<i>Summon Elementals</i> [Elemental Form]
Read Languages	Temporary Skill	Prot. from Normal Missiles	Searing Light	Symbol of Discord
Returning Weapon	Web	Steal the Breath	Summon Refuge	Wall of Stone
Silver Tongue	Wizard Lock	Tongues	Wall of Fire	Woodform

**Spell Level**

6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Acidic Fog	Acid Rain	<i>Absorb Knowledge</i> [Delay]	Anti-Magic Ray
Animate Weapons	Barrier of Spell Turning	Binding Chains	Contingency
Anti-Magic Barrier	Bastion	Burning Stones	Crystalbrittle
Flesh to Stone*	Chain Lightning	Create Any Object	Deadly Illusion
Globe of Invulnerability	<i>Control Constructs</i> [Control Weather]	<i>Create Magical Monsters</i> [Sphere of Prot. from Magic]	Entropic Shield
Magic Door	Dance	Devastating Attack	Foresight
Magic Lock	<i>Dimensional Refuge</i> * [Rock]	Elemental Aura	Greater Shout
<i>Mass Suggestion</i> [Break Enchantment]	Duplicate Spell	<i>Empathic Resonance</i> [Mirage Arcana]	Greater Spellbinding Barrier
Mental Decay	Heroism	Giants' Strength	Immunity
Move Earth	Ironform	Moment of Prescience	Orb of Knowledge
<i>Phantasmal Lover</i> [Control Inertia]	Mage Armour	Permanency	Power Word Sleep
Projected Image	Magic Drain	Polymorph Any Object	Prismatic Wall
Stoneform	Shadow Twin	Power Word Blind	Shapechange
<i>Summoning</i> * [Forcecage]	Veil	Scintillating Pattern	Symbol of Death
Transmute Solids	Wail of the Banshee	Symbol of Insanity	Warped Reality

**Regions found:** Milenia (Hollow World), Davania (descendents of the Milenian Empire), Vacros and Cathos, Minaea

**Note 1:** All the *spells shown in italics* don't function within the Hollow World (where the Milenian Empire is found) because of the Spell of Preservation. They are considered lost to the Milenian mages, and have been replaced by the spells shown between square brackets, while continuing to be valid for the Milenian Tradition in the outer world (the isles of Vacros and Cathos, Davania, Minaea, where it mixed with other traditions). Some of the spells unknown in Hollow World according to the rules given on page 4 of the "Hollow World Player's Guide" (like *Read Languages*) are instead known to the Milenians.

**Note 2:** The Traldar Tradition is the ancestor of the Milenian and derived from the Hutaakan tradition, but it is considered of lower level and is more similar to the Milenian. It is only composed of 10 spells per spell level (in particular linked to Divination and Transmutation, as well as to the improvement of an individual's physical and psychic abilities).

**TABLE 1.19: NITHIAN TRADITION**

**Spell Level**

1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Analyze	Acid Arrow	Control Element	Black Arrow	Animate Dead
Burning Hands	Affect Normal Fires	Destroy Undead*	<i>Charm Monster</i> [Magic Muzzle]	<i>Bind Golem</i> [Persistent Image]
Burning Ray	Burning Eyes	Dispel Magic	Curse	<i>Contact Outer Planes</i> [Telepathy]
<i>Charm Person</i> [Silver Tongue]	Detect Evil	Enlarge*	<i>Dimension Door</i> [Hallucinatory Terrain]	Deadly Bolt
Detect Magic	Disrupt Undead*	False Life	Earthmaw	Dissolve*
Dig	<i>ESP</i> [Locate Object]	Fireball	Enchant Item	Elemental Form
Elemental Explosion	Flaming Sphere	Haste*	Enchanted Vehicle	Fabricate
Endure Elements	Gust of Wind	<i>Hold Person</i> [Unbearable Pain]	Faithful Copy	Fiery Blast
Aestheticism	Levitate	Incendiary Darts	Fiery Bolts	Fragment
Home Help	Magic Flame	Infravision	Fire Shield	<i>Hold Monster</i> [Health Drain]
Light*	Mirror Image	Phantasmal Killer	Mystic Circle	<i>Magic Jar</i> [Oblivion]
Necromantic Healing	Phantasmal Force	Prot. from Normal Missiles	Passwall	Purifying Flame
Read Languages	Pyrokinesis	Snake Sigil	Phoenix Wings	<i>Summon Elementals</i> [Symbol of Discord]
Symbol of Fainting	Renew	Sustenance	Stone Shape	<i>Teleport</i> [Memory]
Warding Sigil	<i>See Invisibility</i> [Hypnotic Pattern]	Truth of Blood	Wall of Fire	Tracks of Fire

**Spell Level**

6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Anti-Magic Barrier	Barrier of Spell Turning	<i>Arcane Trap</i> [Invulnerability]	Alter Ego
Burning Touch	Burning Web	Binding Chains	<i>Bind the Soul</i> * [Power Word Sleep]
<i>Control Undead</i> [Death]	<i>Collar of Enslavement</i> [Duplicate Spell]	Burning Stones	Burning Fury
Create Undead	<i>Control Constructs</i> [Explosive Cloud]	Corrosive Cloud	<i>Create Any Monster</i> [Deadly Illusion]
<i>Elemental Travel</i> [Globe of Invulnerability]	Energy Drain	Create Any Object	<i>Create Hybrids</i> [Foresight]
<i>Ethereal Form</i> [Evanescence]	Greater Polymorph	Create Greater Undead	Crystalbrittle
Flames of Justice	<i>Hivemind</i> [Hallucinatory Nightmare]	<i>Create Magical Monsters</i> [Symbol of Insanity]	Disjunction
Flesh to Stone*	<i>Lore</i> [Magical Double]	<i>Create Phylactery</i> * [Temporal Stasis*]	Elemental Power
Magic Door	Mage Armour	Elemental Aura	<i>Gate</i> [Contingency]
Magic Lock	<i>Necromantic Fusion</i> [Soaring Fire]	Explosive Death	Immunity
Move Earth	Preservation	Force Field	Longevity*
Projected Image	Rock	Horrid Withering	River of Sand
Sphere of Elemental Protection	Symbol of Sleep	Mirage Arcana	Shapechange
Stoneform	<i>Teleport Any Object</i> [Veil]	Permanency	Symbol of Death
<i>Summon Planar Ally</i> [Fiery Tentacle]	Wail of the Banshee	Sandform	Warped Reality

**Regions found:** Thothia, Ylaruam, Nithia (Hollow World).

**Note 1:** All the *spells shown in italics* don't function within the Hollow World (where the Kingdom of Nithia is) because of the Spell of Preservation. They are considered lost for the Nithian mages, and have been replaced by the spells shown between square brackets (while continuing to be valid for the Nithian Tradition in Thothia and Ylaruam). Some of the spells unknown in Hollow World according to the rules given on page 4 of the "Hollow World Player's Guide" (like *Read Languages*) are instead known to the Nithians.

**Note 2:** The Hutaaka Tradition derives from the Nithian, but it is of medium level (12 spells per spell level), without the necromantic spells and with greater attention paid to Divination spells.

**TABLE 1.20: OLTEC TRADITION**

**Spell Level**

1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Analyze	Communication	Animal Form	Anti-Animal Barrier	<i>Bind Golem</i>
Burning Hands	Deflecting Shield	Circle of Prot. from Evil	Curse	Cat's Grace*
Detect Magic	Detect Evil	Dispel Magic	<i>Dimension Door</i>	<i>Contact Outer Planes</i>
Endure Elements	<i>ESP</i>	Enlarge*	Displacement	<i>Dimensional Tunnel</i>
Evaluate	<i>Invisibility</i>	Fertility*	Exceptional Skill	Dissolve*
Hesitation	Levitate	Fire Trap	Fiery Bolts	Elemental Form
Light*	Magic Flame	Fireball	Fire Shield	Elemental Protection
Locate Metals	Pyrokinesis	Incendiary Darts	Glyph of Warding	Fiery Blast
Magic Missile	Ray of Enfeeblement	<i>Omen</i>	Locate Creature	Oblivion
Protection from Evil	Renew	Pebbles to Rocks*	Magnetism	Purifying Flame
Resistance	<i>See Invisibility</i>	Phantasmal Killer	Passwall	Spellbinding Barrier
Shield	Speak with Animals	Snake Sigil	Remove Curse	<i>Summon Elementals</i>
Stun	Stone Grip	<i>Suggestion</i>	<i>Scrying</i>	<i>Teleport</i>
Warding Sigil	<i>Summon Animal Ally</i>	Truth of Blood	Wall of Fire	Tracks of Fire

**Spell Level**

6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Anti-Magic Barrier	<i>Banish</i>	<i>Absorb Knowledge</i>	Burning Fury
Arcane Sight	<i>Bind Elementals</i>	<i>Arcane Trap</i>	Contingency
Blinding Light	Chain Lightning	Burning Stones	<i>Create Any Monster</i>
Dimensional Anchor	<i>Charm Plants</i>	<i>Create Magical Monsters</i>	Elemental Power
Fiery Tentacle	<i>Dimensional Refuge*</i>	Elemental Aura	<i>Gate</i>
Flames of Justice	Greater Polymorph	<i>Empathic Resonance</i>	Greater Memory
Flesh to Stone*	<i>Lore</i>	Explosive Death	Immunity
Forcecage	<i>Planeshift</i>	Mindblank	Longevity*
Globe of Invulnerability	Power Word Stun	Permanency	Magic Preparation
Mental Decay	Purifying Energy	Polymorph Any Object	<i>Maze</i>
Projected Image	Rock	Power Word Blind	Power Word Kill
<i>Summon Planar Ally</i>	Soaring Fire	Temporal Stasis*	Shapechange
<i>Summoning*</i>	<i>Succour</i>	<i>Ultimate Divination</i>	<i>Teleportation Circle</i>
Transfer Enchantment	<i>Teleport Any Object</i>	Zone of Interdiction	Ubiquity

**Regions found:** Azca and Oltec Hills (Hollow World), Bellissaria, Cestia, Minaea.

**Note:** All the *spells shown in italics* don't function within the Hollow World (where the Azcans and Oltecs live) because of the Spell of Preservation. They are considered lost to the Oltec and Azcan mages, while continuing to be valid for the surviving Oltec tradition in the outer world in the regions of Minaea, Bellissaria and the island of Cestia (where the Oltec tradition has mixed respectively with that of the Milenian, Alphatian, and Varellyan). They haven't been replaced by other spells as the Oltec tradition don't belong to other magic traditions (like those of the Nithian, Elven, or Milenian traditions), considered instead able to research and create new spells even in Hollow World.

**TABLE 1.21: SINDHI TRADITION**

Spell Level

1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Burning Ray	Animate Rope	Concentration	Displacement	Bull's Strength*
<i>Charm Person</i>	Deflecting Shield	Continual Light*	Enchant Item	Cat's Grace*
Detect Magic	Elasticity	Dispel Magic	Exceptional Skill	<i>Contact Outer Planes</i>
Detect Shapechangers	Feign Death	Enlarge*	Fire Shield	Elemental Protection
Elemental Explosion	Flaming Sphere	Fist of Rock	Hallucinatory Terrain	Feeblemind
Endure Elements	Gust of Wind	Fly	Locate Creature	<i>Hold Monster</i>
Feather Fall	Levitate	<i>Hold Person</i>	Magnetism	Iron Constitution*
Jump	Melding	Lightning Bolt	Phoenix Wings	<i>Magic Jar</i>
Light*	Reflection	<i>Omen</i>	Polymorph Others	Mind Fog
Protection from Evil	Stone Hands	Phantasmal Killer	Wall of Fire	Purifying Flame
Resistance	Sunbeam*	Secure Shelter	Whirlwind	<i>Trueseeing</i>
Shield	Web	Thunderclap	<i>Wizard Eye</i>	<i>Unconscious Command</i>

Spell Level

6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
<i>Alter Memories</i>	<i>Astral Body</i>	<i>Absorb Knowledge</i>	Contingency
Animate Weapons	Dance	<i>Arcane Trap</i>	Disjunction
Blinding Light	<i>Delayed Fireball</i>	Binding Chains	Entropic Shield
Break Enchantment	Dimensional Shield	<i>Empathic Resonance</i>	Foresight
Burning Touch	<i>Hivemind</i>	Horrid Withering	Greater Memory
Control Inertia	<i>Lore</i>	Mirage Arcana	Greater Shout
<i>Ethereal Form</i>	Mage Armour	Moment of Prescience	Lightning Storm
Evanescence	Magic Drain	Permanency	<i>Mass Paralysis</i>
Flesh to Stone*	<i>Planeshift</i>	Polymorph Any Object	Power Word Sleep
Globe of Invulnerability	Power Word Stun	Sandform	Prismatic Wall
<i>Reincarnation</i>	Steelskin	Sphere of Prot. from Magic	Symbol of Death
<i>Summon Planar Ally</i>	Symbol of Sleep	Symbol of Insanity	Timestop

**Regions found:** Sind, Great Waste, Jaibul, Shahjapur (Hollow World).

**Note 1:** All the *spells shown in italics* don't function within the Hollow World (where Shahjapur is found) because of the Spell of Preservation. They are considered lost by the Shahjapur mages, while continuing to be valid for the Sindhi tradition in the outer world. They haven't been replaced by other spells as the Sindhi tradition doesn't belong to the other magic traditions (like the Nithian, Elven, or Milenian), considered instead able to research and create new spells even in Hollow World.

**TABLE 1.22: TANAGORO TRADITION**

Spell Level				
1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
<i>Charm Person</i>	Apnea	Animal Form	Contagion	Animate Dead
<i>Command Word</i>	<i>Charm Animals</i>	Barkskin	<i>Control Emotions</i>	<i>Contact Outer Planes</i>
Endure Elements	<i>Control Humanoids</i>	Breathe Element	<i>Corpse Possession</i>	<i>Dominate Person*</i>
Ghoul Touch	Devastating Touch	<i>Control Animals</i>	Curse	<i>Dream*</i>
Grease	Fear	<i>Creeping Shadow</i>	Defensive Aura	Empathic Torture
Light*	Camouflage	Dispel Magic	Earthmaw	Fiery Blast
Longsight	Speak with Animals	<i>Hold Person</i>	Polymorph Others	<i>Geas</i>
Pass Without Trace	Stinking Cloud	Infravision	Primal Form	<i>Hold Monster</i>
Sleep	<i>Summon Animal Ally</i>	Truth of Blood	Remove Curse	Rain of Terror
Suffocate	Swim*	Unbearable Pain	Whirlwind	<i>Trueseeing</i>

Spell Level			
6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
<i>Blink</i>	Acid Rain	<i>Absorb Knowledge</i>	Contingency
Control Winds	<i>Banish</i>	<i>Arcane Trap</i>	<i>Create Any Monster</i>
Create Undead	Chain Lightning	Corrosive Cloud	<i>Dominate Monsters</i>
<i>Deadly Oath</i>	<i>Charm Plants</i>	Horrid Withering	Immunity
Death	Control Weather	Invulnerability	Lightning Storm
Eyebite	Dance	<i>Mass Charm</i>	<i>Mass Paralysis</i>
Globe of Invulnerability	Greater Polymorph	Polymorph Any Object	Power Word Kill
<i>Mass Suggestion</i>	Hallucinatory Nightmare	Reveal Location	Shapechange
Mental Decay	Power Word Stun	Temporal Stasis*	Timestop
<i>Summon Planar Ally</i>	Rock	<i>Ultimate Divination</i>	Tsunami

**Regions found:** Pearl Isles, Izonda, Tangor, Tanagoro Lands (Hollow World), Yavdlom, ZyxI

**Note 1:** All the *spells shown in italics* don't function within the Hollow World (where the Tanagoro Lands are) because of the Spell of Preservation. They are considered lost to the Tanagoro mages, while continuing to be valid for the Sindhi Tradition in the outer world. They haven't been replaced by other spells as the Sindhi Tradition doesn't belong to the other magic traditions (like the Nithian, Elven, or Milenian), considered instead able to research and create new spells even in Hollow World.

**Note 2:** In Tangor, the Tanagoro tradition is now mainly the prerogative of the dominant tanagogres.

**Note 3:** In Yavdlom, all the mages are closely kept under control by the Yavi prophets who hold the power, and the majority of the wizards collaborate with them. It is due to this total control of the seers of divination, the Yavi mages know few spells of this school well, preferring to leave this field to the prophets.

**Note 4:** The Tanagoro tradition is also found amongst the natives of the Thanegioth Archipelago and the scattered islands in the seas of the Izondian Deep, although they also practice a more primitive type of magic (all Wild Mages known as Bokor) and don't know any spell higher than 6<sup>th</sup>-level.



**TABLE 1.23: THYATIAN TRADITION****Spell Level**

1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Analyze	Detect Evil	Breathe Element	Charm Monsters	Animate Dead
Charm Person	ESP	Circle of Prot. from Evil	Confusion	Bull's Strength*
Detect Magic	Invisibility	Clairaudience/Clairvoyance	Curse	Cloudkill
Fairy Mount	Knock	Continual Light*	Dimension Door	Contact Outer Planes
Floating Disc	Levitate	Dispel Magic	Hallucinatory Terrain	Dissolve*
Light*	Locate Object	Fireball	Ice Storm	Feeblemind
Locate Metals	Magic Flame	Fly	Massmorph	Freedom
Magic Missile	Magic Weapon	Free Person	Passwall	Geas
Protection from Evil	Melding	Haste*	Plant Growth*	Hold Monster
Push	Mind Shield	Hold Person	Polymorph Others	Magic Jar
Read Languages	Mirror Image	Infravision	Polymorph Self Others	Penetrate Defences
Shield	Phantasmal Force	Lightning Bolt	Remove Curse	Siege Fire
Shocking Grasp	See Invisibility	Pebbles to Rocks*	Spirit Armour	Summon Elementals
Sleep	Sure Strike	Prot. from Normal Missiles	Wall of Fire	Telekinesis
Unmissable Shot	Web	Sphere of Invisibility	Wall of Ice	Teleport
Ventriloquism	Wizard Lock	Vigilant Guardian	Wizard Eye	Wall of Stone

**Spell Level**

6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Anti-Magic Barrier	Charm Plants	Clone	Anti-Magic Ray
Break Enchantment	Control Gravity	Corrosive Cloud	Contingency
Control Liquids	Control Weather	Create Magical Monsters	Create Any Monster
Deadly Weapon	Create Normal Monsters	Delay	Crystalbrittle
Death	Dance	Devastating Attack	Dispel Immunity
Disintegration	Delayed Fireball	Force Field	Gate
Flesh to Stone*	Explosive Cloud	Giants' Strength	Greater Shout
Magic Door	Heroism	Mass Charm	Immunity
Magic Lock	Invisibility Purge	Mindblank	Lightning Storm
Move Earth	Lore	Open Mind	Maze
Projected Image	Mass Invisibility	Permanency	Meteor Swarm
Reincarnation	Power Word Stun	Polymorph Any Object	Power Word Kill
Summon Planar Ally	Rock	Power Word Blind	Prismatic Wall
Summoning*	Summon Object	Prismatic Spray	Shapechange
Telepathic Recall	Sword	Symbol of Insanity	Symbol of Death
Wall of Iron	Teleport Any Object	Zone of Interdiction	Timestop

**Regions found:** Known World (especially Thyatis, Darokin, Ierendi, and Minrothad), Isle of Dawn, Savage Baronies.

**TABLE 1.24: TRALADARAN TRADITION****Spell Level**

1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Charm Person	Detect Evil	Circle of Prot. from Evil	Charm Monsters	Animate Dead
Detect Shapechangers	Devastating Touch	Death Recall	Corpse Eyes	Empathic Torture
Detect Undead	Disrupt Undead*	Destroy Undead*	Corpse Possession	Force Transformation
Ghoul Touch	Invisibility	False Life	Curse	Health Drain
Invisibility to Undead	Magic Weapon	Gaseous Form	Polymorph Self Others	Hold Undead
Light*	Reflection	Hold Person	Remove Curse	Magic Jar
Magic Missile	Spectral Hand	Secure Shelter	Searing Light	Necromorph
Protection from Evil	Sunbeam*	Unbearable Pain	Soul Binding	Trueseeing

**Spell Level**

6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Blinding Light	Heroism	Arcane Trap	Dispel Immunity
Break Enchantment	Mage Armour	Burning Stones	Dominate Monsters
Control Undead	Necromantic Fusion	Create Greater Undead	Entropic Shield
Create Undead	Power Word Stun	Horrid Withering	Gate
Death	Purifying Energy	Mass Charm	Immunity
Ethereal Form	Soaring Fire	Remove Charm	Power Word Kill
Eyebite	Succour	Reveal Location	Shapechange
Summon Planar Ally	Wail of the Banshee	Temporal Stasis*	Symbol of Death

**Regions found:** Karameikos, City-states of the Hulean Gulf, Boldavia (Glantri), eastern Darokin

**TABLE 1.25: YLARI TRADITION****Spell Level**

1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Detect Magic	Burning Eyes	Dispel Magic	Dimension Door	Deadly Bolt
Elemental Explosion	Detect Evil	Fly	Earthmaw	Dissolve*
Endure Elements	Gust of Wind	Haste*	Fire Shield	Elemental Protection
Light*	Invisibility	Hold Person	Locate Creature	Hold Monster
Protection from Evil	Mirror Image	Lightning Bolt	Mystic Circle	Summon Elementals
Read Languages	Phantasmal Force	Omen	Phoenix Wings	Teleport
Shield	Renew	Prot. from Normal Missiles	Scrying <sup>1</sup>	Tracks of Fire
Warding Sigil	See Invisibility	Snake Sigil	Wizard Eye	Trueseeing

**Spell Level**

6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Anti-Magic Barrier	Acid Rain	Arcane Trap	Crystalbrittle
Elemental Travel	Greater Polymorph	Burning Stones	Disjunction
Evanescence	Lore	Elemental Aura	Elemental Power
Flames of Justice	Mage Armour	Mirage Arcana	Gate
Flesh to Stone*	Magic Drain	Moment of Prescience	Immunity
Move Earth	Rock	Permanency	Longevity*
Projected Image	Symbol of Sleep	Sandform	River of Sand
Summon Planar Ally	Teleport Any Object	Temporal Stasis*	Shapechange

**Regions found:** Ylaruam, Savage Baronies (Saragón)

## CHAPTER 2: ARCANES 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 of Mystara 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 8<sup>th</sup> or 9<sup>th</sup>-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 8<sup>th</sup> and 9<sup>th</sup>-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 10<sup>th</sup>-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**

<i>Intelligence</i>	<i>New ST every...</i>
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.

## CHOKER

**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 paralyzes 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 ft<sup>2</sup>

**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 ft<sup>2</sup> 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 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 1<sup>st</sup> or 2<sup>nd</sup> 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 1<sup>st</sup>-level spell, and half the body for a 2<sup>nd</sup>-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 it 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 lb 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 Conjunction, 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:

*1<sup>st</sup> round:* presence or absence of magic auras.

*2<sup>nd</sup> 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).

*3<sup>rd</sup> 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:

*1<sup>st</sup> round:* presence or absence of shapechanger.

*2<sup>nd</sup> round:* number of shapechangers present.

*3<sup>rd</sup> 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.

*4<sup>th</sup> 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:

*1<sup>st</sup> round:* presence or absence of undead.



*2<sup>nd</sup> round:* number of undead present.

*3<sup>rd</sup> 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 ft<sup>3</sup> 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 4<sup>th</sup>-level *curse*). The curse remains until it is removed with *remove curse*.

## ELEMENTAL EXPLOSION

**School:** Conjuraction

**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 20<sup>th</sup>).

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 3<sup>rd</sup> 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 7<sup>th</sup>-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 ascendancy 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 ft<sup>2</sup> 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 1/3 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 5<sup>th</sup>-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 ft<sup>3</sup> 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 cuttable 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:** Conjuraton

**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 of 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:** Conjuraton

**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 1<sup>st</sup>-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 skill is 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 3<sup>rd</sup>-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 is 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 1<sup>st</sup>-level, 2 at 3<sup>rd</sup>-level, and a maximum of 3 darts at 5<sup>th</sup>-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 10<sup>th</sup>-level). Once the power is used on a corpse, it withers and completely loses all its 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 inclemencies

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 ft<sup>2</sup> (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* also partially 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 5<sup>th</sup>-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, it 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 20<sup>th</sup>-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 1/3 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 magic* 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:** Conjunction

**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 inclemencies 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  $\frac{1}{3}$  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 methods (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 skill for

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  $\frac{1}{3}$  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 in<sup>3</sup> 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:** Conjunction

**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 10<sup>th</sup>-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 for 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 warns 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:** Conjunction

**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 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 10<sup>th</sup>-level, each of 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 10<sup>th</sup>), 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 10<sup>th</sup>-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 1<sup>st</sup>-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 scrolls or 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:

*1<sup>st</sup> round:* presence or absence of evil auras.

*2<sup>nd</sup> round:* number of evil auras and magnitude of the most powerful.

*3<sup>rd</sup> 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:

<i>Aura source</i>	<i>Aura magnitude</i>			
	<i>Weak</i>	<i>Moderate</i>	<i>Strong</i>	<i>Powerful</i>
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:

<b>Aura magnitude</b>	<b>Vanishes in:</b>
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, THACO, 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, THACO, 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 4<sup>th</sup> and max 3 bolts at 6<sup>th</sup>), 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 its 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:

- 1<sup>st</sup>-4<sup>th</sup>: beings vulnerable to +1 or silver weapons;
- 5<sup>th</sup>-8<sup>th</sup>: beings vulnerable to +2 weapons;
- 9<sup>th</sup>-11<sup>th</sup>: beings vulnerable to +3 weapons;
- 12<sup>th</sup>-14<sup>th</sup>: beings vulnerable to +4 weapons;
- 15<sup>th</sup>+: 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* check can 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 or 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 in 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* check with 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  $\frac{1}{3}$  (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 10<sup>th</sup>), 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 one 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 10<sup>th</sup>-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 10<sup>th</sup> 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 3<sup>rd</sup>-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, but 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 1/3 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 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:** Conjuraton

**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:** Conjuraton

**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:** Conjuraton

**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 Cyclopedica* 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
1 <sup>st</sup> -3 <sup>rd</sup>	Small	1d6	1
4 <sup>th</sup> -6 <sup>th</sup>	Medium	1d8	1d4
7 <sup>th</sup> +	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:** Conjunction

**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 cast becomes 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:** Conjuraton

**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 10<sup>th</sup>-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 paralyzing 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 widens 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:** Conjuraton

**Range:** 120 feet

**Area of effect:** 2 pt./3 ft<sup>3</sup>/4 in<sup>3</sup> 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 ft<sup>3</sup> per level), water or ice (2 pints per level), fire or lava (4 in<sup>3</sup> per level), and earth or sand (3 ft<sup>3</sup> 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 15<sup>th</sup>-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 ft<sup>3</sup> and stun for 1d6 rounds.

**Fire or Lava:** 1d6 per 4 in<sup>3</sup> (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 ft<sup>3</sup> 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:** Conjuraton

**Range:** 10 feet

**Area of effect:** volume of 8,000 ft<sup>3</sup>

**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 ft<sup>3</sup> (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 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 1<sup>st</sup>-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 10<sup>th</sup>-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 7<sup>th</sup>-level mage tries to destroy a *hold person* spell cast by a 10<sup>th</sup>-level cleric, the failure chance is equal to:  $5 \times (10-7) = 5 \times 3 = 15\%$ .

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, THACO, 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:** Conjuraton

**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 10<sup>th</sup>-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 (5<sup>th</sup>-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 ft<sup>3</sup> 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 ft<sup>3</sup> of 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 of 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 hastened, 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 within 240 feet. From that moment, the hastened 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 of 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 one 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 polymorphs 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:** Conjuraction

**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:** Conjuraton

**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 9<sup>th</sup>, 5 at 15<sup>th</sup>, 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 ft<sup>3</sup> 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) whose 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 inscription shines 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 2<sup>nd</sup> 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 20x20x10 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:

*1<sup>st</sup> round:* race and type of creature.

*2<sup>nd</sup> round:* number of Hit Dice, weight, size, and age of the creature.

*3<sup>rd</sup> 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 mage 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 divination 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 ft<sup>2</sup>

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 1/3 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 ft<sup>3</sup> × 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 15<sup>th</sup>). 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 3<sup>rd</sup>-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 an 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:** Conjuraction

**Range:** 0

**Area of effect:** surface of cloth of 30×30 feet

**Duration:** permanent

**Effect:** create up to 900 ft<sup>2</sup> 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 8<sup>th</sup>: category A disease
- From 9<sup>th</sup> to 15<sup>th</sup>: category B disease
- From 16<sup>th</sup>: 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 ft<sup>2</sup>

**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 1<sup>st</sup> 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 1<sup>st</sup> to 4<sup>th</sup> 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 10<sup>th</sup>-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 8<sup>th</sup>, AC 2 from 9<sup>th</sup> to 12<sup>th</sup>, AC 1 from 13<sup>th</sup> to 15<sup>th</sup>, AC 0 from 16<sup>th</sup> to 18<sup>th</sup>, AC -1 from 19<sup>th</sup> to 21<sup>st</sup>, AC -2 from 22<sup>nd</sup> 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 ft<sup>3</sup> 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 ft<sup>3</sup> 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 4<sup>th</sup> 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:** Conjuraction

**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 20<sup>th</sup>-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 1/3 of his hp each round and dies in the 4<sup>th</sup> 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 ft<sup>3</sup> 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 travel and 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 ft<sup>3</sup>, 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/rd. (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 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:** Conjunction

**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 4<sup>th</sup> 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 5<sup>th</sup> 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 (10<sup>th</sup> level) sneaks into a thieves guild to discover who ordered the assignation of his dear friend. When the guild's mage (13<sup>th</sup> 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 ft<sup>2</sup>

**Duration:** permanent

**Effect:** draw a map of an area of 10,000 ft<sup>2</sup>

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 cast on 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 12<sup>th</sup> 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 with 4 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 2<sup>nd</sup> round and -4 in the 3<sup>rd</sup>, but if the target resists the *hypnotism* has no effect. If however the ST fails, the creature falls 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 10<sup>th</sup>-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 to halt 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 effect no 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 30<sup>th</sup> 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:** Conjunction

**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 its 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 ft<sup>2</sup>

**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 ft<sup>2</sup>: 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. Petrification: 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 9<sup>th</sup> 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 3<sup>rd</sup> 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* spell applied 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 but 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 ft<sup>3</sup> 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

suiting 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:** Conjuraton

**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 5<sup>th</sup>-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 it 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* state automatically 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:** Conjunction

**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 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 life force 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* cast on the victim or spellcaster can annul the spell before its duration has elapsed.

### SUMMON MONSTROUS ALLY

**School:** Conjunction

**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. vamura 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:** Conjunction

**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 its 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 10<sup>th</sup> 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 ft<sup>2</sup>

**Duration:** 3 turns

**Effect:** create a wall of fire of 1,200 ft<sup>2</sup>

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 ft<sup>2</sup>, 12" thick

**Duration:** 6 turns

**Effect:** create a wall of ice of 1,200 ft<sup>2</sup>

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 ft<sup>2</sup>

**Duration:** 3 turns

**Effect:** create a wall of water of 1,200 ft<sup>2</sup>

This spell creates an 12 inch thick, opaque barrier of gurgling water of 1,200 ft<sup>2</sup> (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:** Conjunction

**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-foot 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:** Conjunction

**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 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 9<sup>th</sup>-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 life force 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...*

<i>Immortal Lvl.</i>	<i>N° questions</i>	<i>Insanity* (d%)</i>	<i>Know (d%)</i>	<i>Lie (d%)</i>
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 20<sup>th</sup>, 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 ft<sup>3</sup> of wood

**Duration:** permanent

**Effect:** create a maximum of 1,000 ft<sup>3</sup> 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:** Conjunction

**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 ft<sup>2</sup> area of rock or mud

**Duration:** permanent

**Effect:** liquefy 3,000 ft<sup>2</sup> of rock; reverse set 3,000 ft<sup>2</sup> 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 1/3 of his hp each round and after the 3<sup>rd</sup> 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 intellectual 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 continues 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* skill to 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* (2<sup>nd</sup> 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 (THACO, 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-foot 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 8<sup>th</sup>-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 *feblemind* 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 inert 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 absorb 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* (5<sup>th</sup> 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 20<sup>th</sup> 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* spell forces 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* he must 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. memorize) any one spell of 1<sup>st</sup> to 5<sup>th</sup> 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 ft<sup>3</sup>.

**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:** 1/2-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 over 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 1/2-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
9 <sup>th</sup> -10 <sup>th</sup>	Black, putrid water
11 <sup>th</sup> -12 <sup>th</sup>	Burning ash & soot
13 <sup>th</sup> -14 <sup>th</sup>	Blood and bone
15 <sup>th</sup> -16 <sup>th</sup>	Bats and spiders
17 <sup>th</sup> -18 <sup>th</sup>	Frogs and toads
19 <sup>th</sup> +	Snakes

**Example:** an 18<sup>th</sup>-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 4<sup>th</sup>-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 21<sup>st</sup> 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 ft<sup>2</sup> per level

**Duration:** 2 turns per level

**Effect:** distort space within 100 ft<sup>2</sup> 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  $\frac{3}{4}$  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 antimagic 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 1<sup>st</sup> to 5<sup>th</sup> 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 1<sup>st</sup> level, or two 2<sup>nd</sup> and one 1<sup>st</sup> level, or one 5<sup>th</sup> 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 6<sup>th</sup>-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 1<sup>st</sup> level mage, or of the minimum level needed to master that spell level) rather than three (as would normally happen with a 6<sup>th</sup> 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 5<sup>th</sup> 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. 15<sup>th</sup>-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 5<sup>th</sup>-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 it 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**

<i>Location familiarity</i>	<i>On target</i>	<i>Off target</i>	<i>Similar area</i>	<i>Error</i>
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  $1d10 \times 20\%$  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 ground. 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  $35 \text{ ft}^3 \times \text{lvl}$

**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:** Conjunction

**Range:** 60 feet

**Area of effect:** 540 ft<sup>2</sup> and 2 feet thick wall

**Duration:** permanent

**Effect:** create a wall of stone of 540 ft<sup>2</sup> 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 mage's 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:** Conjuraton

**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* (4<sup>th</sup>-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 non-intelligent creatures (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 25<sup>th</sup> 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 24<sup>th</sup> 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:** Conjunction

**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  $\frac{2}{3}$ , -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  $\frac{2}{3}$ , -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:** Conjunction

**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 ft<sup>2</sup>

**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 that 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 on 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 ft<sup>2</sup> (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 ft<sup>2</sup> (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 ft<sup>3</sup> 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 choose 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 5<sup>th</sup> 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, ghou, gha, spectre, or mummy) that can have a maximum of 1 HD for every 2 mage levels (max. 10 HD at 20<sup>th</sup> 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 8<sup>th</sup> 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 plants 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 5<sup>th</sup> level or lower, it indeed seems to possess the magic powers that the spellcaster has attributed to it (divinatory spells of 6<sup>th</sup> 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 7<sup>th</sup> 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 (5<sup>th</sup> rather than 15<sup>th</sup>), 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 ft<sup>3</sup>.

**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), he 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 Conjunction (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 2<sup>nd</sup> 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 5<sup>th</sup> 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 5<sup>th</sup> 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 1<sup>st</sup> to 4<sup>th</sup> 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 1<sup>st</sup> to 4<sup>th</sup> 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

<i>Hit Dice</i>	<i>Effect on the victim</i>
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 a 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 1<sup>st</sup> to 4<sup>th</sup>-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 1<sup>st</sup>-4<sup>th</sup> 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 5<sup>th</sup> 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 they 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 2<sup>nd</sup> 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 its attacks can unmask its true nature as it cannot successfully 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:** Conjunction

**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 begins 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). The hologram cannot be distinguished from the original if 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 hologram lasts, 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**	<i>Goblinoids</i>
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***	<i>Reptiles</i>
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	<i>Marine Humanoids</i>
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	<i>Creature</i>
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 6<sup>th</sup> 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 5<sup>th</sup> 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 ft<sup>3</sup> 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:** Conjunction

**Range:** 10 feet

**Area of effect:** volume max 1,000 ft<sup>3</sup> 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:** Conjunction

**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 36<sup>th</sup> 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:** Conjunction

**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 15<sup>th</sup> 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 8<sup>th</sup> 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* effect suffer 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 6<sup>th</sup> 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 20<sup>th</sup> 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 spell 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 and resistances), but keeps his own mental characteristics (Intelligence, Wisdom and Charisma), AC, Hit Points, THACO 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, transform 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:** Conjunction

**Range:** 120 feet

**Area of effect:** 540 ft<sup>2</sup> and 2 inches thick wall

**Duration:** permanent

**Effect:** create a wall of iron of 540 ft<sup>2</sup> 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:** Conjuraction

**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 1<sup>st</sup>-6<sup>th</sup> level spell

When the mage casts this spell, he gains the ability to alter one of the variables of a spell of between 1<sup>st</sup> and 6<sup>th</sup> 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 6<sup>th</sup> 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 (20<sup>th</sup> 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*, *bles*, 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 ft<sup>2</sup> 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 ft<sup>2</sup> 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  $\frac{1}{3}$  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  $\frac{1}{3}$  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 *feblemind* 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  $\frac{1}{3}$ ,  $-4$  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  $\frac{1}{3}$ ,  $-1$  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 15<sup>th</sup> 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 15<sup>th</sup> to 19<sup>th</sup> level, 4 rounds from 20<sup>th</sup> to 24<sup>th</sup> level, 5 rounds from 25<sup>th</sup>

to 29<sup>th</sup> level, 6 rounds from 30<sup>th</sup> to 34<sup>th</sup> level, and 7 rounds from 35<sup>th</sup> 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 1<sup>st</sup>-6<sup>th</sup> 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 6<sup>th</sup> 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* is deemed 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:** Conjuraton

**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 5<sup>th</sup> 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 18<sup>th</sup> or 19<sup>th</sup> level, 10 if of 20<sup>th</sup> or 21<sup>st</sup>, 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 4<sup>th</sup> 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* not only 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

<i>Creature Level</i>	<i>Heroism Effect</i>
Normal Man	Become 4 <sup>th</sup> -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:** Conjunction

**Range:** 0

**Area of effect:** max volume of 108 ft<sup>3</sup> of iron

**Duration:** permanent

**Effect:** create up to 108 ft<sup>3</sup> 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, but 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 3<sup>rd</sup> level and 1<sup>st</sup> level or 1 7<sup>th</sup> 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 36<sup>th</sup> 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 36<sup>th</sup> level, but the mage can also decide to create less). Each duplicate is created an hour after casting the spell, and it is necessary that the item isn't handled until 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 2<sup>nd</sup> 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, but 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 life force 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:** Conjunction

**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 extends 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 1/3 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:** Conjunction

**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:** Conjunction

**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:** Conjunction

**Range:** touch

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

**Duration:** instantaneous

**Effect:** teleport an object or being

This spell is similar to the 5<sup>th</sup>-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:** Conjunction

**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 meditate 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  $30 \times 5 = 150$  minutes, or  $2\frac{1}{2}$  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 life force 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  $72 \text{ ft}^3$ .

**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), or 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 matter (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 *simulacrum*s (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 Simulacrum).

**Clones:** to create a clone with the normal procedure, it is necessary to cast this spell on a 1/2-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 and 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 20<sup>th</sup> 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 20<sup>th</sup> 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 6<sup>th</sup> 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 36<sup>th</sup> 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, ghastr, 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 6<sup>th</sup> 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 7<sup>th</sup> 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 20<sup>th</sup> 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 life force 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 disjointed 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 28<sup>th</sup> 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* (1<sup>st</sup>), *gust of wind* (2<sup>nd</sup>), and *fly* (3<sup>rd</sup>).

### 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* (1<sup>st</sup>), *stone hands* (2<sup>nd</sup>), and *fist of rock* (3<sup>rd</sup>).

### 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* (1<sup>st</sup>), *magic flame* (2<sup>nd</sup>), and *fireball* (3<sup>rd</sup>).

### 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*\* (1<sup>st</sup>), *Arcane Breath (cold)* (2<sup>nd</sup>), and *liquid form* (3<sup>rd</sup>).

## 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 forced 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 sublimates (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 ft<sup>2</sup> 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 8<sup>th</sup>-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 15<sup>th</sup> (to a maximum of 24 – 19+5 – if the spell is cast by a 30<sup>th</sup> 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 36<sup>th</sup> 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 8<sup>th</sup> 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 20<sup>th</sup> level, it automatically contains individuals with Strength 16 or less; from 21<sup>st</sup> level onwards, it binds individuals with a Strength higher than 16 by 1 point per two levels (e.g. 19<sup>th</sup>-20<sup>th</sup> level: automatically holds individuals with Strength 16 or lower;

21<sup>st</sup>-22<sup>nd</sup> level: automatically holds individuals with Strength 17 or lower, etc. up to 36<sup>th</sup> 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 5<sup>th</sup> 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 30<sup>th</sup> level or lower vanish after 24 hours (or if dispelled earlier), while those produced by mages of at least 31<sup>st</sup> 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* (4<sup>th</sup> 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 *feblemind*, *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 6<sup>th</sup> 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 24h 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 7<sup>th</sup> 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, 8<sup>th</sup> & 9<sup>th</sup> level arcane spells (unless explicitly stated otherwise, as in the case of *forcefield*), and all those arcane spells of lower than 8<sup>th</sup> 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* spells spoken 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 ft<sup>2</sup>

**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 20<sup>th</sup> 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 4<sup>th</sup> 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 ft<sup>3</sup> 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 8<sup>th</sup>-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:** Conjuraton

**Range:** 10 feet

**Area of effect:** max volume of 108 ft<sup>3</sup> of steel

**Duration:** permanent

**Effect:** create 108 ft<sup>3</sup> 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 7<sup>th</sup> 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 4<sup>th</sup> 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 8<sup>th</sup> 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 resistance, 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 temporarily 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 26<sup>th</sup> level mage casts *dispel magic* on the simulacrum of a 30<sup>th</sup> level mage. The failure chance is:  $[(30-26) \times 5] + 10\% = 20 + 10\% = 30\%$ . 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 magic resistance of the creature, while if it is protected by an *anti-magic* or *spell turning barrier* it can 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 ray 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 ft<sup>3</sup> 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 20<sup>th</sup>-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 1<sup>st</sup> and 2<sup>nd</sup>-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 do), 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 6<sup>th</sup> 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 6<sup>th</sup> 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 it 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:** Conjunction

**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 4<sup>th</sup> 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:** Conjuraton

**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*, their 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 30<sup>th</sup> level mage could create 30 goblins or hobgoblins, (with 1 HD each), or 7 doppelgangers (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 36<sup>th</sup>). 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 have 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 25<sup>th</sup> 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 5<sup>th</sup> 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. Once 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 intellectual 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 20<sup>th</sup> 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 7<sup>th</sup> 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:** Conjunction

**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 1<sup>st</sup> 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 1<sup>st</sup> and 9<sup>th</sup> 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 30<sup>th</sup> level mage absorbs 15 spell levels, such as fifteen of 1<sup>st</sup>, or three of 4<sup>th</sup> and one of 3<sup>rd</sup>, or one of 6<sup>th</sup> and one of 9<sup>th</sup>, 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 6<sup>th</sup> 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 6<sup>th</sup> 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 1<sup>st</sup> 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 2<sup>nd</sup> 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 *acid arrow* and things 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 6<sup>th</sup> 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

This 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 5<sup>th</sup> 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 20<sup>th</sup> level mage with Intelligence 18 (+3) could have a maximum of four 5<sup>th</sup> 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 4<sup>th</sup> and 5<sup>th</sup> 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 creature by 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 by 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 ft<sup>2</sup>

**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:** Conjuraction

**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

<i>Intelligence</i>	<i>Time</i>
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* type is 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* spell would 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 20<sup>th</sup> 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 ft<sup>2</sup> 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 ft<sup>2</sup> (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 attacks and inflicts 12 points of damage. Annulled by any attack based on magical cold.

**Orange:** Blocks all non-magical range attacks and inflicts 24 points of damage. Annulled by any attack based on magical electricity or lightning.

**Yellow:** Blocks breath weapons and 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, antdivination 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 28<sup>th</sup> level mage creates a river that travels  $110 \times 7 = 770$  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 be 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 4<sup>th</sup> 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 25<sup>th</sup> 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 36<sup>th</sup> level can evoke this power, and even among these, few know it. Characters of 4<sup>th</sup> 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 4<sup>th</sup> 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 resolute 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 resolute 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. memorize) 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 ( $40 \times 4 = 160$  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:** Conjunction

**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 coast), 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 36<sup>th</sup>), 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 30<sup>th</sup> 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 6<sup>th</sup> 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).

## **CHAPTER 3: NEW FORMS OF ARCANES MAGIC**

### ***THE RED CURSE AND LEGACIES***

*(Taken from the Savage Coast Campaign Sourcebook and Red Steel boxed set)*

To the west of the Known World, beyond the lands of sultry Sind and the desert known as the Great Waste, and to the west of the imposing Black Mountains and the powerful Theocracy of Hule, is a region that is almost unknown to most, but rich in culture and history, in which magic has penetrated the very essence of the earth: The Savage Coast. This area stretches from Yalu Bay, to the border with the Arm of the Immortals, the westernmost point of the continent of Brun, and extends northwards to the edge of the immense Yazak Steppes, homeland of innumerable tribes of ferocious and warlike goblinoids. In this huge diverse region, are the races that can be met, as diverse as the nations that compose and characterise it. But despite all the diversity that exists, one thing unites all those that live in the Savage Coast, be they old, young, human, brutal monsters or civilised or evil beings: The Red Curse.

The Red Curse is an ancient arcane spell that works on the entire region, and which nobody who lives in the Savage Coast can hope to escape. Although the Red Curse is potentially devastating, some ways have however been discovered of channelling its magical energies and take advantage of them. Indeed, the effects of the Red Curse are always twofold. Initially, any individual that spends a certain period within the area in which the curse is present, begin to exhibit extraordinary magical powers, called Legacies, which seem to develop naturally. Afterwards, if no preventative measure is taken, the individuals affected by the curse begin to undergo a surprising change, which causes them a mental or physical weakening (each associated to a certain type of legacy). Once contracted, it is very difficult to free oneself of the Red Curse, and those that do so must forever give up living in the Savage Coast.

The Savage Coast is also a natural deposit of two magical substances, vermeil and cinnabryl, which can be used in the creation of certain items, which have a beneficial effect on the population infected by the curse. In effect, only the magic substance known as cinnabryl and the essence of vermeil allow them to avoid or delay the collateral effects of the curse, allowing instead the individual to benefit from the powers acquired thanks to it, up to the point of acquiring new ones. Those who are able to exploit the advantages of the Legacies of the curse, up to the point of acquiring new Legacies and new powers, are able to raise themselves above normal people and acquire fame and respect: are the members of the caste of Inheritors.

### **ORIGINS OF THE RED CURSE**

No mortal knows of the exact origins of the Red Curse, given the elusiveness of the definition of its nature. There are three common theories, and each carries in itself a seed of the ultimate truth.

#### **THE DRAGONFALL**

Many centuries ago, dragons prospered and dominated both in the sky and on the ground. They periodically gathered in great assemblies, where they decided how they would rule their lands and interact with the other races. They lived in peace and in balance, and thanks to their wisdom, even the peoples that lived in the neighbouring regions prospered.

However, one terrible day the seeds of discord germinated among the dragons, who began mutually to make war, for reasons that have now been lost in the mists of time. The lord of all the dragons, saddened by the deaths of his children and by the absurdity of the conflict, until then had believed that the dragons were superior to the other races, and would never commit the same errors as the mortals, but had to accept the evidence of the bitter truth when it was much too late.

After a long search, the lord of the dragons finally managed to discover who had triggered the war, but this cost him sacrifices and blood. Indeed, after descending to earth and taking part in the conflict, he travelled all over the domains of the dragons, leaving behind himself a rain of blood, his own blood, until he found the hiding place of the mortal sorcerer who had provoked the war, with his machinations. The final battle against the sorcerer cost the dragon his life, and with his final breath, he cast a terrible curse on the area that had been covered by his blood. So great was his curse and its devastating effects, that the dragon was welcomed among the ranks of the Immortals and ascended to the heavens, and for this reason the curse is now eternal.

Vermeil if the dragon's blood reduced to a powder, which was scattered over all the lands that once were dominated by the draconic races. The curse made everyone living that land suffer and become a deformed and grotesque parody of themselves. It also served to attract to that area the greedy and power hungry, leading them to a region isolated from the rest of the world, in which these wretches caused their own destruction by their own hands.

#### **THE ARANEA AND THE WALLARA**

The wallara, known by most as chameleon-kin or chameleon men, once prospered thanks to their superior knowledge and wisdom of their leaders. Direct descendants of the draconic bloodline, the wallara evolved into a humanoid form much smaller than the dragons, to facilitate relationships with the other mortal races and share their draconic wisdom with them. During the golden age of the kingdom of the wallara, great

inventions were conceived, the standard of living of the mortals who associated with the wallara evolved greatly, and the mortals knew an age of peace and prosperity never before reached, with the wallara acting as intermediaries between the dragons and the mortals.

Then, the aranea suddenly appeared. They were spiders as evil as they were intelligent, who, in their arrogance, began to conduct bizarre experiments on the wallara they had taken prisoner, finally creating an epidemic that almost wiped out the wallara race. The patron Immortal of the chameleon men however, lord of all the dragons, tried to save his smaller children, but the aranea managed to alter even his magic, and in the end the wallara civilisation totally collapsed. The few survivors regressed to the Stone Age, and although they kept a rich spirituality and an elevated understanding of the world, their low technological level made them defenceless and slaves of the aranea.

The fury of the Great One was terrible for this. He called upon all his power, and covered the land of the wallara in a thick veil of magic, which would have given to any individual a natural magic power, thanks to which they could resist the progress of the aranea and oppose their arcane arts. However, the Immortals who protected the aranea interfered in the process, and the spell was altered, turning the benefit granted by the Great One into true curse; indeed, all those that acquired the magic power, became unavoidably distorted.

But the Great One hadn't given up, and brought forward his battle against chaos, in ways that the mortals could never imagine, until he devised a way to help all those who had already been marked by the aranea's curse. He knew he could do nothing more to counter the effects of his own spell, altered by other Immortals, and so instead tried to help all those who had already been contaminated by the power. He therefore took a bone from his body and crumbled it high in the skies, making its fragments and his blood fall on the region in which the curse was spread, after having enchanted them with a powerful magic. The blood sprang from his self-inflicted wounds becoming vermeil, while the pieces of bone fell to earth and transformed into deposits of cinnabryl, the substance that can protect from the devastating effects of the Red Curse and allow the blessing of Great Chaos to act in a continuous manner.

Today the aranea are a quasi-extinct race and hated by all. The bogeymen of children before their goodnight kiss. And those few that still wander the darkest, thickest forests, are hidden from mortal eyes, once again pardoned by the Immortals and protected by the Great One.

#### **NIMMUR AND THE MANSCORPIONS**

Many centuries ago, half human and half scorpion beings wandered the regions of the Savage Coast. In their wanderings, they finally came to the extreme west of the Savage Coast, and made friends with the ancient people

of Nimmur, the ancestors of the enduks (the winged minotaurs), who lived in that region. Initially the manscorpions showed friendship, even useful to the community of the minotaurs, but in them burned a clear and deep love for chaos, which couldn't be reconciled with the rigid and peaceful nature of the enduks.

One awful day, they revolted against the good folk of Nimmur and against the Immortal who protected both races, Ixion, betraying the faith of the enduks and the divinity. Ixion was so furious by the behaviour of the manscorpions that he cast a curse on them, rendering them vulnerable to the light and heat of the sun, so suddenly, most manscorpions becoming true living torches, and were consumed by the fire of Ixion. From the ashes of the manscorpions consumed by the divine flames was born vermeil, while the power that the manscorpions had inherited from the blessings of Ixion dissipated all around, in the air and in the earth, and it was transmitted to the other creatures, which began to show signs of naturally acquired magic powers.

The ashes of the traitors still fly through the air and infect all those that breathe it in, giving them the power of Ixion and his curse, which can only be stopped through the tears that Ixion shed when saddened by the betrayal of his beloved children, and that, on reaching the earth, become cinnabryl.

#### **THE TRUE STORY**

Each of the existing legends on the Red Curse tells a part of the truth, although each taken separately is false and incomplete. In effect, the curse is composed of several curses and spells, cast on the area over several centuries. It is the result of numerous conflicts that occurred 2,500 years ago, during a turbulent period in which magic was the source of several catastrophes.

Around 1,500 BC, the Nithian Empire was at the peak of its power. Founded on the banks of a great river that flowed through the heart of the modern Known World, in the region of present-day Ylaruam, Nithia was the cradle of a civilisation that rivalled that of the previous Empire of Blackmoor. The pharaohs, the rulers of Nithia, built imposing pyramids as monuments of their power, and sent exploratory missions to all the surrounding regions, to expand the borders of their domain and find new resources to exploit. One of these exploratory missions that reached and discovered the Savage Coast around 700 BC. There they established a new colony after enslaving some of the natives, as was customary. In about the same period however, the Immortal Thanatos put into effect his plan to corrupt the heart of Nithia and bring about its destruction, and his machinations inevitably brought about the collapse of Nithia two centuries later. When the other Immortals, irritated and worried by the prohibited research and by the pride of the Nithian rulers, decided to remove the Nithian civilisation from the face of the globe. The process that brought about the disappearance of Nithia

was particularly quick and unstoppable, and in the Savage Coast it all happened over the course of only one week.

In order to prevent anyone from remembering the nefariousness of Nithia, the Immortals also created a curse known as the Spell of Oblivion. This powerful spell affected all the living creatures of Mystara, eliminating any memory of Nithia and of the Nithians from their minds, and destroyed a large part of their monuments scattered around the world; thus, the majestic Nithian Empire disappeared into the mists of time, as if it had never existed. However, in the Savage Coast the destruction wasn't absolute: some pyramids survived, a testimony of the skill and superior knowledge of their builders, of who however the folk of the coast didn't keep any memory. Today, many believe that those constructions are ancient vestiges of the wallara civilisation, although they are unable to explain why they have never found any ruins in most of the nations of the Savage Coast.

Shortly before the disaster, the Nithians that governed on the Savage Coast tried one day to overthrow the throne, and ordered a secret conspiracy, thanks to which powerful Nithian sorcerers tried to replace the Pharaoh. To carry out their plans, these mages used their own spells to give several magic powers to their troops, in the hope of bringing war to Nithia, and these spells ended up becoming the basis for what later became the Legacies. Moreover, thanks to magic and alchemy, these sorcerers altered the common metal, creating a new and particularly magic substance, which could be forged into various items: cinnabryl. Later, when the plotters mounted their attack on the pharaoh, the wrath of the Immortals fell on Nithia, and the Nithian civilisation was erased.

In the meantime, the manscorpions, who from the Great Waste had been forced to migrate westwards by the Nithians, had begun to cohabit with the enduks of Nimmur. It was in this period that they revolted against their allies, and managed to chase them from their land; these latter managed to save themselves from annihilation, only because they were helped by the ee'ar, the winged elves, who carried them over the sea, among the mountains of the Arm of the Immortals. Ixion, which until that moment had protected the enduks and the manscorpions, received the prayers of the winged minotaurs, and wanted to avenge them, thus struck the manscorpion renegades with a twofold curse. Thus, the manscorpions of the Savage Coast became surprisingly vulnerable to the light of Ixion, i.e. sunlight, whose rays became unbearable up to the point of burning them. Many manscorpions perished in a burst of flame the day in which they were by the curse, and those who survived sought refuge in the caverns, caves and in the darkest recesses of the palaces of Nimmur, waiting for the comforting night. From that day, they were forced to avoid the light of the sun, and to live constantly among

the shadows, cursing Ixion and his followers. The second part of the Immortal's curse moreover, fell on the entire Savage Coast indistinctly, promising that anyone that had sought the power would be corrupted by it, and their body would quickly have mutations that showed to all how twisted their soul was. Although initially directed only against the manscorpions, the curse ended up striking all the inhabitants of the region, and in a special way those Nithians who had been magically altered by the powers of the power hungry sorcerers, creating the first Afflicted.

Finally, in period in which the Nithians lived their last days and the manscorpions took possession of Nimmur with treachery, another conflict involving the mages of Herath and the wallara. Contrary to the common opinion of the inhabitants of the Savage Coast, who believed that the aranea had become extinct over 3,000 years ago, and afterwards had been replaced by the elves and mages that now live in the woods of Herath, the conflict in question was fought by the wallara and the aranea. The wallara indeed, at that time gifted with great wisdom and incredible magical knowledge, had discovered in time the deceit of the aranea, who had begun to pass for human beings or demihumans and had occupied Herath, but had done nothing in response, as they were a peaceful and reserved people. However, towards 700 BC the Herathians used some wallara prisoners to conduct aberrant genetic experiments, creating finally the shazak race, a lizardkin species that became their servants. The wallara nation strongly protested this abomination, and threatened the Herathians of revealing their secret to the neighbouring civilisations if they continued their horrible experiments. Feeling profoundly threatened, the aranea thought it best to silence the wallara forever, and created a magical curse with which to infect the wallara nation, making the wallara forget everything they knew about the aranea. Unfortunately, the virus functioned too well, and over the next two centuries, had taken so much knowledge from the minds of the remaining wallara, that they regressed back to the Stone Age. This finally attracted the attention of the patron of the chameleonkin, the Great One, who interrupted the degeneration of the wallara, leaving them at their current primitive technological level. Thus in revenge, he cast a new spell on the entire region, scattering his blood on the Savage Coast, during the same period in which Ixion's spell was cast. The blood became vermeil, and helped to confound any type of detection of magic in the Savage Coast, therefore mostly affecting the powers of the Herathians, and impeded any type of divination and analysis of magical energy. Extremely angered, the Herathians united and counterattacked, and the Great One could do nothing to stop it, as he was very weakened following his efforts to help the wallara and extend the vermeil on to Savage Coast. Thus the mages of Herath managed to confine all the curses and the aberrant effects that flowed from them

to a small area to the east of the Savage Coast, in the lands that would later become known as the Savage Baronies. Since the curses remained confined in that region, few outside of the Baronies knew of them, although now and again some strange, deformed creature emerges from that bizarre land, demonstrating unusual and terrible powers.

Few knew of the effects of the divine curses, until recent migrations brought numerous colonists to settle in the cursed land, attracted by the presence of deposits of precious minerals and by the abundance unclaimed land. Thus, the folk that founded Los Guardianos (or the Savage Baronies) noticed the existence of a strange effect, which took the name of Red Curse, which weighed on their heads, and began to study and experiment, discovering cinnabryl, vermeil and the infamous and semiprecious red steel. Then, suddenly, during the final week of 1,009 AC, magic disappeared completely and without reason<sup>1</sup> from Mystara. Hordes of goblinoids raided and pillaged far and wide, especially in Herath, where they destroyed Belpheon, the capital of the magocracy. These events destroyed the mystic barrier that the aranea had woven around Savage Baronies to confine the Red Curse, and spread like wildfire across the entire Savage Coast, when magic began to flow in the world at the start of 1,010 AC. Today, all the regions are prey to the curse, and the legacies are spread among the inhabitants of the various nations of the coast, opening the area to a new period of chaos and turbulence.

Thus, the powers conferred by the Legacies are the result of certain Nithian spells, while the bad effects of the Red Curse were caused by the curse of Ixion and by that of the Great One, which today extend over the entire Savage Coast.

## REMOVING THE RED CURSE

If the Red Curse can be removed or not (entirely or in part) is firstly an individual choice by each DM. In some cases, this would be the final aim of an entire campaign, while in others the curse constitutes the permanent and fixed background of all the game scenarios. The scenario presented up to now for the Savage Coast isn't immutable (as shown by recent events in the history of Mystara), and it is up to each DM to decide if it is possible to challenge the curses of the Immortals and manage to dispel them.

Indeed, remember that the Red Curse is a combination of three different spells. Of these three effects, only the Legacies and cinnabryl had been created by mortals, while the other two effects, the most dangerous, are the work of the Immortals; and given that they are indivisible, removing only one part of the problem isn't enough to resolve it completely. If the DM

allows it, he can let the PCs to dispel one part of the curse, and the legacies or the cinnabryl would be the more probable elements, given the mortal nature of such magic. However, given the more advantageous effect that the Red Curse grants, many people would be opposed to this attempt, without counting that the PCs would have to revert to the Nithian matrix of the spell. And given that nobody remembers anything of ancient Nithia (and that the only ones who could be asked to shed light on it, i.e. the Immortals, are absolutely reluctant to reveal information on Nithia), the task would be rather hopeless.

If the DM allows the possibility of permanently removing the Red Curse from the Savage Coast, this task should be brought to term over the course of a campaign. This could take the entire life of a group of enterprising characters disposed to running several risks in their search, in order to discover all the truth on the three episodes that have determined the curse's formation. As such, it would be useful to speak with many of the Inheritors of the Savage Coast, as they possess much precious information regarding the source of their power. Although they will not always be inclined to make this available, especially to a group of people that openly says that they want to dispel that which makes the Inheritors superior to the rest of the mortals. Finally, to completely remove the curse, the group will have to by force obtain the help of one or more Immortals (like Ixion and the Great One), since only an Immortal spell can counter another of equal power; it is useless to say that this condition it will probably be impossible to satisfy in only one life.

Moreover, it is very probable that in their attempts to annul the Red Curse the characters will run into the Herathians, who will also be disposed to protecting their secrets. The characters have need of the help of the aranea if they want to hope to understand and destroy the curse that subjugates the inhabitants of the Savage Coast. But it goes without saying that to convince the Herathians to reveal their darkest secrets and cooperate with the patron Immortals of their enemies, the characters would probably have to sell their souls, or act to profoundly change the aranea culture, based on suspicion and deceit.

Similarly, the cooperation of the wallara is also required, but this could only come from the knowledge that has been lost because of the spell cast on them by the aranea. Therefore, the characters must first return the wallara culture to its ancient splendour, by returning the memories of the chameleon men, and even this is an epic task that requires decades of time and much perseverance.

As a final variant, although it may not be possible to eliminate all of the Red Curse, it could instead be possible to confine the effects within a limited area, as has happened initially in the area of the Savage Baronies. This naturally requires the help of the Herathian magic, which in the past was able of stemming the expansion of the curse, but even in this case it wouldn't be easy to

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<sup>1</sup> The so-called Week Without Magic was a direct consequence of the events described in the *Wrath of the Immortals* module, which brought about a conflict among the Immortals and the sinking of Alphatia.

convince the Herathians to help as they would be giving too many of their secrets away.

To conclude, it can be said that to eliminate or restrict the effects of the Red Curse will however be an epic and extremely long deed, which could even require more than one generation to be brought to an end. An event of this type would surely lead those able to do it on to the path to Immortality, and once they have ascended to the Celestial Spheres, the characters would finally have the chance of finishing their initial work. The problem is hard with a difficult solution, but it is solving questions like this that give birth to legends.

### THE MAGICAL SUBSTANCES

The Savage Coast, because of the Red Curse, is an area in which it is possible to find several magical and unknown substances. The two most important substances of which the region is rich are vermeil and cinnabryl. Both are very useful to counter or exploit the effects of the Red Curse, as from it they gain crimson essence, red steel, steel seed and smokepowder.

**TABLE 3.1: MAGIC SUBSTANCES OF THE SAVAGE COAST**

Type of substance	Cost
Cinnabryl	1 g.p. per ounce
Cinnabryl, amulet (8 oz.)	12 g.p.
Cinnabryl, talisman (16 oz.)	32 g.p.
Crimson Essence	200 g.p.
Red Steel	2 s.p. per ounce
Smokepowder	1 g.p. per ounce
Steel Seed	1 s.p. per ounce
Vermeil	1 s.p. per ounce

#### Vermeil

The most blatant manifestation of the curse is *vermeil* (also called “dragon’s blood”), an insoluble reddish powder that is found everywhere in the air and on the ground of the Savage Coast. The substance gives off a magic aura, and given that it is omnipresent in the region, it makes spells that detect magic useless, given that everything that remains in the area for a day ends up emitting a magical emanation if controlled with these spells. Because of the vermeil, any item produced in the Coast gives off a magic aura if examined with the correct spells.

Vermeil glows weakly in the dark, although it isn’t enough to illuminate an area, unless it is present in great quantities. The presence of this material in the air often causes strange effects during the night, like luminous wind currents or entire stretches that give off a spectral reddish aura.

Moreover, vermeil is automatically ingested by all the inhabitants of the Coast by either eating or breathing it, and many blame the substance for the effects of the Red Curse, calling those that suffer the devastating effects of the disease as people “under the effect of vermeil” or “infected”.

However, vermeil by itself has no adverse effects on an organism, nor does it possess other properties a part from its innate magic aura. It is however a fundamental component in the process of creating crimson and smokepowder, and is often used by spellcasters to produce powders with every type of magic effect; using vermeil grants a +3% bonus to the chance of successfully making any type of magic powder.

#### Cinnabryl

*Cinnabryl* is a rare, shiny metal with a weak luminescence. Its surface is smooth and seems slightly slippery to the touch, leaving a light reddish patina on the skin when it is placed in contact with it (like copper leaves a greenish trace if carried for long). Cinnabryl isn’t a resistant material and can be easily shaped with a hammer; its density is similar to that of gold and is double that of steel.

When it is worn in contact with the skin, cinnabryl protects the individual from the harmful effects of the Red Curse. The wealthier people in the Savage Coast usually wear cinnabryl jewellery to protect themselves from the physical devastation brought by the curse. A protective item made from cinnabryl is usually called an “amulet”, while a “talisman” is an amulet expressly made to contain crimson essence (another special substance, see below). However, cinnabryl isn’t eternal, and after a certain time when it is worn, any cinnabryl item begins to deteriorate and slowly lose its beneficial property, until it can no longer stop the course of the curse; at that point it undergoes a definite transformation, and becomes red steel (see below).

As cinnabryl deteriorates, its weight diminishes, and any jeweller or alchemist is therefore able determine how long a cinnabryl item can maintain its protective property based on its actual weight. For this reason, cinnabryl must be constantly replaced, and this characteristic helps to make it the most precious and sought after material of all the Savage Coast, along with red steel.

Cinnabryl however, has devastating effects outside of the Savage Coast, where its power isn’t balanced by the presence of vermeil in the air and in people’s bodies. Indeed, outside of the Coast cinnabryl becomes poisonous, and causes the loss of 1 point of Constitution per day, as long as it is worn or until it is depleted. Completely depleted cinnabryl (or red steel) however, has no adverse effects on a person.

Cinnabryl can be found in many natural deposits in the Savage Coast, but is totally unknown and impossible to find. These deposits are formed by clusters of round nuggets embedded in the red clay, and often near to deposits of steel seed (see below).

What nobody knows, is that cinnabryl is that it automatically reproduces as long as it remains within the red clay, since the Nithians created it with the intent of making a self-reproducing and inexhaustible magic material. The process of reproduction is very slow

however, and given that the deposits are exploited until exhausted, this can prevent cinnabryl from regrowing, which therefore runs the risk of disappearing one day from the entire Savage Coast.

### ***Red Steel***

When the protective effects of cinnabryl are exhausted, the substance that remains is *red steel*. It is an extremely light, dark red metal, which however doesn't glow like vermeil or cinnabryl. Red steel is hard without being friable, able to stay sharp and weighs half that of normal steel, the ideal metal to make weapons of all kinds from.

The magic that permeates the red steel also makes it a the most receptive material for being enchanted: magic items made of red steel have a +5% natural bonus to the spell's chance of success (and as such it is often used to create weapons, armour and other items by the spellcasters of the Savage Coast). Moreover, any armour of red steel enchanted permanently with a *disguise self* or a similar spell of metamorphosis is able to adapt automatically itself to the form and size of those that wear it. Finally, a weapon made of red steel is able to damage even those creatures that are normally immune to normal weapons and only woundable with +1 weapons. All these features make red steel an extremely sought after metal in any part of the world, and some nations of the Savage Baronies export red steel making huge profits, although the bulk of the reserves of red steel remain within the Savage Coast, thanks to efforts of the Inheritors.

### ***Crimson Essence***

This substance is a poison that give new Legacies to those that drink it. In many cases, the acquired power is temporary (it can be used only 3 times in the next 24 hours) and random (in these cases roll on Table 3.1). The first time he uses the power, the individual must also make a ST vs Spells or suffer the adverse effects of the power until it is used for the last time. Some individuals however (the Inheritors), manage to control multiple legacies and use crimson essence to permanently acquire these powers (see the description presented in the homonymous class).

*Crimson essence* is a liquid created by mixing vermeil with other alchemical substances. Once it has been prepared, the potion is set in a talisman of cinnabryl (a pendant or a bracelet) made precisely to hold the phial in contact with the skin hiding it from sight. When it has absorbed enough radiation from the cinnabryl, the essence emits a weak reddish luminescence, which shows its possessor that it is ready to drink. If it is drunk too early, whoever swallows it must make a ST vs. Poison or remain weak and defenceless, feverish and delirious, for the next 2d4 hours. The creation of crimson essence takes two months if made by an Inheritor, while any other individual can create it in 6 months.

### ***Steel Seed***

*Steel seed* is a granular substance, of silvery red colour, which is normally found in small quantities near deposits of cinnabryl; the only large mine of steel seed built so far is found in Smokestone City, in the County of Cimarron (Savage Baronies). Sages and alchemists speculate that it is cinnabryl that has been completely depleted and deprived of its magical power before it was extracted. However, these sages are still unable to explain how the cinnabryl has become depleted, as the process appears extremely different that takes places with red steel.

Steel seed is hard but slightly crumbly, and gives off a magic aura in the same way as vermeil, although it doesn't glow. Steel seed is like crystallised red steel, and due to its nature cannot be shaped to create weapons or other items, unlike red steel. However, steel seed is the main substance that allows the production of smokepowder.

### ***Smokepowder***

The Savage Coast is the only place in which it is possible to make *smokepowder*, by combining vermeil with a specific quantity of crushed steel seed. Only the most expert know of the process (with the *Craft Explosives* general skill) can produce it, and it keeps its properties only whilst it's within the Savage Coast, becoming a totally inert material outside of it, due to the lack of vermeil in the surrounding atmosphere. This has contributed to the creation and spread in various parts of the region of firearms, which are instead completely unknown in other parts of Mystara. The Kingdom of Renardie and the county of Cimarron are the major producers of powder of the Coast.

Finally note that the use of smokepowder accelerates the process of cinnabryl depletion worn by the Inheritors, with effects that can be devastating (see the section on *Depletion of cinnabryl*).

## **EFFECTS OF THE RED CURSE**

The three effects of the Red Curse (Legacy, Loss and Change) are described below. Note however, that only beings with an Intelligence greater than 3 are able to acquire the Legacies, although in some rare cases there have been common animals with surprising magic powers, while it is certain that the vast majority of the animals of the Savage Coast show traces of the Change.

### ***Advantages: The Legacies***

The only beneficial effect of the Red Curse is given by the Legacies. However, since every power is always accompanied by a detrimental or distorting effect, the folk of the Savage Coast never consider the acquisition of a Legacy as an advantage, but always as a part of the curse. The same term that designates these powers also refers to the Legacies that the region gives each of its inhabitants, as every power is a legacy of the Red Curse.

The Legacy is the first effect of the curse to manifest itself. It consists of a magic power that can be used

automatically by simply concentrating, although no more than 3 times per day. The majority of Legacies are a direct benefit to their possessor, while others can help indirectly or directly hinder third parties. The only races that are unable to acquire these powers (although they risk suffering the detrimental effects like the others) are the aranea, the ee'ar, the enduk and the wallara; all the others are potential receivers of the Legacies' powers.

#### ***Disadvantages: Loss and Change***

Once an individual acquires a Legacy, he begins to lose points from a specific characteristic (Strength, Intelligence, Wisdom, Dexterity, Constitution or Charisma), which usually is the opposite in respect to the nature of the gained power (e.g. the Strength Legacy causes the loss of Intelligence points). The number of points lost is variable and determined by rolling 2d4, although wearing cinnabryl prevents this loss (see below).

As well as this, the individual suffers a second harmful effect, which in the majority of cases manifests as a physical deformity (e.g. the Armour Legacy causes a series of horrible scales to grow all over the skin).

An individual that suffers from both the loss of characteristics points and the physical deformity is marked with the derogatory term of "Afflicted".

#### ***Secondary Effect: Colouring of the Skin***

Those that live in the cursed land gradually acquire a reddish tint on their skin and body hair. For humans and humanoids in general, this inflammation begins during puberty for those that live in the Savage Baronies (exposed longer to the effects of the curse), while for the inhabitants of the other areas the inflammation appears from adulthood onwards. The lizardkin and reptile races, and the turtles manifest the inflammation along the edges of their scales, while the furry races like the lupin or the rakasta take a red colour on the tips of the hairs. The winged beings finally, like the ee'ar and the enduk, show the signs of the Red Curse on the edge of their feathers.

If the individual lives long enough, this effect ends up making them appear totally red. Indeed, after an initial superficial reddening, the colour evolves into a deeper, darker tint, which seems to cover all the skin and hair of the subject's body. Even in this case, the exact rate of progression of the change varies based on race: for the longer living beings (like ee'ar, elf, enduk and dwarf) it can take decades, and doesn't include the reddening of the skin, while for the others (humans, humanoids, turtles, lupins, rakasta and lizardkin) a few years can be enough, although sometimes the change only affects the hair or the skin. The wallara are the only ones that don't manifest any sign of the colouring due to the Red Curse. The inhabitants of the Savage Baronies begin to show the colourisation from adolescence, and the process rapidly continues, causing their skin to acquire a characteristic coppery red colour, while the hair remains black, with reddish highlights like clotted blood.

The acquisition of the Legacy accelerates the process of inflammation, which therefore becomes an indicator of when a person is able to learn the Legacy. Moreover, every person that acquires a Legacy begins to give off a weak magical aura, which reacts to any attempt to detect through the appropriate spells; the more numerous the acquired powers, the more intense the magical emanation.

Non-native characters of the cursed land begin to experience the reddening of the skin from the first time that they manifest a Legacy, and this effect is a revealing symptom of the acquired power. The non-natives never completely change colour, although they are able to become Inheritors and learn more than one Legacy.

#### ***Manifestation of the Effects***

For the people not protected by cinnabryl, the effects of the Red Curse manifest themselves in the following way. The natives of the Coast suffer the reddening of the skin and hair as the first consequence of the disease, this reddening begins during puberty, particularly for those that live in the area of the Savage Baronies. Once they reach maturity, the majority of people develop a Legacy, which, despite the philosophical talks and the theories of the sages, manifest themselves in an absolutely random manner, although it is true that some Legacies are more common within certain areas (there are even some villages in which all the inhabitants have the same power), and those who obtain multiple Legacies usually acquire connected powers. To determine which Legacy an individual acquires by remaining in the Savage Coast, roll 1d20 on Table 3.1 based on the character's home region.

Even those that pass through a cursed area after having reached the age of maturity acquire a Legacy, unless they belong to a race that cannot acquire Legacies in any way (aranea, ee'ar, enduk and wallara), or are foreigners, people who didn't grow up Savage Coast. Non-native foreigners indeed, are completely immune to the effects of the curse for an overall number of days equal to his Constitution score, but at the end of this period, they fall victim of the curse and acquire a Legacy (roll 1d20 on Table 3.1 to determine the power randomly, as described above).

This initial period of time (that lasts 1d4+5 days) in which the Legacy manifests is called the "Time of Grace". During this period, which assists the progressive reddening of the skin and hair, the subject feels an excessive tingling in the extremities of his limbs and feels a constant sense of euphoria and power. During the Time of Grace, the individual can activate his special power once per day, simply by force of will. It is also automatically activated in moments of great stress, especially at the start, when he has still to learn all the power. The natives of the Coast know these symptoms well, recognise their meaning, and immediately try to purchase cinnabryl, to halt the degenerative effects of the Red Curse before undergoing the Time of Loss (see



below). The foreigners instead find themselves very lost, and have no choice but to consult the natives to understand what is happening to them.

After the Time of Grace, the individual gains full control of his Legacy, which can now be activated three times per day. This moment marks the start of the so-called “Time of Loss”, which lasts another 2d4 days, during each of which the subject is consumed by the acquired power and loses 1 point of the characteristic corresponding to the Legacy. If any one of the characteristics (with the exception of Charisma) is reduced to 0, the character has been completely annihilated by the curse and dies; a Charisma score equal to 0 means instead that the character has become apathetic, without stimulus and that his body is now a deformed parody of his previous appearance.

To finish, after the Time of Loss begins the “Time of Change”, which lasts 1d4+4 days, during which the physical signs of the Red Curse clearly manifest. In the majority of cases, the subject’s body is altered and transformed, and the change essentially depends on the Legacy linked to the individual (it is always mentioned in the description of each Legacy). If the power doesn’t cause a physical deterioration, any other type of change that is caused in the subject takes place during this period.

Those races that don’t acquire Legacies aren’t however immune to the effects of the Red Curse, and even pass through the three periods listed above like any other being. The DM must decide which Legacy would in theory have been acquired to know which characteristic is reduced and which change the victim undergoes.

The individuals that pass through the three stages without being able to stop the process in any way and that suffer the corporeal degeneration are called the “Afflicted”, horrid mutants despised and often driven away or killed by other people, whose only hope for a normal life is cinnabryl.

### ***Cinnabryl, The Only Protection***

From the moment that the Legacy manifests for the first time, the individual has a few days to obtain an amulet of cinnabryl in order to halt the detrimental effects of the curse. The amulet must remain in direct contact with the individual, and can be separated from bare skin by a maximum of a thin layer of cloth (like a shirt or a tunic). Those who are unable to obtain cinnabryl are slowly devastated by the curse, first losing characteristic points and then suffering a physical mutation, as described in the preceding paragraph.

If a character begins to wear cinnabryl during the Time of Grace, the only bad effect is the permanent loss of a point of the characteristic associated with the acquired Legacy, reducing the Time of Loss to only one day. Moreover, if the individual wears cinnabryl from the Time of Grace, he doesn’t suffer any physical alteration, as the Time of Change hasn’t effectively taken place.

Cinnabryl can also serve to counter the dangerous effects that are already occurring or that added over time. If an individual starts to wear cinnabryl after the first day of the Time of Loss, any further reduction of characteristic points is interrupted, and the process reverses. The character regains 1 characteristic point for every successive day, until it returns to a value 1 point below its original score; 1 characteristic point is lost permanently, independent of the moment he began to use cinnabryl.

Finally, if a character uses cinnabryl only from the start of the Time of Change, the transformation is immediately interrupted and it reverses. The time required for an individual to return to his natural form is always 1d6+4 days, and the process of the reverse transformation is always slow and painful.

If, however, the character stops wearing cinnabryl even for a brief time, the curse again starts to run its course, starting from the beginning. This time, however, the Time of Grace only lasts 1 day, after which the Times of Loss and Change start simultaneously, which causes the loss of 8 characteristic points to the individual within 8 days. If the designated characteristic drops to 0, the victim succumbs to the curse and dies, otherwise he remains alive, but becomes a deformed and grotesque being. As usual, these effects can be interrupted if the character finds more cinnabryl to wear, which immediately stops the Change and the Loss. However, in this case a certain period must pass before the effects are reversed, and this stasis period always lasts 2d4 days, at the end of which the individual begins to return to normal and the detrimental effects of the Loss and Change vanish (he recovers 1 characteristic point per day, as described above) after 2d4+6 days.

If the victim isn’t able to procure cinnabryl before the Time of Change has ended, then he becomes a true Afflicted, and only through particular measures could he recover from the state of disgrace he has fallen in to.

From this, it is evident that anyone with good sense knows that it is important to own and wear cinnabryl to counter the effects of the Red Curse, not just when they manifest the first symptoms, and this makes cinnabryl the most precious and sought after material in the Savage Coast. The majority of people wear amulets of cinnabryl or jewellery made of cinnabryl, while the Inheritors use talismans of cinnabryl, i.e. amulets that contain crimson essence, indispensable to these characters to learn different and numerous Legacies.

Anyone that has been infected by the Red Curse, acquired a Legacy and suffered the loss of a characteristic point, but avoided further effects thanks to the use of cinnabryl, is called “Contaminated” by the common folk, while the Inheritors use the term “Balanced”.

## DEPLETION OF CINNABRYL

When cinnabryl is worn by a being, its magical property is slowly exhausted, as it acts to counterbalance the effect of the Red Curse on the individual who wears it. In a week it is depleted by 1 ounce (0.5 cn) of cinnabryl, and based on the item in question's weight it can be established how long an amulet of cinnabryl is able to protect its wearer from the curse's effects (e.g. a necklace of cinnabryl of 8 ounces' weight is consumed in 8 weeks, or 2 months). The number of items worn isn't important, just the total weight of the cinnabryl. So, if an individual wore two bracelets of cinnabryl each weighing 8 ounces, he would be protected for a maximum of 16 weeks; if after 4 weeks he removed the bracelets, both would still have enough cinnabryl to halt the curse's effects for 12 weeks (6 weeks each). Usually, the inhabitants of the Coast those that are allowed cinnabryl never wear more than one amulet at a time, and usually an item that can protect for a minimum of 8 weeks (this is the standard, commonly produced, amulet, although it is possible to commission others of differing quantities).

Note that the weight mentioned above refers to completely undepleted cinnabryl. Indeed, the weight of the material diminishes hand in hand as its power decreases, as already explained in the preceding paragraph, and based on the relationship between its mass and actual weight, the experts of the Red Curse (jewellers, alchemists, sages, and some merchants and smiths) are able to determine how long an unknown item's protection will last.

The use of smokepowder near to cinnabryl suddenly increased the rate of deterioration of the substance, but only if at that moment it is being worn by an Inheritor, because of the peculiar relationship that exists between the cinnabryl and the Inheritor's body, altered by the presence of numerous Legacies and powerful magical forces. As already mentioned, the explosion of smokepowder within 5 feet of an Inheritor causes the instantaneous deterioration of a quantity of cinnabryl sufficient for one week. The quantity of smokepowder involved in the operation isn't important, although the minimum quantity that has this type of effect must be that necessary to fire a wheel-lock pistol.

If the character isn't wearing sufficient cinnabryl for at least one week, the quantity worn is completely depleted, and any days remaining are applied to the Time of Loss and of Change, which happen instantly. It is in order to avoid the unwelcome effects that all the Inheritors always try to wear at least 1 ounce of cinnabryl.

**Example:** Ramirez, a member of the Order of the Ruby with the Fight Legacy, wears an amulet that protects him from the effects of the curse for a further 5 days. Unexpectedly involved in a fight, finds himself too near to an individual who draws his pistol and fires it at an adversary. The explosion however affects his cinnabryl, which all deteriorates instantly, and furthermore Ramirez falls victim of the Time of Loss and

of Change, and he is considered to have already spent 2 days in this state (the week lost because of the explosion, less the 5 days remaining in the amulet). He therefore immediately loses 2 Intelligence points and his body begins to show sudden signs of the affliction linked to the Fight Legacy: when he activates his Legacy, his right arm is transformed into a sword and remains such for the next 2d4 hours, although it doesn't cause damage after the period of activation (it would simply be an unusable appendage).

## RECOVERING FROM AFFLICTION

Some individuals become the so-called "Afflicted", either because they have never worn cinnabryl, or because they have stopped wearing it, and have completed the Time of Loss and that of Change without curing it in time. In this case it is difficult to remedy the effects of the Red Curse, and the only known method implies the use of cinnabryl and magic.

Indeed, firstly a *remove curse* needs to be cast on the victim: the spell does nothing except make possible the use of cinnabryl to reverse the debilitating effect, but the cinnabryl must be worn immediately after receiving the spell. During the first week of the healing process nothing happens, although the cinnabryl depletes normally: at the end of the week however, the victim recovers a characteristic point from those lost, and continues to recover the others at a rate of 1 per 3 days, as long as he continues to wear cinnabryl.

Once he has recovered all his characteristic points, the victim must receive a new *remove curse*: this time the spell has the purpose of annulling any harmful effect, physical and mental, which the curse has left on the individual. Following the spell, the character must make a ST vs. Death Ray: if unsuccessful, it means that he cannot improve beyond his current condition, and will forever suffer from the physical effects of the change; otherwise, the individual returns to his original appearance in 2d4 weeks, as long as he continues to wear cinnabryl. This process is long and very painful, and causes the individual 1d4 hp per day, so that often the daily healing ability of the being's tissues is annulled, and the individual will need magical cures to recover.

## A POSSIBLE CURE?

As discussed previously, cinnabryl is able to protect a person from the devastating effects of the Red Curse and also of reversing these effects, but cannot eliminate the curse. In effect, no cure currently exists that totally tackles the Red Curse, which can only be prevented or controlled with a continuous treatment based on cinnabryl. The only true solution would be that of leaving the Savage Coast forever, thereby avoiding falling victim of the curse.

### *Leaving the Savage Coast*

It is dangerous to travel far from the Savage Coast for those that are victims of the Red Curse. In fact, once he

leaves the area in which vermeil is active, the individual doesn't suffer any secondary effect for a number of days equal to his Constitution; however, at the end of this period, the individual suddenly loses any possessed Legacies. In such a case, all the Legacies are automatically activated without control (one after the other, without overlapping), and each with the maximum effect and maximum possible duration, until his body expels all the accumulated magic energy and cleanses itself. At the end of this process, the character must make a ST vs. Death Ray: if successful, nothing happens, but if the ST fails, then the individual suffers a severe haemorrhage, is reduced to 1 hp and faints for 1d4 hours, during which no spell is able to waken or cure him, with the exception of a *heal*.

An afflicted who leaves the cursed land reacquires his lost characteristic points at the rate of 1 per day, although one point is permanently lost (as already explained). The physical transformation however persists, until he receives a *remove curse*, cast by a spellcaster of at least 10<sup>th</sup> level, which allows the subject's body to return to its original state. If the detrimental effect of the power isn't a physical transformation, then it disappears when the individual loses his Legacy. Even the reddish colouring of the skin and hair acquired over time gradually disappears, returning to its original colour over a year.

Any individual who wears cinnabryl after having left the Savage Coast is instead slowly poisoned by the mineral, and loses 1 Constitution point per day. This effect is commonly called "red blight", and continues until the character's Constitution drops below zero (and at that point the victim dies), or until the cinnabryl is completely exhausted, or the individual stops wearing it (this latter case he recovers the lost Constitution points at the rate of 1 per day).

If a character should return to the Savage Coast after having left, he is treated as a foreigner who has entered the region for the first time, in order to determine the effects of the Red Curse on him. In such a case, he doesn't necessarily receive the same Legacy that he previously had (there is a 50% chance that it is the same), although all the symptoms of the curse manifest in the same way and can cause the permanent loss of another characteristic point, if the acquired power is different to the previous one.

### *The Haze*

Not all the regions in which vermeil is found are actually cursed. In effect, in these areas known as the Haze, or the City States, Hule, Yavdlom, the Arm of the Immortals, the Orc's Head Peninsula and many miles of sea off the Savage Coast, the curse is present in a minor manner,

and doesn't cause the unease and transformations as happens in the heart of the Savage Coast.

The Haze is a buffer zone that stretches around the regions where the Red Curse is present. Individuals with Legacies, the Afflicted, foreigners and those beings without Legacies can all calmly travel within the Haze without any danger, and within this area smokepowder keeps its explosive property (with the consequence that it is possible to find working firearms within the Haze). Those that have Legacies don't run the risk of losing them, or suffering the Red Curse (as happens if they completely leave the area), while the foreigners that don't possess Legacies are affected by the curse and can continue to come and go without impediment. They, however, must always remain vigilant, as the borders of the Haze aren't defined, and there is always the risk of entering a cursed area without being aware.

Seeing as the reddish colouring extends outside the area in which the Red Curse is present, it is practically impossible to establish with certainty the limit beyond which it is possible to fall back under its influence. To make the situation even more complicated, there is the fact that, according to some sages, the Red Curse isn't a stable phenomenon, but is slowly moving year-by-year, infecting places that were previously immune to its effects. Certainly, this is a good way to insert characters into the campaign, although it turns out to be a little forced.

## **THE LEGACIES**

As already explained, the only advantage given by the Red Curse are the magic powers that each being that lives in the cursed regions acquires: The Legacies. The only races that are unable to acquire these powers (although like the others they risk suffering the debilitating effects) are the aranea, ee'aar, enduk and wallara; all the others are potential receivers of the powers of the Legacies.

To select which Legacy each individual acquires on reaching adulthood, roll 1d20 on Table 3.1 and randomly generate a power, selecting the result on the column relative to the region in which the character lives or is found at the moment of the power's manifestation. The four regions include the following nations and geopolitical areas:

**Region 1:** Savage Baronies, El Grande Carrascal, The Pampa Rica, Turtle Lands, Hule.

**Region 2:** Eusdria, Robrenn, Protectorado da Presa, Territories of the Carnax, Cassivellonis and Pyctis, Plain of Dreams.

**Region 3:** Renardie, Bellayne, Yazak Steppes.

**Region 4:** Herath, Bayou, Jibarù.

**TABLE 3.2 – POWERS OF THE RED CURSE DIVIDED BY REGION**

1d20	Region 1	Region 2	Region 3	Region 4
1	Aid	Animal Form	All-Round Vision	Acid Touch
2	Amber Paralysis	Anti-Poison	Anti-Missile	Animate
3	Armour	Bite	Ball of Fire	Blend
4	Burn	Breathe Water	Craft Item	Clairvoyance
5	Charm	Chill	Cure	Climb
6	Create Liquid	Crimson Fire	Disintegrate	Dexterity
7	Detonate	Digging	Displace	Disguise
8	Fight	Disrupt	Find	Duplicate
9	Grow	Entangle	Float	Feel Magic
10	Light	Farsight	Fog	Missile
11	Luck	Fly	Gas Breath	Phantasm
12	Proficiency	Meld	Gaseous Form	Poison
13	Projectile	Plant Form	Hypnosis	Red Steel
14	Senses	Red Shield	Leap	Reflect
15	Sight	Repel Metal	Phase	Regenerate
16	Speed	Shape Stone	Separation	Silence
17	Swim	Sleep	Shock	Spell Shield
18	War Cry	Spikes	Shoot	Unlock
19	Weapon Hand	Strength	Shrink	Weaken
20	Wind	Temperature	Translate	Webcasting

**TABLE 3.3 – POWERS OF THE RED CURSE GROUPED BY CORRELATION**

Legacy	(Region / Characteristic)	Related Legacies
Acid Touch	(4/Cha)	Gas Breath, Poison, Weapon Hand
Aid	(1/Int)	Anti-Poison, Fight, Regenerate
All-Round Vision	(3/Str)	Clairvoyance, Reflect, Silence
Amber Paralysis	(1/Dex)	Animate, Armour, Chill
Animal Form	(2/Cha)	Grow, Plant Form, Webcasting
Animate	(4/Wis)	Amber Paralysis, Separation, Shape Stone
Anti-Missile	(3/Wis)	Fly, Projectile, Shoot
Anti-Poison	(2/Cha)	Aid, Cure, Poison
Armour	(1/Cha)	Amber Paralysis, Spell Shield, Weapon Hand
Ball of Fire	(3/Str)	Burn, Create Liquid, Spell Shield
Bite	(2/Int)	Poison, Weapon Hand, Webcasting
Blend	(4/Con)	Disguise, Phase, Silence
Breathe Water	(2/Con)	Create Liquid, Sight, Swim
Burn	(1/Str)	Ball of Fire, Chill, Shock
Charm	(1/Con)	Hypnosis, Luck, Translate
Chill	(2/Con)	Amber Paralysis, Burn, Temperature
Clairvoyance	(4/Dex)	All-Round Vision, Disguise, Find
Climb	(4/Wis)	Entangle, Find, Leap
Craft Item	(3/Con)	Disintegrate, Proficiency, Red Steel
Create Liquid	(1/Str)	Ball of Fire, Breathe Water, Wind
Crimson Fire	(2/Str)	Light, Missile, Red Shield
Cure	(3/Dex)	Anti-Poison, Disintegrate, Regenerate
Detonate	(1/Wis)	Digging, Displace, Spikes
Dexterity	(4/Wis)	Disguise, Strength, Unlock
Digging	(2/Int)	Detonate, Shape Stone, Swim
Disguise	(4/Wis)	Blend, Clairvoyance, Dexterity
Disintegrate	(3/Con)	Craft Item, Cure, Phase
Displace	(3/Int)	Detonate, Duplicate, Separation
Disrupt	(2/Dex)	Regenerate, War Cry, Weaken

Duplicate	(4/Str)	Displace, Phantasm, Plant Form
Entangle	(2/Int)	Climb, Spikes, Weaken
Farsight	(2/Str)	Fly, Luck, Sight
Feel Magic	(4/Str)	Find, Phase, Red Steel
Fight	(1/Int)	Aid, Shoot, War Cry
Find	(3/Dex)	Clairvoyance, Climb, Feel Magic
Float	(3/Dex)	Fog, Webcasting, Wind
Fly	(2/Wis)	Anti-Missile, Farsight, Missile
Fog	(3/Con)	Float, Gaseous Form, Temperature
Gas Breath	(3/Cha)	Acid Touch, Gaseous Form, Sleep
Gaseous Form	(3/Con)	Fog, Gas Breath, Wind
Grow	(1/Cha)	Animal Form, Shrink, Spell Shield
Hypnosis	(3/Dex)	Charm, Phantasm, Sleep
Leap	(3/Int)	Climb, Luck, Speed
Light	(1/Dex)	Crimson Fire, Phantasm, Temperature
Luck	(1/Any)	Charm, Farsight, Leap
Meld	(2/Cha)	Separation, Shape Stone, Shrink
Missile	(4/Con)	Crimson Fire, Fly, Reflect
Phantasm	(4/Con)	Duplicate, Hypnosis, Light
Phase	(3/Int)	Blend, Disintegrate, Feel Magic
Plant Form	(2/Dex)	Animal Form, Duplicate, Shrink
Poison	(4/Cha)	Acid Touch, Anti-Poison, Bite
Proficiency	(1/Any)	Craft Item, Senses, Unlock
Projectile	(1/Wis)	Anti-Missile, Shoot, Spikes
Red Shield	(2/Con)	Crimson Fire, Red Steel, Shock
Red Steel	(4/Dex)	Craft Item, Feel Magic, Red Shield
Reflect	(4/Int)	All-Round Vision, Missile, Repel Metal
Regenerate	(4/Cha)	Aid, Cure, Disrupt
Repel Metal	(2/Int)	Reflect, Shock, Unlock
Senses	(1/Str)	Proficiency, Sight, Translate
Separation	(3/Cha)	Animate, Displace, Meld
Shape Stone	(2/Wis)	Animate, Digging, Meld
Shock	(3/Str)	Burn, Red Shield, Repel Metal
Shoot	(3/Wis)	Anti-Missile, Fight, Projectile
Shrink	(3/Cha)	Grow, Meld, Plant Form
Sight	(1/Con)	Breathe Water, Farsight, Senses
Silence	(4/Int)	All-Round Vision, Blend, Sleep
Sleep	(2/Cha)	Gas Breath, Hypnosis, Silence
Speed	(1/Wis)	Leap, Strength, Swim
Spell Shield	(4/Str)	Armour, Ball of Fire, Grow
Spikes	(2/Cha)	Detonate, Entangle, Projectile
Strength	(2/Int)	Dexterity, Speed, Weaken
Swim	(1/Int)	Breathe Water, Digging, Speed
Temperature	(2/Dex)	Chill, Fog, Light
Translate	(3/Str)	Charm, Senses, War Cry
Unlock	(4/Wis)	Dexterity, Proficiency, Repel Metal
War Cry	(1/Wis)	Disrupt, Fight, Translate
Weaken	(4/Con)	Disrupt, Entangle, Strength
Weapon Hand	(1/Int)	Acid Touch, Armour, Bite
Webcasting	(4/Str)	Animal Form, Bite, Float
Wind	(1/Con)	Create Liquid, Float, Gaseous Form

### *Multiple Legacies*

Any character who belongs to a race able to acquire Legacies can become an Inheritor, choosing to accumulate the maximum number of magic powers and exploit the Red Curse to their own advantage (see the section of the new Inheritor class).

For many, acquiring a Legacy and trying to obtain the cinnabryl needed to protect themselves from its debilitating effects sums up the view of the burden that the Red Curse forces them to bear. The Inheritors instead, are a caste of individuals who study these magic powers in order to be able to channel more energy and acquire multiple Legacies.

Each Inheritor starts in the same way as the majority of the inhabitants of the Savage Coast, by gaining a Legacy on reaching adulthood. Afterwards, he decides to exploit the latent powers of the Red Curse more, and begins to study to obtain new powers, by entering one of the three Inheritor orders in the Savage Coast. At this point he begins his Inheritor life, and at 1<sup>st</sup> level finally gains his second Legacy, thanks to the use of crimson essence, which allows the Inheritors to gain a new power every 3 levels (so at 3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>, etc.), which is always what he wants. The process isn't obligatory or automatic, as he must first consume crimson essence.

When the Inheritor drinks his crimson essence, he permanently acquires a new Legacy (whilst all other individuals only gain it temporarily), although he permanently loses one point in the characteristic linked to that power. This naturally assumes that the character is wearing cinnabryl while drinking the potion, otherwise he immediately suffers the effects of the Time of Loss and Change, as would normally happen.

The Inheritors must always wear amulets of cinnabryl, to avoid the detrimental effects of the different Legacies, which will otherwise suddenly harm them. Indeed, when an Inheritor experiences the lack of cinnabryl, he automatically suffers the detrimental effects caused by all his Legacies, and each day loses 1 point from every characteristic linked to his powers. So, if he has more than one power linked to the same characteristic, this would mean a corresponding loss of points in that characteristic, which could mean certain death within a brief time. During the time of recovery instead, each physical transformation is considered separately, and therefore requires that one be fully healed before the effects of another are reversed. Similarly, the characteristic points are recovered at the rate of only 1 point per day, and not of 1 point for each characteristic per day!

Because of this extreme vulnerability to the deprivation of cinnabryl, the Inheritors are particularly cautious in maintaining their own reserve of cinnabryl, and have developed secret orders and companies to control the flow cinnabryl throughout the Savage Coast.

When the Inheritor acquires new magical ability, he has a certain freedom in selecting what power he gains.

Indeed, each Legacy is linked to others, based on their effect, and instead of randomly choosing, the Inheritor can consciously decide to obtain one of the Legacies linked to those he already possesses. (E.g., a character with the Burn legacy could choose to gain Chill as his new power); Table 3.3 shows which Legacies are connected and which characteristics are bound to them.

If the DM allows it, an Inheritor character could choose to improve a Legacy he already possesses instead of acquiring a new one. In this case he could augment the duration of each use, or the damage inflicted, or the power's range, or finally double the number of daily uses.

### *Using the Legacy*

In general, using a Legacy is a simple and automatic action: it is sufficient that the character concentrates and the power manifests (like invoking a spell). He doesn't need to make any skill check or Attack Roll, or consume points of any type when he activates a Legacy. The only limit present is the number of daily uses of each Legacy, which cannot be used more than three times within a 24-hour period (and isn't possible to activate more than one Legacy per round). In regards to its variables, the effects of the power depend entirely on the level of the individual who uses it, whom can also terminate the effect before the duration indicated. It is however possible to impede the use of a Legacy by breaking the concentration of its activator by hitting him in the same round before the power is activated.

Many Legacies don't cause any changes in the individual's body, but some require a temporary transformation (e.g., the Entangle Legacy transform the subject's hair and digits into long strands that trap the enemy).

The Afflicted continually suffer from the detrimental effects of the Legacies, becoming mutated and deformed beings. However, this doesn't allow them to constantly use the magical ability linked to each transformation: for most of the time however, the transformation is a simple useless, physical impediment. E.g., an Afflicted with the Fly Legacy has a pair of wings that emerge from his back, which he can use to fly only 3 times per day, for a limited period; for the rest of the time, they are encumbering and annoying growths and, completely useless.

Finally, the majority of Legacies don't allow any ST to resist them, as their use requires an Attack Roll or some type of check by whoever activates it; when a Legacy allows a ST, it is explicitly mentioned in its description.

### *The Legacies and Magic*

Being originally a series of spells associated to various individuals, the Legacies are overall treated as arcane spells, which however can be invoked by simple concentration, with no need for words or gestures of activation. Spells that detect or dispel magic, as well as anti-magic areas or barriers that reflect magical effects, act normally when used against Legacies, while the *remove curse* spell as no effect against the individual Legacies.

In the few cases where the Legacies' functioning doesn't follow the normal rules of arcane magic, the description of the power explains exactly how the desired effect is produced.

### ***Legacies in the Campaign***

If the Legacies are imported into other campaigns, it could cause a problem of game balance, especially if the detrimental effects of the Red Curse are lessened. It is due to this that the rules presented in the paragraph entitled *Leaving the Savage Coast* were introduced, to avoid creating imbalances in other scenarios with a different type of setting. Each DM should take into consideration the power of each Legacy and act to resolve any abuses by the players, or defects of the system that emerge during game sessions.

Characters with Legacies are very common in the cursed lands of the Savage Baronies, and don't particularly attract attention for this reason, while in the other regions in which the Red Curse is widespread they can be viewed with suspicion and hostility. Even the Afflicted are rather common in the Savage Coast, especially among the ranks of the poor, and there are several villages or enclaves of unfortunate individuals throughout the Savage Baronies and in the Kingdom of Renardie, although they lack a sufficient cohesion to create a proper state. Most of the Contaminated (or Balanced) are instead adventurers, nobles or rich merchants, who can get hold of cinnabryl thanks to their luck. This therefore forces many of the poor down the adventuring route, but instead of limitless wealth, they often only find a pitiful end, and the so high mortality among adventurers of the Savage Coast is the umpteenth consequence of the Red Curse.

In the cursed lands therefore, individuals with Legacies are treated as normal folk, because this is the normality in these regions. The Afflicted are generally avoided, although those that have not so showy afflictions are tolerated and treated better. Finally, beings with arachnid deformities are viewed with suspicion or pity, as they are considered particularly unfortunate, given that they are commonly linked with the aranea, or the bogeyman *par excellence* of any culture of the Savage Coast.

### ***Description of the Legacies***

In the following paragraphs are described the 80 Legacies that are commonly spread in the Savage Coast. The DM is free to add new ones or modify the existing ones, although he is advised to keep clear in his mind the type of power that he wishes to create and compare it with those that already exist, in order to see if it is balanced or not and take any remedial steps.

### **Legend:**

#### **NAME**

**Characteristic:** the characteristic to which the power is linked; note that the acquisition of a Legacy always causes the permanent loss of 1 point of the corresponding characteristic. The entry "Player's Choice" means that the player can associate the power to any characteristic he likes, but once made, the choice cannot be changed.

**Range:** the area affected by the power or the maximum distance to which the power can be used.

**Duration:** shows the duration of the Legacy's effect. In this work it was chosen to use the minute as the duration unit rather than the round (as in the AD&D rules), to prevent the Legacies at low level and for the Afflicted being practically useless (except for some unbalanced powers where the duration is unchanged).

**Description:** the complete description of the Legacy's effect, whose power is based (in the majority of cases) on the level or Hit Dice of its user. The term "spellcaster" is used here to indicate the Legacy's user.

**Detriment:** The description of the negative effects that the power includes. In most cases, it is a physical deformity that happens when the character doesn't wear cinnabryl; some Legacies have more than one detrimental effect. The DM is invited to be creative with these effects, and remember that the permanence of a physical change doesn't allow the power to be used more than the 3 times daily normally allowed. Beyond ruining an individual's physical appearance and giving a -2 penalty to any Charisma check or Reaction roll, these transformations shouldn't involve other disadvantages, as the transformation into a repugnant mutant avoided by all is already a sufficient penalty.

### **ACID TOUCH**

**Characteristic:** Charisma

**Range:** touch

**Duration:** instantaneous

The character produces acid from his hand or mouth; the choice is at the individual's discretion, but once made, he can only secrete acid from that body part. The acid doesn't harm the character, but causes damage to those that the character is able to touch (if the acid comes from the mouth, the spat acid can hit a target within 3 feet) with a normal Attack Roll modified by Dexterity. One round after leaving the character's body, the acid becomes an inactive and harmless liquid. The acid causes damage equal to 1d4 +1 hp per level (maximum 1d4+20 hp at 20<sup>th</sup>-level), and can only destroy animals or plants, having no effect on minerals or metals.

**Detriment:** The character constantly secretes a slightly acidic, brown liquid from his hands or mouth. This liquid slowly dissolves any plant material with which it is contact (dissolving 1 ounce every 3 hours), and causing an irritation if it touches the skin of a living being (including the subject who has the Legacy). The acidity

of the secreted liquid is so low that it is useless as a weapon, unless the Legacy is active.

## AID

**Characteristic:** Intelligence

**Range:** touch

**Duration:** 1 minute per level

The character is able to confer to a touched individual (including himself) a number of additional hit points equal to his level. This power allows an individual to exceed his hp total, although the additional hp are the first lost to damage, and vanish completely after one minute per level, or when they are eliminated by received damage, and they cannot be recovered via magical cures.

**Detriment:** On the character's skin (usually on his hands and face) grow small round lumps, one for each hp he can confer, which damage the Afflicted's appearance.

## ALL-AROUND VISION

**Characteristic:** Strength

**Range:** personal

**Duration:** 1 minute per level

Activating this power, a pair of eyes sprout from the character's nape, and another two from his, which grants him a better view of the environment for the effect's duration. He isn't able to focus his attention on the specifics, but can identify the shapes, and are therefore able to detect any creature that approaches the character from any direction. This makes the subject immune to surprise and backstabs, and eliminates the penalty for being attacked from behind. However, the sight of these eyes is normal (if however, he has infravision, this extends to the extra eyes), and can therefore be blocked by environmental conditions (darkness, fog, smoke) and is incapable of detecting invisible or camouflaged creatures, unless the individual has an appropriate magic power. Note that it is possible to use other sight-based powers through these additional eyes.

**Detriment:** The character retains the extra eyes although he is unable to see through them, and occasionally others sprout from other parts of the body (hands, legs, etc.), which move on their own accord without permitting additional vision.

## AMBER PARALYSIS

**Characteristic:** Dexterity

**Range:** 30 feet

**Duration:** 1 minute per level

This power allows the paralysation for a period of minute per level any one being that is within 30 feet. The victim can make a ST vs. Paralysis to avoid the effects, but suffers a cumulative -1 penalty for every 3 levels (rounded down, up to a maximum of -5 at 15<sup>th</sup>-level). If the ST fails, the creature is immediately wrapped in a half-inch thick solid shell of amber, which makes any movement impossible for the effect's duration.

As long as he remains in the amber case, the victim's life functions are interrupted, and the shell cannot be

penetrated by any liquid or gas. The prison has an AC of 0 against any attack, 5 Damage Points per character level, and can only be damaged by magic weapons and spells. A *disintegration* used against it destroys it, and probably the person inside it (if he fails his ST), although the Disintegrate Legacy can only dissolve a part of the case.

Amber paralysis can also be used with a protective intent beyond that restricting manner, for example to prevent a certain attack from damaging a thing or a person, or to stop the life functions of dying individual or one who risks bleeding to death, and so on.

**Detriment:** The spellcaster is constantly covered by a slightly shiny, amber film, similar to a soap bubble. This shell doesn't offer any protection or hinder movement. It does affect his vision (he sees everything through an amber filter that distorts the true colours), and hearing (-1 penalty to surprise rolls and -2 to *Listen* checks, or -10% to *Hear Noise*). The Afflicted must carve himself holes to be able to eat or speak clearly (each hole is automatically made in 1d4 minutes).

## ANIMAL FORM

**Characteristic:** Charisma

**Range:** personal

**Duration:** 2 minutes per level

The subject assumes the form of a normal animal of equal or smaller size, whose external appearance is at the character's discretion (e.g. can become a wolf with a white coat, or a dog with a ragged ear, or a snowy owl). The form chosen the first time he acquires this power is the only one that he can assume thanks to it. He gains the motor and breathing abilities, the AC and the attack forms of the animal, while retaining all his remaining characteristics (including personality and memories). The equipment worn melds into the new form and becomes totally useless (including magic items), but the spellcaster is able to speak normally in the languages he knows (and not the animal's) even in this form. Moreover, he can use other Legacies and even cast spells, if he has humanoid arms and hands, and can perform actions limited by his new form and normal intelligence.

**Detriment:** An Afflicted retains his animal form permanently, unless he is cured of the detrimental effects of the Time of Change.

## ANTI-MISSILE

**Characteristic:** Wisdom

**Range:** personal

**Duration:** 1 minute per level

The character obtains partial immunity against all non-magical projectiles and thrown weapons: only if the weapon hits with a natural 20 on the dice roll does it bypass the barrier and wound him. Magical projectiles or weapons can instead wound those protected by this Legacy normally.

**Detriment:** The character's skin changes considerably, and from it grows a series of growths similar to scales or spines, or it becomes rough like bark or smooth and hard



like an eggshell. This second skin covers the normal skin, but doesn't offer any further type of protection unless the Legacy is active.

### **ANTI-POISON**

**Characteristic:** Charisma

**Range:** touch

**Duration:** 3 minutes per level

With the touch of his hands, the character is able to bestow a bonus to a creature's (including himself) next Saving Throw versus Poison. The ST bonus is +1 and improves by 1 point for every three levels (rounded down), up to a maximum of +5 at 12<sup>th</sup>-level. The bonus disappears after the subject makes his first ST vs. Poison, whether it was successful or not. If the subject has already failed a Poison ST before receiving this Legacy, he can make a second ST to annul the effect but without the bonus.

**Detriment:** The character grows fangs, claws or even a forked tail. Although they cannot be used to perform attacks, when the Legacy is active, it is via these extremities that he injects the subject with the antitoxin that grants the bonus to the ST versus the poisoning.

### **ANIMATE**

**Characteristic:** Wisdom

**Range:** special

**Duration:** 1 minute per level

The subject can animate a single, non-magical item of up to 10 lbs. (100 cn). The item is animated by touch, and afterwards it must remain within 30 feet of the character controlling it. Any attempt to try to animate an item possessed by another individual requires an Attack Roll and the item's possessor can prevent the item escaping with a successful opposed Strength check each round.

The item moves in the way most consistent with its nature (a carpet creeps, a wheel turns, a feather flies, a sword balances on its pommel and then attacks, etc.), at a speed equal to 60 feet per round. It can attack once per round: if it is a weapon it does its normal damage, while other items inflict damage based on their size: Diminutive: 1 HP; Tiny: 1d2 HP; Small: 1d4 HP; Medium: 1d6 HP (larger items cannot be animated). The item has an AC that depends on the material it is made from and the standard Damage Points (see Vol. 3, p.29 – *Hit Points and Saving Throws of Items*).

**Detriment:** The character is always moving and cannot stay still, hopping from one foot to the other, continually rubbing his hands, brush dusts from his clothes, and even his hair (both head and body) seems to move by itself. Moreover, any diminutive or tiny item he approaches can suddenly animate (50% chance) without the spellcaster being able to control it.

### **ARMOUR**

**Characteristic:** Charisma

**Range:** personal

**Duration:** 1 minute per level

When this Legacy is active, the individual's skin becomes a dark red colour, and sometimes covered in scales. This transformation doesn't prevent the character from wearing clothes or armour, and improves his natural AC by 1 point, plus 1 point for every four levels (rounded down), up to a maximum of 5 points at 16<sup>th</sup>-level. The effect is cumulative with the protection offered by any magic item or defensive spell.

**Detriment:** An Afflicted with this power has his body completely covered in scales and plates, or the skin becomes thick like bark or like stone. This change doesn't confer any further protection, except when the Legacy is active, but the skin becomes so thick that the character must wear special, mad to measure clothing and armour.

### **BALL OF FIRE**

**Characteristic:** Strength

**Range:** 40 feet

**Duration:** instantaneous

The character creates in his own hand a ball of fire, which can be thrown at an enemy up to 40 feet away. The ball grows once it's left the subject's hand, reaching 1 foot in diameter just before impact. To hit the target requires a normal Attack Roll modified by Dexterity, and it does 1d4 damage per three levels (rounded down), up to a maximum of 5d4 hp at 13<sup>th</sup>-level. The target can also catch fire if he fails a ST vs. Spells (or against Fire if it is an object), but cannot reduce the damage.

**Detriment:** The character's skin is red and warm to the touch, and his irises turn scarlet. He constantly sweats and must drink double the normal amount for a being of his race to sate his thirst. Moreover, the emitted is such that it is able to set alight any item that is in contact with his skin for more than 10 rounds (causing 1 hp per round if a ST vs. Fire fails, which means that often scrolls in his hand catch fire and his clothes smoke).

### **BITE**

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1 minutes per level

When the Legacy is active, the character develops fangs, which he can attack with, causing 1d8 damage with a successful Attack Roll.

**Detriment:** The character's teeth enlarge and his mouth deforms; some individuals develop the tusks of a boar or the teeth of a rabbit. The character's bite causes the standard damage for his race, unless the Legacy is active.

## **BLEND**

**Characteristic:** Constitution

**Range:** personal

**Duration:** 1 minute per level

The colour of the character and his equipment change to adapt to the surrounding environment, like a chameleon. The power makes detecting the character difficult: there is a chance equal to 20% +5% per level (up to a maximum of 95%) that the individual isn't noticed whilst camouflaged. If the character is a thief, this percentage can be added to his *Hide in Shadows* value. If the subject moves whilst the Legacy is active, the camouflage continues, but the percentage to pass unobserved is halved.

**Detriment:** An Afflicted with this Legacy changes in colour to contrast with the surrounding environment, becoming easily seen. Other times, the individual's skin becomes transparent, so that his skeleton and internal organs, which acquire a reddish colour, are clearly visible. This doesn't however make him more difficult to see.

## **BREATHE WATER**

**Characteristic:** Constitution

**Range:** personal

**Duration:** 2 minutes per level

Thanks to this power, the individual is able to breathe comfortably in the absence of air (or the substance that allows him to live), in any environment. The Legacy doesn't affect the individual's ability to move or see in environments different to his normal habitat (e.g. it doesn't allow him to move better or speak underwater), but makes him immune to inhaled poisons.

**Detriment:** The character develops gills on his neck or sometimes on his torso, and often grows a crest or scales on his back or head, although these physical characteristics are useless unless the Legacy is active.

## **BURN**

**Characteristic:** Strength

**Range:** 10 feet

**Duration:** instantaneous

The character can produce flames to burn an enemy. The flames are emitted from the hands or the mouth: the point of origin is chosen when the Legacy is acquired, and cannot be changed later. Hitting the target requires a normal Attack Roll, and the flames can be up to 10 feet long. Any inflammable material it touches must make a St vs. Fire to not catch fire, while any creatures hit take 1d4 + 1 hp per level (max. 1d4+20 at 20<sup>th</sup>-level; no save).

**Detriment:** The character's skin is red and warm to the touch, and his irises become scarlet. He sweats constantly and must drink double the normal amount to sate his thirst. Moreover, the heat emitted is such that it can set fire to any item that is exposed to his skin for more than 10 rounds (causing 1 hp per round if a ST vs. Fire is unsuccessful, which means that scrolls held in the hand catch fire and his clothes smoke).

## **CHARM**

**Characteristic:** Constitution

**Range:** 30 feet

**Duration:** 2 minutes per level

With this Legacy, the character can influence any living being with a number of Hit Dice or levels lower than his own. The victim must be visible and within 30 feet, but can avoid the effect with a successful ST vs. Spells: if the ST fails, for the duration of the Legacy the victim considers the subject his loyal friend, who must be heeded and protected. If the victim is damaged by the character or by one of his allies in the round before the Legacy's use, his ST gains a +1 bonus per point of damage suffered.

**Detriment:** An Afflicted with this Legacy constantly smiles, and his mouth is so deformed that it resembles a somewhat maniacal grin. This also affects the character's dictation, and he is unable to pronounce correctly the letters "f", "v", "p" and "b".

## **CHILL**

**Characteristic:** Constitution

**Range:** 10 feet

**Duration:** instantaneous

The character can generate an icy breath that cause damage to the target. Hitting the target requires a normal Attack Roll (modified by Dexterity), and the breath can reach up to 10 feet distance, originating from the hand or mouth. The point of origin is chosen when the Legacy is acquired, and cannot be changed later. The damage caused is equal to 1d4 hp + 1 hp per level (maximum 1d4+20 hp).

**Detriment:** The Afflicted's skin is cold to the touch, he feels cold and constantly shivers. Small patches of frost form on the ends of his hair or on some parts of his skin, while his irises become white, and his complexion and body hair pales.

## **CLAIRVOYANCE**

**Characteristic:** Dexterity

**Range:** 20 feet per level

**Duration:** 1 minute per level

This Legacy allows the subject to view a different place to his current location. The new point of view must be within a range of 3 feet per level and the subject is able to see from any point or angle within this range, although the Legacy doesn't grant any type of special vision. From 5<sup>th</sup>-level onwards, this power also allows him to hear sounds within 30 feet of the chosen point of view.

**Detriment:** The Afflicted's eyes become noticeably larger, or emerge from their sockets on the end of stalks. In other cases, he acquires a third eye in the centre of his forehead that moves as it likes, and doesn't grant any extra vision. Occasionally the character can have visions of some scene that is happening from 100 yards to several miles distant, but they are always very brief and disorientating experiences, and don't give enough information to give the individual an advantage.

## CLIMB

**Characteristic:** Wisdom

**Range:** personal

**Duration:** 1 minute per level

The Legacy gives a 95% chance of climbing any surface.

**Detriment:** In some cases, the Afflicted's hands and feet become sticky, such that debris and small items stick to them, although the effect isn't enough to climb safely unless the Legacy is active. In other Afflicted, the arms or fingers become, which function normally until the Legacy is active: in this latter case, they can be cast towards the top of a wall, allowing the individual to climb it. Other times finally, the individual's limbs become similar to the legs of a spider, with an extra joint and with bristles that grow all over his skin.

## CRAFT ITEM

**Characteristic:** Constitution

**Range:** 10 feet

**Duration:** permanent

Thanks to this Legacy, the character can create a small item, using an appropriate general skill that he must know (e.g. *Smithing* or *Bowyer/Fletcher*); if more than one skill is involved in the creation of the item, the character must know them all. The necessary materials must be within 10 feet when the Legacy is activated, and if they are in the possession of another person, they can make a ST vs. Spells to avoid it.

The construction of the item requires 1d4 rounds, during which the raw materials combine to form the final item. For example, with pieces of steel and branches it is possible to create arrows if he has the *Bowyer/Fletcher* skill. This power only permits the creation of one item with a maximum weight of 4 ounces (20 cn) per level, or a number of items whose combined weight doesn't exceed the maximum weight allowed, and in each case the maximum size of the item is medium.

**Detriment:** The character's hands quiver nervously, as if he is always building something. When the Legacy isn't active, all the character's crafting general skills suffer a -2 penalty, while items that are worn or held in the hands sometimes break (10% chance each hour).

## CREATE LIQUID

**Characteristic:** Strength

**Range:** 10 feet

**Duration:** permanent

The character can create water, wine or milk with this Legacy, up to 10 pints per level. The type of liquid created is determined each time the Legacy is activated. It appears within 10 feet of the subject, but never within the body of an individual and if no container exists to hold the liquid, it disperses into the environment. The liquid is normal, pure, has the same temperature as the surrounding environment, and has no particular flavour.

**Detriment:** The character's pores continually secrete various types of liquid (sweat, curdled milk, wine that's gone off, etc.), and he constantly drools.

## CRIMSON FIRE

**Characteristic:** Strength

**Range:** 30 feet

**Duration:** 2 minutes per level

Thanks to this power, the subject can surround a target with a glowing crimson aura. The target must be visible and within 30 feet, and he can affect 1 medium target for every three character levels (rounded down); the number of targets can grow or reduce if there is lesser or greater.

The targets surrounded by the crimson fire suddenly become visible in the dark at up to 240 feet, while the range is reduced to 120 feet if the observer is near a strong light source; the effect cannot be seen with infravision or night vision. Victims surrounded by crimson fire are easier to detect and hit, and any attack against them benefits from a +2 bonus to the Attack Roll if carried out in the dark or dim light, and from a +1 bonus if carried out in twilight or brighter conditions.

The crimson fire remains on the target for the duration of the Legacy, and cannot be avoided with a ST (although it can be magically dispelled). It even makes invisible creatures visible (by delineating the contours), but has no effect on incorporeal, ethereal or gaseous creatures. The intensity of glow produced by the fire is rather low and doesn't affect infravision or night vision.

**Detriment:** The Afflicted character is constantly surrounded by a crimson aura (functions as described above, except the Attack Roll bonus is always +1) and his eyes glow red. The latter detail affects normal vision, and this causes a -2 penalty to his Attack Rolls with ranged weapons. When the Legacy is active, the glow temporarily leaves the Afflicted to pass on to the designated targets, only to return at the duration's end.

## CURE

**Characteristic:** Dexterity

**Range:** touch

**Duration:** instantaneous

The individual is able to heal any wound with a simple touch of his hand. He can cure with each application of the Legacy 1d6 hp, +1 hp per two levels (rounded down), up to a maximum of 1d6+10 hp at 20<sup>th</sup>-level, any one living creature (including himself). Moreover, it is also possible to subdivide the hp between two different people: he must touch the targets when he activates the Legacy, and then divide the hp cured as he likes.

**Detriment:** In many cases, the Afflicted's hands are covered by a white gauzy webbing, similar to a bandage. On occasion, small pieces of this webbing fall from his hands, without however harming the character, whose hands however lose their sense of touch. In other cases, the Afflicted constantly sweats and secretes a milky liquid: this is a weak anesthetic, which causes the Afflicted to feel slightly numb and tingly.

## DETONATE

**Characteristic:** Wisdom

**Range:** 10 feet

**Duration:** instantaneous

The character can cause a normal, non-magical object, which cannot weigh more than 5 lbs. and be within 10 feet, to explode. The Legacy only effects items within the maximum weight allowed, and cannot effect parts of larger items. As a result of the power's activation, the item explodes into a thousand pieces (that cannot be avoided in any way), which causes 1d8 damage to all those present within 10 feet of the object.

**Detriment:** At times (15% chance per hour), small items in contact with the Afflicted or within 5 feet suddenly explode; the detonation is loud, but the fragments cause no damage.

## DEXTERITY

**Characteristic:** Wisdom

**Range:** personal

**Duration:** 1 minute per level

The character's Dexterity becomes 18 for the duration of the effect. If it is already 18, then the character receives a further +2 bonus, up to a maximum Dexterity of 25.

**Detriment:** The Afflicted grows an extra pair of arms or legs, or extra digits, or his digits develop an extra joint and lengthen. All these changes are useless until the Legacy is active, and the extra legs don't provide extra movement, so if one is damaged movement is reduced.

## DIGGING

**Characteristic:** Intelligence

**Range:** 10 feet

**Duration:** instantaneous

The subject is able to dig in earth, sand or mud. This Legacy is able to create a hole of 125 cubic feet in only 10 seconds, removing the material from the desired point and spreading it all around (note however, that a hole of the regular contours in mud or sand tends to collapse or quickly deforming, if it isn't supported). The excavation point must be within 10 feet of the character, and if there are creatures in the excavated area, they must make a Dexterity check or fall into the hole.

**Detriment:** One of the Afflicted character's hands (or both) usually take the form of a shovel, which prevents him from easily manipulating other items. In other cases, the Afflicted has huge tusks or long claws, which however are as fragile as normal teeth or nails, and don't confer any extraordinary ability, unless the Legacy is.

## DISGUISE

**Characteristic:** Wisdom

**Range:** personal

**Duration:** 3 minutes per level

The individual can alter his form and appearance to resemble someone else. The new form must be within 8 inches of the character's height, and within 50 pounds of his normal weight. The acquired form must also be

similar to the character's (e.g., a bipedal humanoid can only be other bipedal humanoids), who cannot however imitate the features of another individual, but only the generic features of a species.

Only the physical form of the character changes, nothing else: his special abilities, characteristics and even the worn clothes and items remain the same. He doesn't acquire any of the powers or abilities of the species into which he transforms. The use of this Legacy can also eliminate (or imitate) the deformities caused by the Re Curse, but only temporarily, whilst the disguise lasts.

**Detriment:** The Afflicted's body constantly changes (fur and scales grow and fall, a tail or a pair of horns appear only to vanish after a few minutes, etc.), including his features, which alter every two or three hours. Even an individual's height and weight continuously change, varying by 3-4 inches and 5 lbs. (determined randomly on a dice roll: even upwards, odd downwards) every minute, without ever exceeding the limits of the Legacy. This is outside the character's control, only when the Legacy is active, can he stabilise himself for its duration. This continual changing causes no few problems for those wearing armour or close fitting clothing.

## DISINTEGRATE

**Characteristic:** Constitution

**Range:** touch

**Duration:** instantaneous

The character is able to pulverise with a simple touch of his hands a solid with a maximum volume of 1 ft<sup>3</sup>. The touch requires a normal Attack Roll (use an appropriate AC for moving targets, adding the Dexterity modifier to the Attack Roll), and mundane materials cannot avoid this effect, while magical ones get a ST vs. Destruction: if the roll succeeds, it survives unharmed otherwise it is disintegrated.

The touch also affects items with a larger volume, but the disintegration only affects a small part of it (1 ft<sup>3</sup>). If cast on an individual, it can cause instantaneous death only if the spellcaster touches the target's head (aimed blow) and the victim fails his ST vs. Spells, otherwise the effect causes the loss of 10% of his total hp. In any case, if the ST succeeds, the victim takes no damage.

**Detriment:** Items touched by the Afflicted for a period longer than 10 minutes always suffer the disintegrating effect, whether he wants them to or not. Moreover, the Afflicted's skin and hair is always dry and often flakes away.

## DISPLACE

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 2 minutes per level

After having activated this Legacy, as long as its power lasts the individual is automatically protected against the first attack that hits him. In fact, the Legacy instantly transports the subject 10 feet from the point he was when struck, preventing the attack from finishing. The destination is random, but cannot leave him in a

dangerous place (like over a cliff or in a fire) or within a solid. The effect vanishes after 2 minutes per level from when it was activated, or after the first time that the individual is dislocated.

Note that if he is hit by a dangerous area effect, the dislocation is also activated, although it cannot help avoid the damage, if the area of effect is completely within the maximum range of the dislocation.

**Detriment:** The Afflicted's hands or head at times displace to a position one or two feet from their normal position, while the neck or wrists lengthen to cover the distance. This phenomenon happens when he least expects it (often in cases of stress or danger), and it takes 2d4 minutes for the organs to return to their usual position.

## DISRUPT

**Characteristic:** Dexterity

**Range:** 30 feet

**Duration:** instantaneous

A ray of purple light, up to 30 feet long, shoots from the character's index finger or eye: Once the origin has been chosen it cannot be changed. If directed at an undead it causes 1d4 damage per 3 levels, rounded down, (so 1d4 hp at 1<sup>st</sup> to 3<sup>rd</sup>-level, 2d4 hp at 4<sup>th</sup> to 6<sup>th</sup>-level, 3d4 hp at 7<sup>th</sup> to 9<sup>th</sup>-level, 4d4 hp at 10<sup>th</sup> to 12<sup>th</sup> level, 5d4 from 13<sup>th</sup>-level onwards). The ray needs an Attack Roll (modified by Dexterity) to hit the target, who cannot halve the damage.

**Detriment:** Non-living organic material (like cloth, leather and wood) is sometimes destroyed when the Afflicted character touches it (5% chance with each touch). Moreover, the character's hands or eyes usually glow with a purple light and his skin acquires an ashen pallor.

## DUPLICATE

**Characteristic:** Strength

**Range:** personal

**Duration:** 2 minutes per level

This Legacy creates an illusionary duplicate of the subject, which appears within 30 feet, in the place desired by the character. The image can be actively controlled by the character, or programmed to perform predetermined actions. The duplicate doesn't have to remain within 30 feet of the character, but in order to prevent it walking through things or people, he would have to see it to be able to control it (or at least have a good knowledge of the place in which he makes it move). The image vanishes if magically dispelled, or at the end of its duration, and any attack carried out against it passes through it without affecting it, while the attacks of the image are intangible.

**Detriment:** Parts of the Afflicted's body are duplicated now and then, and he is found to have an additional arm, leg or even head; other times, the entire body is duplicated, and the double follows him performing embarrassing actions. However, the double is always illusionary.

## ENTANGLE

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1 minute per level

When he activates this Legacy, the arms, fingers or hairs of the character grow to become true tentacles: he chooses which body part transforms into tentacles the first time the Legacy manifest, and cannot change it later. The tentacles are 5 feet long per 3 levels (rounded down, up to a maximum of 25 feet).

These tentacles can be use as if they were prehensile, to use or take items at distance, or even to trap a creature, as if handling a whip: each case requires an Attack Roll, but those who have mastery with whips can use it. Those trapped by the tentacles can free themselves with an opposed Strength check, or by causing at least 10 damage to the tentacles (which have AC 0) with slashing weapons or with an element (fire, ice, acid, electricity), although no damaged suffered by the tentacles is applied to the subject's hp.

**Detriment:** The Afflicted's hair becomes long and unruly, and often moves by itself, touching other people or seizing small items. If the hairs are cut, they quickly regrow usually at a rate of 1 foot per round. Other times, the Afflicted's arms or fingers grow disproportionately, and even if they can be used to take items at distance, they cannot trap anyone or use weapons, as they aren't robust enough (except when the Legacy is active). Moreover, any damage caused to the arms when the Legacy is inactive is applied to the Afflicted.

## FARSIGHT

**Characteristic:** Strength

**Range:** personal

**Duration:** 2 minutes per level

The subject is able to see clearly, up to the point of being able to read any writing, at up to a distance of 300 feet per level, although is blocked normally by solid objects, or by climatic or light conditions. The Legacy can also be sued to examine closely in detail any item within 10 feet, being able to see the finest and smallest details, the traces left by tracks or inks, and any trapdoors or passages hidden by mundane means.

**Detriment:** The Afflicted's eyes are transformed, becoming disproportionately large or protrude from their sockets on stalks. Moreover, the individual develops problems with his sight: items within 2 feet are seen well, as are those over 60 feet away (his maximum visual range remains normal, and isn't increased by the power), but his vision between 2 feet and 60 feet is blurry. If the character doesn't have the *Blind Fighting* skill, he suffers a -2 penalty to all his melee Attack Rolls.

## FEEL MAGIC

**Characteristic:** Strength

**Range:** touch

**Duration:** 1 minute per level

The character can detect and identify the magical emanations of any touched item, as long as the Legacy's duration lasts. This Legacy isn't affected by the magical aura that vermeil leaves on things or people in the Savage Coast, and is able to identify with a certain precision the nature of the examined magical emanations. The chance of identifying any one magical property is equal to 5% level (up to a maximum of 75% at 15<sup>th</sup>-level), and for each round that the contact is maintained he can identify a new property, until he has discovered all the examined item's properties.

If he uses feel magic to examine a touched creature, the subject has the same chance of success given above of detecting if the creature has Legacies. (It reveals the number of Legacies the first round, and each following round the nature of each, as well as the individual's state of affliction), as well as determining if the individual is affected by any type of spell (Only one effect is revealed per round of contact).

**Detriment:** Most Afflicted with this power have a pair of feathered antenna on their forehead, while some have long cilia on their fingertips, with which they are able to perceive the magical aura of things and people (naturally only when the Legacy is active).

## FIGHT

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1 round per level

Using this Legacy, the subject acquires the THAC0 of a fighter of equal level for the power's duration. If the character is already a fighter or has a fighter's THAC0, he receives a +2 bonus to his Attack Roll or THAC0.

**Detriment:** An Afflicted character with this power becomes incredibly irascible and grumpy. Moreover, when the individual holds a weapon, his hand transforms into that weapon in 2d4 rounds, and remains in that form for 2d4 hours. The deformed hand causes the same damage as the character does with his bare hands, but if it is used whilst the Legacy is active, it thickens and causes 1d8 damage with each blow that follows, as long as the power lasts.

## FIND

**Characteristic:** Dexterity

**Range:** personal

**Duration:** 2 minutes per level

This power allows the subject to detect familiar or common items. If he desires a common item (e.g. a sword), the spellcaster feels himself drawn to the closest place in which the item is present (perhaps an armoury, or even a sword-armed companion only 5 feet away). If instead he searches for a specific item (like the sword

Excalibur), it is possible to identify the direction in which it is found only if he has seen the item previously, or of which he has an exhausting visual description.

The Legacy gives the exact direction to reach the item (as long as it is on the same plane of existence), but doesn't give any information on the distance or on the course to take, and the sensation only lasts as long as the power is active.

**Detriment:** A third eye sprouts from the Afflicted's forehead, often on a stalk. The eye is useless and doesn't give any additional vision, except when the Legacy is active (it is thanks to the eye that he notices the exact direction). Other times, a pair of antenna sprout from the individual's forehead, and that move by themselves, together with a forked tongue that darts in and out of his mouth, rendering the individual's pronunciation sibilant. Finally, the character often moves things and cannot remember where he put them, generating chaos around himself, and able to restore order.

## FLOAT

**Characteristic:** Dexterity

**Range:** personal

**Duration:** special

Thanks to this Legacy, the subject can instantly slow his falling speed to only 2 feet per second (or 20 feet per round). This allows him to fall from a maximum height of 30 feet per level (up to a maximum of 600 feet), without suffering any damage from the fall.

The character can also use the Legacy to levitate upwards at a speed of 20 feet per round, for a number of minutes equal to his level. A single activation of the power allows him to levitate or slowly fall, not do both.

**Detriment:** The Afflicted's body weight is halved, although his mass remains unaltered, and he sprouts numerous feathers on his body.

## FLY

**Characteristic:** Wisdom

**Range:** personal

**Duration:** 2 minutes per level

For the Legacy's entire duration, the individual can fly at a speed of 120 feet per round (manoeuvrability class 1) in any direction; if he can already fly naturally, his speed is increased by 40 feet per round, and his manoeuvrability class improves by 2 points, but only for the power's duration.

Most individuals are transformed when this power is activated. Many grow one or two (bat, dragon, insect, bird, etc.). For others, their arms turn into wings, while for some it is the entire body that changes, by flattening. The exact type of transformation is chosen by the character when he acquires the Legacy and it cannot be changed later. When the Legacy is activated, the transformation takes place automatically, and often the clothing and equipment worn by the individual can obstruct the change and damage the spellcaster; as such

those that use fly frequently make sure that they wear mad to measure armour or clothing.

**Detriment:** The Afflicted has permanent pair of wings (or his body flattens to about 2 inches thick), which however are useless and encumbering when the Legacy is inactive.

## FOG

**Characteristic:** Constitution

**Range:** 10 feet

**Duration:** 1 minute per level

The character can create a cloud of fog that fills a cubic volume of 10 feet per side. The form of the mist is at the discretion of the subject, but remains stationary. It is thick enough to obscure vision and limit visibility (normal and magic) to a range of 2 feet inside it, while it is impossible to see through it.

A wind of at least 25 mph disperse the fog in a round, while one of lesser force halves the duration of the mist. If the Legacy is activated underwater, it creates a sphere of putrid water that obscures sight within the above-mentioned volume, and the currents can disperse it if they are strong enough.

**Detriment:** The Afflicted's skin becomes spongy and soft to the touch. This effect affects the entire body, and this means that the individual's face is deformed, as if he has acquired weight. Moreover, the character constantly emits puffs of breath-like fog, and drops of fog from his pores as sweat.

## GAS BREATH

**Characteristic:** Charisma

**Range:** 10 feet

**Duration:** 1 minute per level

Activating this Legacy, the individual can emit a cloud of toxic gas from his lungs. If the gas isn't expelled before the end of the Legacy, its effect cease without collateral damage. The gas breathed from the subject's mouth is greenish-yellow and smells of bile: once the breath is exhaled, the Legacy ends. The produced cloud can be aimed against any living being within 10 feet, but needs a normal Attack Roll (modified by Dexterity) against the victim's AC, and it does 1d4 damage per three levels (rounded down), up to a maximum of 5d4 hp at 13<sup>th</sup>-level. It isn't necessary to breathe the gas to contract the noxious effects, as it is an acidic gas that acts on contact. Any effect that counters poisons has its normal effect against gas breath.

**Detriment:** The Afflicted character develops a tremendous body odour and putrid breath. Moreover, his skin becomes puffy and discoloured in places, and the character constantly emits puff of fog-like breath, and drops of "sweat" from his pores.

## GASEOUS FORM

**Characteristic:** Constitution

**Range:** personal

**Duration:** 1 minute per level

The character's body and worn or carried equipment become gaseous when the Legacy is activated. For the entire duration, the character can fly at 30 feet per round (manoeuvrability class: 3). The character is subject to the effects of normal and magic winds of at least 25 mph, which can pull him away or increase his speed. Moreover, the subject is able to enter anywhere that isn't airtight.

While in gaseous form, the character is immune to normal weapons, but remains vulnerable to the elements and spells that produce energy or force effects, which have their usual effects on him.

**Detriment:** The Afflicted's flesh becomes puffy and soft to the touch; this affects most of the character's body, and therefore sometime his features deform and he seems to be very fat. In some cases, the Afflicted's flesh becomes transparent. Moreover, the breath and sweat emitted by the character become wisps of fog.

## GROW

**Characteristic:** Charisma

**Range:** 120 feet

**Duration:** 2 minutes per level

When the subject activates this Legacy, he can increase the size and weight of a visible creature of large size or smaller (including himself) within 120 feet. The weight and linear dimensions of the creature can be augmented up to double, or by any intermediary amount (but the values must be between 1 and ½), not necessarily the same for all the variables. The target of this Legacy can, if he desires, make a ST vs. Spells to avoid the effects.

The clothes and armour worn by the target aren't modified when the Legacy is activated, and therefore they can be torn. The clothing doesn't cause the subject any damage, but the armour (unless it has been made in such a way that it adapts to the growth) inflicts on the latter a fixed amount of damage: 2 hp for light armour, 4 hp for medium armour, 6 hp for heavy armour (including suit armour).

The subject's movement speed changes in proportion to its new size (if the weight remains proportional), but his Strength score doesn't change, and there are no other benefits from the growth.

**Detriment:** Some parts of the Afflicted's body permanently increase in size (usually the limbs double in size). Otherwise, only one of the character's dimensions can double, for which he is "stretched" in that direction. In certain Afflicted, instead, some facial features double, like the eyes, ears, lips and mouth. When the character uses this Legacy, he uses his original dimensions as the starting point (before being subject to the detrimental effects).

## HYPNOSIS

**Characteristic:** Dexterity

**Range:** 30 feet

**Duration:** 1 minute per level

When this Legacy is activated, the subject's eyes give off a fiery red glow. He can use the power on any one creature

within 30 feet, as long as the latter has an Intelligence of at least 5 and understands the character's language. The victim is allowed a ST vs. Spells to avoid the Legacy's effects: If the ST fails, the target falls into a trance and remains defenceless until the end of the effect or until the victim is injured, in which case that the hypnosis is interrupted and the subject can react.

Alternatively, the subject can give the victim a brief and reasonable request (like the 3<sup>rd</sup>-level spell *Suggestion*). In this case, if the ST fails the trance only lasts one round, then the victim comes around and obeys the request for up to an hour, as long as something doesn't happen earlier that makes the request unreasonable (e.g., if the hypnotist or his companions attack the victim, the request to protect him would clearly be absurd). The allies of the hypnotised creature, moreover, can speak with him in an attempt to free him from the suggestion.

**Detriment:** The character's eyes shine a bright red, and lights seem to whirl inside them. People who converse with the Afflicted tend to be distracted and lose track of the conversation.

## LEAP

**Characteristic:** Intelligence

**Range:** personal

**Duration:** instantaneous

This Legacy allows the subject to perform a standing long jump; the distance travelled forward or up is 20 feet plus 1 foot per character level, up to a maximum of 45 feet. The character can also jump backwards by 10 feet. The jumps forward or back present a slightly parabolic profile (2 feet for every 10 foot jumped).

**Detriment:** The character's leg muscles grow disproportionately. In some Afflicted the change is even more drastic, and their legs become like the rear legs of a grasshopper.

## LIGHT

**Characteristic:** Dexterity

**Range:** personal

**Duration:** 2 minutes per level

This Legacy creates a reddish light that illuminates the surrounding area to a radius of 30 feet. The light is emitted from one of the character's hands, or from the forehead: the exact punch from which the light originates is chosen by the character when the Legacy is acquired and cannot be changed afterwards. The light, although intense enough to illuminate an area show the details, isn't enough to cause damage or temporary blindness.

**Detriment:** The character is constantly surrounded by a reddish light, and his eyes give off a reddish glow. Consequently, the Afflicted's vision is weakened, and he suffers a -2 penalty to ranged attacks. When the Legacy is active, the glow is dispelled, and the light is emitted in the way shown above.

## LUCK

**Characteristic:** Player's choice

**Range:** personal

**Duration:** instantaneous

When activated, this Legacy allows the character to reroll a failed Saving Throw or skill check.

**Detriment:** The character appears clumsy and tends to lose things and to stumble continuously (although this effect doesn't penalise him in combat). Moreover, the Afflicted suffers the detrimental effects of randomly determined Legacy: these effects are applied although he doesn't gain the powers of that Legacy.

## MELD

**Characteristic:** Charisma

**Range:** personal

**Duration:** 2 minutes per level

This Legacy allows the subject to meld his body (plus worn equipment of up to 100 lbs. weight) with stone, wood or mud: he becomes part of the surface of that material for the power's duration. The material with which the character melds (e.g. a wall, floor, tree or door) must be a minimum of his size. Note that the individual is subject to all the damage that the item or surface he is amalgamated with receives. The fusion requires an entire round to complete, while it only requires a move action to come apart.

**Detriment:** The character's body tends to mix with the earth and wood it is in contact with, if he remains in the same position for too long. For example, the character's arm could sink into a table; his feet sink into the path on which he is standing, etc. Moreover, the Afflicted's body assumes the appearance of the material it is touching. A character leaning against a stone wall would notice that his skin (of fur, or scales, if applicable) takes on the appearance of the stone, while a character touching a tree would be covered in bark. This effect lasts until the Afflicted touches another object and mixes with it.

## MISSILE

**Characteristic:** Constitution

**Range:** 5 feet per level

**Duration:** special

The subject can shoot darts of magic energy from his fingertips. Each missile inflicts 1d6 damage, and the character can fire one for every 3 experience levels (one from 1<sup>st</sup> to 3<sup>rd</sup> level, two from 4<sup>th</sup> to 6<sup>th</sup> level, and so on), up to a maximum of five darts at 13<sup>th</sup>-level onwards, for each activation of the Legacy. Each missile automatically hits the target, unless the latter is protected by a *shield* or similar barrier, while a *protection from normal missiles* is ineffective. The darts can all be cast in the same round, or at a rate of one per round until exhausted, and can hit targets within 5 feet per level of the subject. Moreover, they can all be cast at the same target, or divided between different targets, as long as they are visible. The energy



missiles can also damage objects (see the rules on Damage Points in Volume 3).

**Detriment:** All the Afflicted's fingers elongate and assume a tubular form; the missiles are formed in and fired from these cavities.

## PHANTASM

**Characteristic:** Constitution

**Range:** personal

**Duration:** 1 minute per level

When this Legacy is activated, the character's face is replaced by a frightening illusionary face: all those who see it must make a ST vs. Spells or flee in panic at full speed for rest of the effect's duration. Undead and creatures immune to fear aren't affected by this power, just like creatures with an Intelligence below 2. The illusionary face lasts for a number of rounds equal to the character's level or until it is dispelled, and strikes all those that look at it.

**Detriment:** The Afflicted's face becomes horrible, but rather than causing terror in those who see it, it only causes disgust and revulsion. People avoid contact with the Afflicted, although they don't flee in panic.

## PHASE

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1 minute per level

The character can alter the composition of his own body, so as to be able to pass through solid matter (and vice versa). Worn equipment is also transformed; however, the character can choose to leave one item he holds in his hands, when the Legacy is activated, solid. Furthermore, the character can walk on the ground without sinking (he is normally subject to the force of gravity). For the rest, all items can go through his body, and he can pass through any solid surface. Although the character is immune to solid weapons, he can be damaged by the elements (cold, electricity, and fire), as well as *magic missile* or similar magic effects, and is stopped by a *wall of force* or by a *prismatic wall*.

**Detriment:** The Afflicted's flesh becomes flabby and swollen, distorting his appearance and features. The character tends to sink into solid matter if he spends more than a round in the same position, and each garment made from a less delicate material than silk tends to mix with his body. If this happens, freeing himself of the cloth takes about a round and can be rather painful, like taking a bandage from an open wound.

## PLANT FORM

**Characteristic:** Dexterity

**Range:** personal

**Duration:** 3 minutes per level

The subject can assume the form of an inanimate plant that has about the same volume: The exact type of plant and its characteristics are selected by the character when the Legacy is obtained, and cannot be changed afterwards

(e.g., a human could transform into a giant flower or a tree with a few leaves).

With the transformation the character keeps his own personality and mental ability, and retains his normal senses (sight, hearing, taste, smell and touch). When assuming plant form, the character cannot move, speak or cast spells, but can use the Legacy to observe the surrounding area. When the Legacy is active, the character's equipment melds into the new form.

**Detriment:** On the Afflicted's body grow leaves, flowers or other plants, or patches of grass and moss. The character must expose them to sunlight as much as possible in order not to give off nauseous smells.

## POISON

**Characteristic:** Charisma

**Range:** touch

**Duration:** special

The character can secrete poison from claws, teeth or a sting of some type (these body parts appear when the Legacy is active). The poisoning doesn't cause physical damage beyond that due to the poison, and he need to make an Attack Roll to inject the poison; if the Attack Roll fails, the Legacy is still considered used.

The exact effects of the poison vary according to the character's level. The poison produced by a 1<sup>st</sup>-3<sup>rd</sup> level character causes the victim to fall asleep 1d4 rounds and remain that way for a number of rounds equal to the subject's level. A character of 4<sup>th</sup>-6<sup>th</sup> level can produce the sleeping poison (as above), or a paralyzing poison, whose effects take place one round after the poisoning and last for one round per level. If the character is of 7<sup>th</sup>-9<sup>th</sup> level, as well as the preceding effects he can produce a poison that causes damage equal to double his level, and whose effect is instantaneous. If the spellcaster is of 10<sup>th</sup>-12<sup>th</sup> level, he can produce one of the preceding effects, or a combination of damage and paralysis (with instantaneous effect). Finally, from 13<sup>th</sup>-level the character can also secrete poison that causes instantaneous death.

The victim can make a ST vs. Poison to halve the duration of the sleep or paralysis, to halve the damage or completely avoid death.

**Detriment:** The Afflicted grows fangs, claws or a stinging tail, but these are useless until the Legacy is activated. Moreover, the character's flesh (or fur or scale, if not human) acquire ugly splotches of bright colour.

## PROFICIENCY

**Characteristic:** Player's choice

**Range:** personal

**Duration:** 2 minutes per level

The individual gains any one skill, selected from either weapons skills or general skills, or gains a +2 bonus to a general skill that the character already has, or a +2 bonus to Attack Rolls with a weapon he already knows how to use. The exact skill is chosen by the character each time that he activates the Legacy and cannot be changed during the duration of the power. Anything known

through the skill is forgotten by the subject at the end of the effect, although it is possible to write notes to use later and other characters have the normal chance of remembering what they've seen or heard.

**Detriment:** The character gains a small physical deformity, like big ears, warts, a deformity of the mouth, etc. The Afflicted suffers a -2 penalty to all general skill checks.

## PROJECTILE

**Characteristic:** Wisdom

**Range:** 10 feet per level

**Duration:** special

The character can create solid projectiles and throw them against an adversary. When the Legacy is activated, the character's body changes: sprouting spikes or it develops a horn or a blowhole through which projectiles similar to stones are thrown. Other times a proboscis emerges from which darts are shot, or the nails grow to become large claws, which are later shot from the digits. The exact form of the projectiles is chosen by the character when the Legacy is first acquired and cannot be changed afterwards.

The number of projectiles created is equal to double the character's level (max 40 at 20<sup>th</sup>-level), and each is thrown separately (each needing an Attack Roll) against targets within 10 feet per level. It is possible to attack multiple targets or direct them all against a single adversary, throwing up to a maximum of 10 projectiles per round. These projectiles aren't considered magical, each causes 1d4 damage and once the last is thrown the power is exhausted.

**Detriment:** Large parts of the character's body sprout spikes, which form a horn or a cavity, or the Afflicted's fingers elongate and become tubular. In certain cases, the character's mouth and nose elongate to become tubular proboscises. When the Legacy is activated, the projectiles are thrown through these outgrowths, which the rest of the time are useless.

## RED SHIELD

**Characteristic:** Constitution

**Range:** personal

**Duration:** 2 minutes per level

The character creates in one hand a glowing, transparent, red shield. Its radius is equal to 4 inches per level, up to a maximum of 5 foot at 15<sup>th</sup>-level. The character can create a smaller shield than the maximum radius, but the form is always circular.

The shield has no weight, but is solid and remains fixed to the individual's hand (which is chosen each time the Legacy is activated). A shield with a diameter of up to 2 feet offers a +1 bonus to the character's AC, while a larger can offer a +2 AC bonus or be used as cover (the exact percentage depends on the size of the shield and whoever uses it as shelter).

**Detriment:** Shieldlike, outgrowths similar to bucklers grow on the backs of the character's hands. These shields

cannot be used to defend himself, as if they are hit the Afflicted is wounded normally. However, when the Legacy is active, one of the shields (character's choice) grows up to the size shown above and becomes rigid. The body of some Afflicted is covered by a covering of some type, like scales, plates or bark: although this doesn't offer any protection, and prevents the character from wearing clothes or armour that isn't made to measure for him.

## RED STEEL

**Characteristic:** Dexterity

**Range:** touch

**Duration:** 1 minute per level

By means of this Legacy, the character can temporarily enchant a weapon or projectile giving them the properties of red steel. If this power is used on an already enchanted weapon or one made of red steel (or on an item already affected by this Legacy), it gains a +1 bonus to Attack Rolls and damage for every three character levels (rounded down): +1 from 1<sup>st</sup> to 3<sup>rd</sup> level, +2 from 4<sup>th</sup> to 6<sup>th</sup> level, +3 from 7<sup>th</sup> to 9<sup>th</sup> level, +4 from 10<sup>th</sup> to 12<sup>th</sup> level and +5 from 13<sup>th</sup> level onwards.

**Detriment:** The character's body assumes a silvery-red colour, and his eyes emit a reddish glow. Explosions of smokepowder have the same effect on the Afflicted as they do on Inheritors.

## REFLECT

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1 minute per level

This Legacy, as long as it is active, allows the character to reflect a single attack directed against him. It can reflect damage caused by melee and ranged attacks, or any Legacy or spell that is considered an "area effect". Although if the character suffers several attacks, only one can be reflected, and this ends the Legacy's effect. For example, a character attacked by two missiles from a *magic missile* spell can only reflect one, and likewise if he is assaulted with a sword and a warhammer.

Note that the attack can only be reflected if it has actually hit the subject, who however doesn't suffer any damage from the attack. The individual who initially attacked him must make a ST vs. Spells or suffer the damage of the attack reflected against him.

**Detriment:** The body of many Afflicted is covered by a shiny, silvery patina, able to reflect light. In other cases, the Afflicted suffers the detrimental effects of the Armour Legacy.

## REGENERATE

**Characteristic:** Charisma

**Range:** personal

**Duration:** special

Activating this Legacy, the individual regenerates a total number of Hit Points equal to his level, at the rate of 1 Hit Point per round. The Legacy is ineffective if the character is reduced to 0 Hit Points or less, but it allows

the regrowth of small body parts no bigger than a finger or ear.

**Detriment:** Small outgrowths continuously emerge from the character, while his skin is scaly at several points. Some Afflicted even grow additional body parts, like ears, fingers and noses, which eventually crumble and fall.

## REPEL METAL

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1d6 minutes

Metallic weapons cannot strike the subject whilst this Legacy is active. For the power's entire duration, every blow delivered against the character with a metal weapon is deviated at the last moment by an invisible barrier; the metal worn by the character, however, remains in place, and the metal weapons used by him function normally.

**Detriment:** An Afflicted with this Legacy cannot touch metal items: those of small size jump away and he cannot force himself to touch larger, metal items. The character cannot wear metal armour or that contains metal parts; however, metal items that move quickly (like a swung sword) can still strike the character, as long as the Legacy isn't active.

## SENSES

**Characteristic:** Strength

**Range:** personal

**Duration:** 2 minutes per level

The character's senses (sight, hearing, touch and smell) become extremely sharp. For the entire duration of the effect, he acquires the general skills *Listen*, *Observe*, *Smell* and becomes able to detect secret doors like an elf (1-2 on d6), read by touch, or say with precision the exact weight of an item simply by picking it up. If he already has one of these skills, its value improves by 2 points, or increase the chance of finding secret doors by 1 point.

Alternatively, this Legacy can be used to counter an effect that weakens the senses (like fog or deafness): when it is active, the character completely ignores the penalty.

**Detriment:** The Afflicted's eyes. Ears and nose become huge and deformed; sometimes the fingers also lengthen.

## SEPARATION

**Characteristic:** Charisma

**Range:** personal

**Duration:** 2 minutes per level

The characters can detach his hand and eyes from his body. They are then able to act by themselves. The separation is painless and doesn't cause blood loss and the parts are under the spellcaster's control. At the end of the duration, the body parts reappear in the normal position. For example, a detached eye left in a room can see ahead of itself or roll around for a better view, while the individual is able to see through it, while a detached hand can move around and pick up small items.

The detached parts can be damaged normally: they have AC 7 (although they are able to find cover more easily

and the Attack Roll suffers a penalty based on the size difference) and a tenth of the subject's HP; if they are destroyed before being reattached, the individual loses the parts in question and he becomes maimed.

**Detriment:** At irregular intervals, a hand of the character falls to the floor, or an eye flies out from its socket; the separation isn't painful or bloody, but the detached part ceases to function until it is put back in place. This action must be completed with a turn of the moment of separation, otherwise it can no longer be reattached, and the character suffers damage (1d4 hp per lost eye and 1d8 hp per lost hand). Sleeping characters awaken when they lose a body part.

## SHAPE STONE

**Characteristic:** Wisdom

**Range:** touch

**Duration:** 2 minutes per level

Activating this Legacy, the individual becomes able to shape stone with his bare hands: for him the stone is as soft as clay, and can be shaped, worked and even torn apart. Using this Legacy, the character can shape stone tools, perforate a wall, or create crude form that can be worked afterwards in a more precise manner to create a work of art, and even gems can be worked thanks to this Legacy.

To model 1 ft<sup>3</sup> needs from 1 to 4 rounds. The exact time depends on the precision with which he wants to work the stone. The character can roughly shape the stone's form, tear it to pieces or create a hole in about a round, but modelling it in an artistic manner (e.g. create a small and coarse statue) needs up to four. Softer stone (like limestone) is more easily shaped than harder stone (like granite), and this reduces the required time. Generally, the DM can determine the required time, or simply roll 1d4 (clearly, the time factor also modified the amount of stone that can be worked). Once the Legacy's duration ceases, the stone remains in its new form.

**Detriment:** The Afflicted's skin becomes similar to a stony covering of reddish-grey, reddish or orange-red colour. Moreover, if the character normally has fur, this emerges from cracks in the coverings, while others lose all their hair. The covering doesn't offer any special protection, and it can be worked with relative ease. For example, the character's features can be modified, and wounds left by a weapon remain until the flesh is reshaped.

## SHOCK

**Characteristic:** Strength

**Range:** 1 foot per level after 1<sup>st</sup>

**Duration:** instantaneous

The subject can emit an electrical charge from a hand (chosen upon activation). A 1<sup>st</sup>-level character must touch the victim to damage it, and the range increases by 1 foot per level, up to a maximum of 10 feet at 11<sup>th</sup>-level. To hit the target with the charge requires an Attack Roll (Dexterity modifiers apply), without however counting any metal armour or shields to calculate his AC (magic bonuses

apply, as does his Dexterity modifier). The electric charge inflicts 1d4 HP, +1 HP per (max 1d4+20 hp at 20<sup>th</sup>), which cannot be reduced with a saving throw.

**Detriment:** The character is always charged with static electricity and every time he touches another person, the Afflicted receives a weak shock. The Afflicted's hair is always erect, his skin is dry, and his worn clothing sticks to him and itself.

## SHOOT

**Characteristic:** Wisdom

**Range:** personal

**Duration:** 2 minutes per level

Thanks to this Legacy, the subject obtains the THAC0 of a fighter of equal level, but only when making ranged attacks (including ranged magic attacks and Legacies). If the character is already a fighter, he gains a +2 bonus to his ranged Attack Rolls.

**Detriment:** Afflicted with this power are erratic and anger easily. Moreover, their arms and fingers grow in length, up to double their normal size, as if they had been stretched by excessive use of ranged weapons. The lengthened extremities don't offer any particular advantages, except to lengthen the character's reach slightly.

## SHRINK

**Characteristic:** Charisma

**Range:** 120 feet

**Duration:** 2 minutes per level

The subject can reduce the size and weight of a creature of large size or smaller (including himself) that is in line of sight and within 120 feet. The creature's weight and linear dimensions can be reduced by up to half (but all the values must be between 1 and ½), although not all the variables need be the same value. The target of this Legacy can make a ST vs. Spells to avoid the effects.

The clothing and armour worn by the subject don't change size (and don't suffer any damage). If the subject's linear dimensions are reduced, his movement rate is halved, regardless of the amount of reduction, whilst the subject's Strength and other characteristics are unaffected.

Multiple uses of this Legacy are cumulative in regards to the effects or the duration (but not both).

**Detriment:** Some parts of the Afflicted's body shrink; in the most common cases, one or more limbs halve in size (although never just one leg). Otherwise, it can be that one of the character's linear dimensions is halved (all the body parts are affected by this transformation: e.g., if the character's height is halved, the dimensions of his eyes are also changed by the same). In other Afflicted all the facial features are reduced, that is the eyes, ears, lips and nose. When the Afflicted uses this Legacy on himself, the character's original dimensions (before acquiring the Legacy) are used to determine the size of the new form.

## SIGHT

**Characteristic:** Constitution

**Range:** personal

**Duration:** 2 minutes per level

When active, this Legacy improves the individual's sight. He can choose if he obtains infravision, or the ability to see clearly underwater, or through normal and magic fog, or the ability to see invisible. The exact effect is chosen by the character each time he activates the Legacy and it cannot be changed for the power's duration. It is important to note that the ability to see invisible doesn't allow the character to see ethereal creatures that don't have a visible manifestation.

**Detriment:** Usually the Afflicted's eyes deform, becoming very large (at times, he may grow eyestalks similar to a beholder's secondary eyes). Other times a third eye grows in the centre of the character's forehead (or in other places), but it is completely useless for vision.

## SILENCE

**Characteristic:** Intelligence

**Range:** 30 feet

**Duration:** 1 minute per level

The individual can surround himself or another creature within 30 feet with an aura of personal silence. The target can make a ST vs. Spells to avoid completely the effects of this Legacy. The duration is doubled if used on himself.

This Legacy is mainly used to move quietly: however, as well as making the subject's movement silent, it also stops him from emitting sound, and therefore he cannot cast spells as long as the silence lasts.

**Detriment:** The majority of Afflicted with this Legacy become mute, losing their tongues. Many make a great row when they move, while others gain a very loud voice, whilst their feet become large and brush like, producing only a light whisper when the character. In other cases, the sounds emitted by the character fluctuate wildly in volume.

## SLEEP

**Characteristic:** Charisma

**Range:** 30 feet

**Duration:** 2 minutes per level

This Legacy puts to sleep one living creature within 30 feet of the character; the latter doesn't need to see the target, but must aim the affect at a specific position. The sleep affects the closest living creature to the position, regardless of its HD. The victim, however, can make a ST vs. Mental Spells to avoid falling sleep for the effect's duration.

**Detriment:** The Afflicted always appears tired, with droopy features and eyes. The character suffers from insomnia, but constantly yawns and usually in a noisy way.

## **SPEED**

**Characteristic:** Wisdom

**Range:** personal

**Duration:** 1 round per level

This Legacy allows the character to move at double normal speed. While he is hastened, he gains a +1 bonus to initiative, Attack Rolls and AC, doubles his movement rate and the number of attacks he can make. The Legacy doesn't allow him to double the number of spells he can cast or the number of magic powers he can use (he can only invoke one magic effect per round).

**Detriment:** In most cases, The Afflicted gains two or more additional legs; in certain cases, the character could also gain additional arms. These arms don't offer any special ability when the Legacy is inactive. However, the additional legs are needed to allow the character to move.

## **SPELL SHIELD**

**Characteristic:** Strength

**Range:** personal

**Duration:** 1 minute per level

When this Legacy is activated, red, flat, luminous and transparent disc begins to orbit around the subject. The disc has a diameter of about 1 foot and moves very quickly. Whilst active, the shield interferes with all the Legacy and spell effects directed against the character, who gains a bonus to all his ST vs Spells or magical effects in general. The bonus is equal to +1 and increases by 1 point every four levels: +2 from 4<sup>th</sup>-level, +3 from 8<sup>th</sup>-level, +4 from 12<sup>th</sup>-level and +5 from 16<sup>th</sup>-level onwards.

**Detriment:** The character's body grows some type of covering, like spines, large scales, bark, stone, wrinkled skin or even worms. This covering feels like normal flesh, offers no type of protection, is rather thick and has a patchy structure. These areas slowly move around the character's body, which is forced to wear special clothes and armour that adapts itself to his deformed body.

## **SPIKES**

**Characteristic:** Charisma

**Range:** personal

**Duration:** 1 minute per level

When this legacy is activated, sharp spikes grow all over the character's body, most of which are of small size. The spikes on the back of the hands, however, are rather long. The character's clothing and non-metallic armour are pierced by the spikes, while metallic armour compresses them.

If the character is physically touched by another creature (e.g. is bitten, slapped, punched, seized or starts to grapple), the individual who touches him suffers 2d4 damage. Furthermore, the character can attack an adversary with the back of his hands (requiring an Attack Roll) inflicting 1d6 damage (plus any Strength modifier) with each blow that hits.

**Detriment:** The Afflicted's body is covered in spikes, which however aren't sharp or rigid, and only inflict

damage when the Legacy is activated. The spikes cause discomfort to the character, who can only wear made to measure clothing and armour. The character can only wear plate armour made from red steel, or that automatically adapts itself to his body.

## **STRENGTH**

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1 minute per level

When this Legacy is activated, the character's Strength becomes 19. If the character already has a Strength of 19 or more, he gains a +2 bonus to his Strength, up to a maximum of 25. The character's muscles swell and stretch, sometimes ripping his clothing. A character wearing armour when the Legacy is activated suffers 1d4 damage as does the armour itself, unless it is magical or has been specifically made to adapt to the change.

**Detriment:** At times, the Afflicted's body grows two additional arms, but more often, certain muscles double in size on one arm, sometimes on both, or the metamorphosis can affect the legs or torso. These muscles don't offer the character any advantage, but rather makes it difficult to wear armour and clothes.

## **SWIM**

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 2 minutes per level

This Legacy allows the character to swim at a speed of 120 (40) feet per round and move easily in water. If the character is already able to swim, his natural swim speed is increased by 30 feet per round, but it doesn't allow him to breathe underwater.

Many characters are subject to mutations when this Legacy is active and typically obtain membranes between their digits to form fins. In some cases, the membranous fingers double in length, or the arms are transformed into fins. The above changes are always instantaneous, and the type of transformation is chosen by the spellcaster when the Legacy first manifests, and cannot be changed later. The character's clothing and armour aren't normally involved in the transformation unless they are able to adapt automatically to the individual's form. The fins and the membranes, as they form, can tear or damage armour or clothing, and therefore many of those who possess this Legacy wear particular clothes and armour.

**Detriment:** The Afflicted transforms permanently in one of the ways described above; these bodily alterations, however, are useless when the Legacy is not active.

## **TEMPERATURE**

**Characteristic:** Dexterity

**Range:** special

**Duration:** special

This Legacy can have one of the three effects list below, chosen each time the power is activated.

The first use protects the character from extreme temperature, like the heat of the desert or the arctic cold and the effect lasts for one hour per level.

The second application protects against those unnatural or unusual effects that can be used as attacks: for one turn, the character only suffers half damage from natural and magic fire, or from cold-based attacks (selected by the character when he activates the Legacy).

The third use of the Legacy allows the character to modify the temperature within a maximum radius of 30 feet, and for a number of turns equal to his level; the temperature can be raised or lowed by up to 20°C.

The different effects of the Legacy aren't cumulative with each other (although they are with other spells or similar effects).

**Detriment:** The character suffers as he is exposed to extreme temperatures. At times, he feels an intense cold, and is temporarily covered in thick fur or scales, while exhaling an icy breath that can be seen by those nearby. Other times, the subject feels an unexpected heat, and sheds fur, hair and scales; the heat that emanates from his body can be felt by those around him. Changes between the two states happen slowly (can take about a day), and once he reaches a certain temperature, the state can last for up to one week.

## TRANSLATE

**Characteristic:** Strength

**Range:** personal

**Duration:** 2 minutes per level

When this Legacy is activated, the character is able to speak understand, read and write any language, whether modern or ancient. Upon activation, the character must nominate the language that he intends to translate. The Legacy doesn't allow the understanding of codes or the language of magic.

**Detriment:** The Afflicted continually changes form, transforming into creatures of different humanoid races (a PC can acquire the physical form of any other playable race); during these changes the character never gains (or loses, if he has them) wings or a tail. The character doesn't gain any of the special abilities of the other races, or lose those of his own race. For example, a lupin who changes into a phanton gains the membranes typical of these creatures, but isn't able to glide; similarly, a rakasta who assumes human form loses his claws, but still causes the normal damage if he attacks with his hand. Each transformation requires several days, but he remains in the new form for no more than two days.

Moreover, at irregular intervals, the character begins to speak and write in another language, without any effort and without being aware of it. Sometimes, the effect only involves a few words, other times it lasts for entire phrases or for an entire hour.

## UNLOCK

**Characteristic:** Wisdom

**Range:** touch

**Duration:** instantaneous

Activating this Legacy, the character is able to unlock a lock by simply touching it: the chance is equal to 20% + 5% per level, up to a maximum of 95%; if the role is successful, the lock opens instantly.

**Detriment:** The Afflicted's fingers (on one hand or both) double in length, gaining a further joint at the end, which takes the form of a lockpick. When the Legacy is activated, the Afflicted uses these organic lockpicks to open the lock, with the usual chance of success. For the rest of the time, the character is unable to use these appendages to unlock locks, even if he has the thief's open lock skill.

## WAR CRY

**Characteristic:** Wisdom

**Range:** 30 feet per level

**Duration:** instantaneous

An individual with this Legacy can emit a stentorian roar that has effect within a radius of 30 feet per level up to a maximum of 600. Within this area of effect, hostile creatures must make a ST vs. Mental Spells to avoid falling into a panic: If the ST succeeds, there are no adverse effects, if however, it fails the victim instead panics and cannot attack for 1d4 rounds (he can only defend himself or flee).

**Detriment:** In most cases, the Afflicted's mouth becomes extremely large; in other cases, the mouth assumes the form of a funnel, with the teeth exposed in a ring around the cavity. Those subjected to this horrid transformation cannot move their jaw, and cannot eat solid food unless it is cut into small pieces.

## WEAKEN

**Characteristic:** Constitution

**Range:** 30 feet

**Duration:** 1 minute per level

Using this Legacy, the character is able to weaken a living creature within 30 feet of him. The individual doesn't need to see the target, but must direct the effect on a specific area in which the target is found. The victim can make a ST vs. Spells to avoid completely the effects of the Legacy, but if the ST fails, he is reduced to Strength 5, suffering the derived penalty for the duration of the effect. If the victim's Strength is 5 or less, the effect reduces it by 1 point, and if the Strength is annulled the victim falls to the ground and cannot move.

**Detriment:** The character appears tired and weak: although his true Strength score isn't affected, he seems soft and emaciated.

## **WEAPON HAND**

**Characteristic:** Intelligence

**Range:** personal

**Duration:** 1 minute per level

When this Legacy is activated, one of the subject's hands assumes the form of any one-handed melee weapon: it could be a sword, a warhammer or even a whip. The type of weapon is chosen by the character the first time he acquires the Legacy and it cannot be changed afterwards.

The weapon has most of the properties of a normal weapon of that type (e.g., is as hard and sharp as a normal weapon), but seems composed of the character's flesh and isn't magical. It inflicts the same damage as the imitated weapon, and the character can use any mastery to improve the damage and Attack Roll. If he wants to, the subject can use this Legacy twice to transform both hands into weapons (without however acquiring two attacks per round).

**Detriment:** An Afflicted's hand is always in the form of a weapon; however, the flesh of this hand has the normal consistency and it cannot be used as a weapon, unless the Legacy is active (although it can be used to throw a punch). The hand can no longer be used to manipulate effectively items, except to push them about.

## **WEBCASTING**

**Characteristic:** Strength

**Range:** personal

**Duration:** 2 minutes per level

When this Legacy is activated, the subject assumes some of the typical physical traits of spiders: one eye appears on each temple, the fingers and thumbs get an extra joint, and two fangs grow in the character's mouth. The new eyes aren't able to see, and the mutation of the fingers doesn't grant any ability or benefit. However, the fangs can be used to bite, inflicting 1d2 damage (or 1d2 extra damage if the character already has a bite attack).

As well as these transformations, the character becomes able to secrete spider web from the palms of his hands. With each activation, the character can generate from each of his hands a thread of web as thick as a rope and up to 10 feet long, and with a normal Attack Roll the character can use the web as if it was a whip or lasso. Alternatively, the web can be used to wrap an item: to do this it is necessary to touch it, by making an Attack Roll. The AC is determined by the DM based on the item's size (from AC 10 for items of human size, up to AC 1 for an item that could be held in the palm of one hand). The web is strong enough to support a weight of 400 lbs.

**Detriment:** The Afflicted permanently assumes the arachnoid form described above.

## **WIND**

**Characteristic:** Constitution

**Range:** special

**Duration:** special

The individual is able to produce a gust of wind from his mouth. This is blow at a speed of about 25 mph and is strong enough to blow out candles, torches and unprotected flames. Protected flames (like those within a lantern) dance and have a chance of being extinguished equal to 5% per level. The speed of flying creatures is reduced by 50%, and vapours, small items and levitating and gaseous creatures are blown away. The wind lasts for a number of rounds equal to the character's level, or can be subdivided into brief squalls, one per round (the maximum number of squalls equals the individual's level).

**Detriment:** The Afflicted seems windswept, as if he has been affected by a strong wind. The nose is tilted, the eyes are slightly out of position, and the mouth is deformed. Moreover, a small whirlwind surrounds the character, continually whipping about his clothes and hair. Small, light items are sometimes blown from pouches or backpacks or from the character's hands.

## **INHERITOR**

### **New Kit for any PC class or race**

An Inheritor is a character trained to know and control the advantages of the Red Curse, acquiring multiple Legacies whilst using cinnabryl to avoid the detrimental effects. For this reason, the Inheritors try to control the existing reserves of cinnabryl, so it is always available for their needs. This causes them to watch over those who use the Legacies and the trade in red steel, making the Inheritors a sort of “curse police” (a nickname that they have earned in certain regions).

The Inheritors can be of any alignment, but all have two fundamental aims in common: keep control of the trade in cinnabryl and red steel to guarantee the availability of these substances, and monitor the use that is made of the Legacies, to prevent these powers from being abused (and the popular resentment that these abuses could provoke). These characters always belong to one of three secret and elitist orders, which developed from three earlier organisations that had existed for decades. Historically, these groups are aligned along the lines of Law, Neutrality and Chaos, whilst less attention is placed on the good-evil dualism, mostly by those who belong to the neutral and chaotic factions, although this struggle takes place on a personal level.

The Inheritors of Lawful alignment belong to the Order of the Ruby, the organisation that was once known as the Brotherhood of Order or the Lawful Brotherhood, and its members are called the Inheritors of the Ruby. Most of these Inheritors hope that one day it will be possible to remove the Red Curse: they believe that gaining multiple Legacies will help them to understand fully the Red Curse and to fight it. The order’s symbol is a ruby carved with a rune that indicates the character’s status in the organisation. The ruby can be worn as jewellery, or simply carried hidden in clothing.

The Inheritors of Chaotic alignment belong to the order of the Flame, once known as the Friends of Freedom, the Chaotic Alliance and (in some places) the Chaotic Sisterhood, and its members are known as the Inheritors of the Flame. These individuals only become Inheritors to obtain the power needed to follow their own goals. The order’s symbol is a box decorated in a particular manner that contains flint, steel and timber.

The Inheritors of Neutral alignment belong to the Crimson Order, once known as the Neutral Alliance, while its members are called the Crimson Inheritors. Most of them think that the Red Curse is a test imposed by the Immortals. The Crimson Inheritors of Good alignment think that the Legacies should be used to help others, those of Neutral alignment think that they should be used to defend the natural balance, while the few Neutral-Evils are convinced that they should be used to test others. The order’s symbol is an item of red cloth, like a handkerchief, a sash or even a cape.

The orders compete with each other; however, the divisions that separate them aren’t absolute. Indeed, the Crimson Inheritors often ally themselves with members of the other orders: characters of good alignment usually with members of the Order of the Ruby, evil characters generally ally with Inheritors of the Flame.

Each order has a leader to resolve disputes within the order, and guides it towards its objectives. Within the Order of the Ruby its leader is elected, in the order of the Flame instead the leader is chosen by combat, while the leader of the Crimson Order is the highest-level cleric. The three masters of the orders meet each month in a conclave, which is held in the capital of Bellayne, accompanied by their advisors and assistants. The first day of each year, the leaders gather in the High Conclave, along with all the other Inheritors who want to attend. The master of the Crimson Order presides over both the minor conclaves and the High Conclave, whose aim is to resolve the disputes between the orders, exchange ideas and information, and discuss common problems.

For example, suppose that an evil Inheritor obtains cinnabryl by stealing amulets from the inhabitants of a small village. An Inheritor of good alignment from that village takes offence: the two characters could fight (after a challenge has been officially made), or put the question to the brotherhoods. If they belong to the same order, the leader of that order resolves the dispute by making a decision; if instead they belong to different orders, the question is resolved by the conclave. When the conclave is far away (either in terms of time or distance), a minor conclave can be held in an informal manner, composed of a single member (usually a cleric and someone who isn’t too closely involved in the matter) from each of the orders. In this example, the mediators would probably find against the thief, who should have asked the fighter’s permission before stealing the cinnabryl in that area.

The secrets for gaining multiple Legacies are jealously guarded by the members of the various orders: they teach the rituals exclusively to their brothers, starting from their initiation. The Inheritors therefore must defend the secrets of the Order: those who don’t do so are considered renegades and are severely punished. Since Inheritors of different alignment can sometimes disagree, their behaviour towards other members of the same Order is however always regulated by a series of laws that they are made to respect internally.

Those who have the ability to become Inheritors are trained for an entire year before the initiation ceremony (that coincides with them reaching 1<sup>st</sup>-level), to be certain that they adhere to the Code of the Orders; very few secrets are revealed to the neophytes before the initiation.

The Orders also have affiliated members, people who aren’t true Inheritors, but who help them in their activities. They also have certain privileges and responsibilities: they can be sponsored by any Inheritor, but can only be inducted by a bard or a cleric; moreover, their status of affiliated member isn’t official until it has



been registered by a cleric. Every member of the Order (whether true members or affiliated) constantly openly wears or carries the symbol of his order, although he obviously doesn't open display it whilst undertaking a secret mission.

As well as the Order's symbol, an Inheritor often also has a personal symbol or sigil that is used to mark his property and which is frequently shown on his shield, armour or cape, or worn as a pendant. The personal symbols are all different, and the misuse of a sigil is considered a serious offence against its owner and a crime against all the Orders, both of whom seek to punish the offender.

The Inheritors aren't common in the Savage Coast (at least for now), but the Orders have members spread throughout all the nations and have bases in many cities. Some governments have a hostile attitude towards the Inheritors, who are therefore forced to work secretly in those places.

## STATISTICS AND POWERS

**Character Class:** Fighters, mages, clerics, thieves and bards (although not multiclass) can all become Inheritors. The others aren't able to become regular members, as their personal interests aren't reconcilable with the devotion and concentration needed to learn multiple Legacies. However, anyone can become an affiliated member of the Order.

**Races and Nationalities:** The Inheritor kit is available in all the lands affected by the Red Curse. This therefore excludes the City-States, Hule, Yazak Steppes and the Dark Jungle. Most of Nimmur, Jibarù and the lands of the Wallara are free of the curse; amongst these, only Jibarù has native Inheritors, although they are rare. Inheritors are rare in the lizardkin nations of Cay, Shazak and Ator.

The Orders sometimes recruit members from other lands, but they must be trained for an entire year before being able to join the Order; therefore, an Inheritor can originally be from any nation, as long as they have lived and trained for at least a year in an area struck by the curse.

Some races finally (wallara, enduk, ee'ar and aranea) aren't naturally able to develop Legacies, and for the members of these latter becoming Inheritors is the only way to obtain the powers linked to the Red Curse.

**Requisites:** An inheritor can belong to any social class, be male or female, or have any alignment; the kit can be selected by any character of at least 1<sup>st</sup>-level.

All the Inheritor's characteristic scores must be 9 or more; the Orders don't accept weaker members who couldn't bear the weight of the Legacies. Moreover, it is wise to have a high Intelligence and Wisdom score.

**Role:** The Inheritor is an individual with superior powers than common mortals, almost a super-being, and can be heroic or cruel, according to his personality and on how others judge him. This causes many to think that the

Inheritors consider themselves above the laws of local governments (and in effect some do so).

The Inheritor is generally a self-confident character with great faith in his own abilities. For some, this becomes true arrogance, while for others it is simply the security that derives from absolute faith in a cause. Because of their personality, Many Inheritors are often considered conceited; others instead are seen as potentially dangerous individuals. The character's precise personality naturally depends on the player as well as alignment, race and class. All the Inheritors however, have one thing in common: they are terrified by the idea of being locked up or otherwise deprived of cinnabryl, because of the horrible consequences that they could encounter.

Although race isn't an important characteristic for Inheritors, some fundamental tendencies have emerged. The faith in their own abilities have produced in the turtles a nearly always serene attitude, rather than arrogant or obnoxious. The Herathians are usually looking to end the curse, whatever their alignment, while the natives of Robrenn, Jibarù, Cay, Ator and Shazak are often more interested in ending the curse in their homelands.

The members of different classes cover distinct roles within the Orders, and naturally, this leads them to have differing attitudes. The fighters are the guardians and soldiers of the Order, and have the task of forging the red steel weapons and supervising the trade in cinnabryl; bold in battle, they are the ones who are most often seen as obnoxious or overconfident.

The thieves have the task of recovering items and leading secret missions, often to get hold of cinnabryl or red steel without its owners discovering; finally, they have the task of crafting the talismans of cinnabryl.

While the thieves tend to be cautious and competent, trying to keep out of the eye, the order's bards on the other hand try to attract the public's attention. They use their own skills to entertain, obtaining in the meantime useful information and news for their order; it is also the task of the bards to circulate the information and news among members of their own circle (like, for example, the decisions made in the conclaves). Moreover, it is usually a bard who introduces affiliated members to the order and then report the fact to their clerical brothers. Finally, in the regions without Inheritor bases, it is the bards and thieves who distribute potions and talismans to their brothers.

The Inheritor mages study the Legacies and are able to recognise the manifestations in the early stages. They distil the potion that helps prepare crimson essence, used to obtain multiple Legacies. Some arcane spellcasters consider themselves superior to the other Inheritors for their great knowledge, but many others feel a sense of impotence as they are unable to prevent or dispel the effects of the Red Curse.

The priests are the historians and chroniclers of the orders: they register the new members, the affiliated

members, their Legacies, and the number of talismans, amulets and potions of crimson essence available, as well as the amount of cinnabryl and magical materials controlled by the order. Finally, they have the tasks of enforcing the rules and dictates of the order, and of instructing their brothers so that they are in the know; in practice, they make up the order's bureaucracy, serving in a semi-official manner. The clerics tend to be calm and cold, and stay out of disputes, and are therefore the preferred mediators for minor, local conflicts.

**Class Modifications:** The Inheritor kit doesn't modify the fighter, mystic or bard class. Thieves don't receive bonuses or penalties, but tend to concentrate on move silently and hide in shadows; open lock and find/remove traps are also popular skills. Inheritor mages often prefer spells of divination and alteration, although they aren't limited in their spell selection. In the same way, clerics can select spells of any type, and can be devoted to a specific Immortal or a generic pantheon. Those who come from a particular culture tend to remain bound to the Immortals, alignments and spells of that culture.

**General Skills:** All the Inheritors receive a bonus general skill, based on their primary class, while others are mandatory required.

Class	Bonus	Required
Fighter	<i>Intimidate</i>	<i>Smith</i>
Mage	<i>Concentration</i>	<i>Alchemy</i>
Thief	<i>Gather Information</i>	<i>Etiquette</i>
Cleric	<i>Heal</i>	<i>Knowledge of the Red Curse</i>

Recommended skills are those listed above, plus *Metallurgy*, *Myths & Legends*, *Armourer*, *Herbalist*, and several languages can prove useful and in keeping with the setting.

**Equipment:** The Inheritors prefer buying equipment made from red steel, as they consider that metal a symbol of superiority. It is easier for the Inheritors to buy cinnabryl and its related substance, than it is for the common population: for them any item made from one of the typical magical substances of the Savage Coast (see table 3.1) is half the market price, if acquired through other Inheritors.

**Special Powers:** Every Inheritor belongs to an Order, and these groups offer many opportunities to their members (a member of the Order can recognise his brothers by their symbol). Inheritors can expect to be treated by other Inheritors according to the Code of the Orders and, in case of disputes, can ask for mediation during the conclaves.

The Orders are also used to procure cinnabryl, red steel, crimson essence and smokepowder, which however is exclusively used for trade. In many places, these substances are only available through the Inheritors (and only for them); even the affiliated members of the Order can find difficulty in buying cinnabryl talismans and the

base potions for crimson essence. Although the Inheritor mages make smokepowder, and base for crimson essence, and the fighters forge weapons from red steel, these items are however often sold by the Order's bards and thieves.

Crimson essence and talismans of cinnabryl are fundamental for the most important ability of the Inheritors, i.e. the chance of obtaining multiple Legacies. Before his initiation, the future Inheritor is taught how to control the magic power of the Red Curse. During the initiation, the individual drinks a phial of crimson essence, gaining a Legacy, as would anyone else who made use of it. However, while the effect of the potion is normally temporary, it is instead permanent for the Inheritor.

The training in the control of the powers of the curse continues hand-in-hand as the Inheritor advances in level, and every three levels (at 3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup> etc.), the character can use another flask of crimson essence to gain a new permanent Legacy. If the Inheritor tries to obtain the power before the training has been completed, the potion only bestows the Legacy in temporary form (the potion's standard effect). When the Inheritor reaches the experience level required to gain a new permanent power, he must acquire a phial of crimson essence, which is later usually drunk during an official ceremony organised by the Order.

Crimson essence is produced using the cinnabryl talismans. The potion's base is distilled by an Inheritor mage, using alchemy. A phial specially made to contain the base potion is placed within a special hollow in a talisman of cinnabryl (this hollow is the only real difference between the talisman and the amulet of *cinnabryl*), which is then worn by the Inheritor. The power that emanates from the cinnabryl and the Inheritor (because of the Legacy) impregnates the base potion with magical energy, transforming it finally into crimson essence. Such transformations require about two months, during which the Inheritor must wear the talisman; if it is removed for more than a few minutes (one turn), the magic is dispelled and must be started again from the beginning. This period is long enough to replace the container of depleted cinnabryl with a new one.

It is possible for a person other than an Inheritor to create crimson essence by using a talisman, but in this case six months are needed. It is also possible for an Inheritor to create more potions of crimson essence than he needs: he can sell the excess potions to those who want them.

*Note:* Although the Inheritors who abandon their Order are considered renegades (see the *Special Hindrances* section), a potential member can leave the Order before their initiation without problem. Given that an initiate is taught how to control the second Legacy, it is possible for him to later obtain the second Legacy permanently with crimson essence, if he is able to but the potion and remember the training. Thus, a

character with another kit can sometimes have two Legacies, but never more.

**Special Hindrances:** A prime penalty for the Inheritor is the fact that he belongs to an order. Indeed, although the order is useful in many ways, it can also be the source of problems. For example, the Inheritors are little loved in many places as they are considered a self-proclaimed police that selfishly hoard cinnabryl and all the related materials. From the moment the Inheritors wear the well-known symbols (except when on secret missions), they can be easily identified. Where they are considered oppressors or criminals, they suffer a +2 penalty on reaction rolls.

Moreover, to maintain a good relationship with his Order, an Inheritor must follow the rules and respect the decisions of the: so, an Inheritor could be required to move to a particular area, or hunt down a renegade or another of the Order's enemies.

*The Code of the Orders:* All the Inheritors must respect the dictates of the Code of the Orders. The code mainly exists to protect the Inheritors from their brothers, while most of the decisions that affect other people are left to individual will. Because of the presence of many schools of thought among the Inheritors, controversy is inevitable, and therefore a unified code is very important. This code fundamentally consists of a series of laws of courtesy, it is only applied to members in good standing, and is divided into four parts:

1. The Sanctity of Home: An Inheritor cannot violate the home of another Inheritor. Thus, the Inheritor and his property are safe from his brothers, and anyone who violates this rule becomes the enemy of that Inheritor's entire Order.

2. The Official Challenge: An Inheritor cannot attack another without first having declared the formal challenge. If in the course of an adventure, an Inheritor encounters another and wants to attack him, he must first spend a round declaring the challenge. The challenge typically only lasts for that encounter, but it is possible to declare a different duration (e.g.: "I consider you my enemy until the end of the year"), and even make it permanent. This rule was written to prevent Inheritors from ambushing each other (unless a permanent or long-lasting challenge had been made previously). It is important to note that the challenge cannot be refused.

3. The Rendering of Aid: An Inheritor has the duty of helping the brothers of his Order; this usually translates to an alliance when they meet, but can also mean giving shelter to an Inheritor and his followers. The giver can decide on exactly how much aid he gives, but cannot completely deny the request. Generally, the person asking for aid makes

a specific request: the two parties can then negotiate on the exact help to be offered, and once an accord has been agreed, it cannot be broken.

4. The Sacredness of Conclave: An Inheritor taking part in a conclave of any type cannot be attacked by another Inheritor. This is for practical reasons, to prevent disorder during the High Conclave and protect those who have travelled to take part in one of these gatherings. Some Inheritors have used this rule to protect themselves from an enemy, asking the leader to be assigned to a conclave, volunteering for a minor conclave, or simply leaving for the High Conclave. The situation must however be plausible: An Inheritor who only lives 10 miles from the capital of Bellayne cannot claim to be travelling to the High Conclave one month before the set date, as he can cover the distance to the Conclave's location in under one day.

An Inheritor who defies the code can be declared a "renegade", as can one who reveals the secrets of the order to the uninitiated, or seriously disobeys his superiors' directives. Charges against an Inheritor can only be brought by another Inheritor: at the next conclave or order leaders (never a minor conclave), the accused is formally charged and given the chance to defend himself. If the conclave finds against the individual, punishments can run from correcting the fault, to a fine, up to the death sentence. The clerics of the order record this sentence, while the bards spread the news. Appeals are only permitted if the accused is able to bring new evidence. An Inheritor who refuses to accept his punishment becomes a renegade and therefore the enemy of all the other Inheritors, who can ruthlessly hunt him down; renegades naturally lose all the protections listed in the code. Unless the conclave decides otherwise, the renegade is wanted dead or alive.

Even the affiliated members of the order must keep its secrets and respect the code, though they don't receive any protection, and their mentor is considered responsible for their actions. An affiliated member can be judged in a minor conclave, while appeals can be made by the sponsor and are decided by the conclaves of the orders leaders.

As well as the social and political limitations described earlier, there are other risks connected to the acquisition of Legacies. One is the problem of training. If the DM uses the optional training rules, the training must be conducted by an Inheritor of higher level as regards to controlling new abilities and powers (training related to class skills instead follows the normal rules). Even if the optional rules aren't used, it is always necessary for someone to teach the Inheritor how to control the magical energy of the Legacy. If an instructor isn't available when the character is ready to gain 3<sup>rd</sup>-level and acquire a new permanent Legacy, he must learn how to control the power by himself. In game terms, the

character suffers a –10% to his XP, which represents the difficulty of learning by himself the secrets of the Legacy (the process is longer and slower): On reaching the next level, it means that the character has gained the Legacy through his own effort. If instead an instructor is made available during the interim, that character suddenly gains the minimum experience needed for the new level and acquires the Legacy with the tutor's aid.

A character that gains a permanent Legacy also suffers a one-point penalty to a characteristic score, as described in the section *Effects of the Red Curse*. As the Inheritors acquire multiple Legacies, they lose more than one ability point over the course of a long career; the other collateral effects of the Legacies (e.g. red skin) also become more marked in the Inheritors.

Also, as a possessor of multiple Legacies, the Inheritor must be very careful to always wear cinnabryl. Indeed, a character with a Legacy who loses contact with cinnabryl for too long suffers the debilitating effects of the Red Curse, among which are the physical deformities and a notable loss of characteristic points. When one of the character's ability scores (except Charisma) drops to zero or less, he immediately dies.

Finally, smokepowder interacts strangely with the Inheritors once their bodies carry multiple Legacies. When smokepowder explodes within 2 feet of an Inheritor (even firing a firearm falls into this category), 1 ounce of cinnabryl (equivalent to one week's protection) is immediately consumed: if the character has less than a week's worth of cinnabryl, the remaining amount is instantly exhausted, and at this point if the individual doesn't get a supply within a short time, the malign effects of the Red Curse start to manifest themselves (see the section *Effects of the Red Curse* for further details).

## THE SECRET CRAFTS OF MYSTARA

*(based on the Seven Secret Crafts of Glantri, presented in Gazetteer 3: The Principalities of Glantri)*

In the world of Mystara exists hidden lore regarding some fields of magic knowledge, transmitted only through belonging to a rigid system of mystical orders: the so-called Secret Crafts. Each Secret Craft comprises a body of knowledge and practices focused on a specific field of mortal magic lore, passed down over the centuries from the first masters who had discovered these powers through divine revelations or epic research. These teachings have given birth to a new way of conceiving and using magic, which is kept secret to limit the power that derives to a certain extent from the few chosen with sufficient ability to understand and develop these crafts.

The orders that pass on the Secret Crafts only exist within the regions of Mystara in which the knowledge and development is high, and more precisely in the nations of Glantri<sup>2</sup>, Herath, Hule, Sind, Thothia and Thyatis, and the continents of Alphatia and Bellissaria, although not all the Crafts are present in all the areas and it is also possible to find adepts of a Craft in other regions (which is up to the DM based on his campaign). The Secret Crafts can be learnt only by those spellcasters who demonstrate having a quick, open mind (minimum Intelligence: 13) and who have developed a sufficient erudition in the specific field linked to the Craft in question, or has a specific general skill linked to that Craft. The main Secret Crafts on Mystara are listed below (the DM can add others using the following rules) and for each the appropriate general skill is shown between parenthesis (an asterisk shows an art that can only be learnt by arcane spellcasters):

- Alchemy (*Alchemy*)
- Chronomancy (*History*)
- Cryptomancy (*Divination*)
- Demonology (*Demonology*)
- Dracology (*Dracology*)
- Oneiromancy\* (*Dream Walk*)
- Elementalism\* (*Elemental Lore*)
- Necromancy (*Necromancy*)
- Witchcraft\* (*Herbalism*)

Each secret order is divided into five Circles controlled by the Grand Master, and therefore only one Grand Master

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<sup>2</sup>There are seven Secret Arts known in Glantri: Alchemy, Cryptomancy, Dracology, Oneiromancy, Elementalism, Necromancy and Witchcraft. These orders are only active within the Great School of Magic and any student with sufficient curiosity and spirit of observation can easily learn of them. Each order aims to influence important people to aid its cause and obtain funds, either from its members or allies. This money is spent on sustaining the order's magical research: in fact, the more research undertaken, the greater the chance of discovering new extraordinary powers and acquiring influence.

Additionally, the Grand Master of each order hopes to use his power to become Grand Master of the School of Magic, one of the most sought-after offices in the Principalities.

exists for each circle present in one of the eight regions of Mystara listed above. The identity of the Grand Master is unknown to all, except to the disciples of the fourth Circle of each order. At the start of the studies of each Circle, the adept learns a particular magic power, which doesn't in any way affect the number of spells he can cast daily. Each special ability can be used a certain number of times per day, with a variable chance of success (see table 3.4). With the exception of the abilities of the Alchemists, these magic powers can be dispelled at any time with the normal chance of success. Unlike spells, these powers need not be memorised each day to be used.

To enter a secret order, a spellcaster must first find a member of such an order to support and introduce him to the circle. The adepts never openly admit to being disciples of a certain order, and the newcomers aren't generally well received, as they represent possible rivals for the title of Grand Master. The subject must however convince a member of the order to sponsor his candidature. Charm, corruption, deceit and blackmail are legitimate means to advance the ambitions of a neophyte, if used with discretion. Violent intimidation and brute force are instead unappreciated means, and are always punished by the order. If the member of the order is already a master (or belongs to the 2<sup>nd</sup> or higher circle) he can independently estimate the quality of the potential adept, and can directly initiate him in the mysteries of the Secret Craft if he thinks it would be to the order's advantage. If instead the neophyte turns to an initiate of the 1<sup>st</sup> Circle, the latter must refer the petitioner's request to his superior, and it would be up to the master to judge whether or not he is worthy of the mysteries of the Craft.

Becoming an initiate of the 1<sup>st</sup> circle, the subject must swear absolute loyalty to the order and its adepts, which also involves absolute secrecy regarding the practices of the sect (giving the information to outsiders' results in expulsion from the order and the likely intervention of assassins to forever silence the traitor). The disciple is then marked with a symbol that proves his identity to the other disciples and known only to those of the sect, and so begins the long path of hidden research to discover the powers linked to the Craft. Usually the masters of the higher circles can give private lessons to the more unskilled adepts in exchange for money (which will be spent on research), and these acts are usually agreed on during secret meetings that are held once a month between the various masters of the sect to discuss research and alliances. To advance to the next Circle, he needs to know all the powers of his current Circle. A student of the 4<sup>th</sup> Circle must find the way of reaching the 5<sup>th</sup> Circle by himself. The shown cost and duration of the studies varies according to the Circle to which the student belongs (see Table 3.4).

Upon reaching the final Circle, the Grand Master usually challenges his rival to a duel: in fact, the power of the 5<sup>th</sup> Circle is only obtained by defeating the Grand Master in office [for the identities of the Grand Masters

of the Seven Secret Crafts, see Gazetteer 3, *The Principalities of Glantri*]. The duel must involve only the challenger and the Grand Master, and they may travel great distances to find a suitable deserted area for the duel. The loser can be eliminated (if the victor is Chaotic) or forced to yield. If the challenger loses and survives he keeps his powers, but is reduced to the 4<sup>th</sup> Circle and must leave the order (revealing its secrets however remains a serious crime if discovered, and the

loser is normally kept under tight control for the rest of his life). If the Grand Master is defeated but survives he loses the powers of the 5<sup>th</sup> Circle, which automatically pass to the duel's victor, unless he hasn't finished his study cycle and cannot take the supreme power of the Secret Craft. In that case the defeated master retained the chance of using the power until the new Grand Master acquires it, the loser then usually retiring from the order.

**TABLE 3.4 – GENERAL SUMMARY OF THE SECRET CRAFTS**

Circle	Cycle	Cost	Experience (XP)	Min. Level	Success %	# of Uses
1 <sup>st</sup>	14	100	5,000	5 <sup>th</sup>	60 + 1/lvl	3 / day
2 <sup>nd</sup>	28	200	10,000	7 <sup>th</sup>	50 + 1/lvl	2 / day
3 <sup>rd</sup>	42	300	20,000	10 <sup>th</sup>	40 + 1/lvl	1 / day
4 <sup>th</sup>	56	500	35,000	15 <sup>th</sup>	30 + 1/lvl	1 / week
5 <sup>th</sup>	70	1,000	55,000	20 <sup>th</sup>	20 + 1/lvl	1 / month

**Circle:** the disciple's rank within each order (similar to experience levels), or an ability's power rank.

**Cycle:** time needed (in days) to learn a power of a specific circle. At the cycle's end, the PC gains the studied power only if he makes a successful Intelligence check (a d20 roll under his Intelligence); if the roll fails he must restart his studies. A student can freely interrupt his studies and return to them later, recommencing from where he left off, without suffering a penalty in his attempt to learn them.

**Cost:** the price in gold coins for each day of study (see *Cycle*). The money is spent on acquiring tomes of occult wisdom or performing experiments or to pay a master to reveal his secrets of the Craft.

**Experience:** The Experience Points that a student must gain before being able to use a new power with the best chance of success (see *Success %*). Before beginning a new cycle of study, the student must gain the number of xp shown, using exclusively the powers granted by the Craft (each time he successfully uses a power he gains 30 xp for the circle of power, except for Alchemical experiments, which grant various amounts of xp) or conduct research and hatch plots that help to increase the order's power (other xp are assigned at the DM's discretion based on actions completed thanks to the powers of the Craft, like defeating enemies, resolving complicated situations or creating items). Once the established ceiling is reached, all the xp are removed and the PC must start to accumulate more from zero to obtain the next power. These xp don't count in any way as the normal xp needed for a PC to advance in his class levels.

**Example:** if Niklaus of the 1<sup>st</sup> Circle of Cryptomancy wants to pass to the 2<sup>nd</sup> Circle, he must have already acquired all the powers of the 1<sup>st</sup> Circle, and thus accumulated from zero 10,000 xp, which would then allow him to take a 2<sup>nd</sup> Circle power, if the success chance was successfully made. Making this, the xp return to 0 and he must accumulate another 10,000 to gain

another 2<sup>nd</sup> Circle power, and if there are none, with 20,000 can arrive to discover a 3<sup>rd</sup> Circle power.

**Min. Level:** the minimum level a disciple needs to be before he can begin to study a circle. The levels of elves are treated in a different manner: each time in this section that refers to a 'per level' modifier add 2 levels to the elf's level for each Attack Class higher than C.

**Success %:** shows the percentage chance of success that a disciple has of successfully using a power (roll d% under the given value). The stronger the power, the less chance of using it correctly. If the PC hasn't acquired sufficient experience, the chance is halved. The supreme power of the 5<sup>th</sup> Circle is only acquired once he has gained all the required experience, unlike the others, and can only be used after defeating the Grand Master.

**Example:** 60 + 1/lvl means that there is a chance of 60% + 1 % per level of the disciple correctly using the power. A 15<sup>th</sup> level mage has a  $(60 + 15) = 75\%$  chance of success (halved to 37% if he hasn't gained enough experience points).

**# of Uses:** shows the maximum number of times in a specific period of time that the disciple can attempt to use a power. A failed attempt counts against the maximum limit.

## ALCHEMY

### THE MASTERS OF ALCHEMY

The *Alchemists* are expert mages in the use of rare ingredients and in the transformation of matter, energy or of their own body. Their power doesn't involve casting spells, but in conducting magical research in laboratories (their powers are in fact call "experiments"). To have the best chance of success, they mustn't be interrupted during these experiments (-5% to the chance of success for interruptions longer than one turn). It is only possible to perform one experiment at a time.

To begin the experiments requires an alchemical laboratory costing 4,000 gp per circle (e.g. a Grand Master needs a laboratory worth at least 20,000 gp), complete with Bunsen burners, retorts, crucibles, components, powders, crystals, metals, etc. Each experiment performed, independent of the outcome, consumes part of the laboratory's value based on the type of experiment (if successful, the subject gains the same amount of Experience Points for Alchemy). If the laboratory's value drops below half of the value given for each circle, it is impossible to use it to make experiments of that circle. For example, a laboratory of a 3<sup>rd</sup> Circle alchemist has a standard value of 12,000 gp: if it drops below 6,000 gp because of the conducted experiments, the alchemist cannot use 3<sup>rd</sup> Circle powers, but only of lower circles. For this reason, the alchemist must make sure that he always keeps his laboratory well supplied. In kingdoms where magic is common (e.g. Glantri, Alphatia, Thyatis), it takes 1d6 days per circle of the experiment to find the needed alchemical components. In other places, the search can require up to double that time, while in wild areas it could be impossible to replenish it.

In dungeons and the wilderness, an alchemist can use a field laboratory (minimum value 3,000 gp). This equipment is in an easy transportable hamper (weighing 100 cn per circle), but for reasons of space can contain ingredients to a maximum value of 10,000 gp. A field laboratory only allows the conducting of experiments of the first three circles: each attempt reduces its value (see above) and if the total drops below half of the value given for each circle, it is impossible to use it to make experiments of that circle but only of those lower (see above).

### FIRST CIRCLE

**IDENTIFY COMPONENTS:** operation for the analysis of the components of a non-magical material (minerals, metals, basic substances and known compounds like gases, liquids, plants, flesh, etc.). It is ideal for identifying natural poisons or animals, plants, minerals, and so on.

A roll of 00 always means an analysis error.

**Experiment Cost:** 10 gp.

**Time Needed:** 1 turn.

**ALCHEMICAL PREPARATION:** preparations of powders, balsams or philtres that produce a specific effect and retain their effectiveness for a year. The effects of these preparations aren't magical, although they are able to neutralise a poison in a living being or in a substance (antidotes), or accelerate an individual's healing rate (recover hp). It is the DM who has the final say on the formulae that can be discovered and their effects, but it should be possible to replicate the effects of any plant or animal poison, create acids and bases and alchemical poisons (for further details, see the *Netbook of Poisons* and the *Guide to Herbs* freely available online). The effectiveness of the preparation is only known when it is used (the d100 is known only to the DM).

A roll of 00 means the presence of harmful substances, whose effect is known only to the DM.

**Experiment Cost:** half the normal cost of each antidote, poison or preparation (minimum 10 gp).

**Time Needed:** 1d6 turns.

### SECOND CIRCLE

**IDENTIFY MAGICAL COMPONENTS:** this operation, similar to *identify components* of the first circle, allows the identification of the properties of magic potions and items and recognise the type of energy given off by the item (school of magic, Radiance, and so on).

A 00 always means false interpretation.

**Experiment Cost:** 50 gp.

**Time Needed:** 1 hour.

**MAGICAL PREPARATION:** this operation is similar to *alchemical preparation*, but also allows the preparation of potions with arcane or divine powers (with the exception of resurrection effects). Unlike mages, the alchemists don't need to know the corresponding spells to make magic potions. They need only to have researched in their laboratory the formula corresponding to the potion, an operation that requires 1 day per spell level of the potion, with a chance of success equal to:

$$[(\text{Int.} + \text{Alchemist Lvl.}) \times 2] - (3 \times \text{potion level})$$

The cost of laboratory research is equal to 200 gp per spell level: this financial expense is the value of the materials consumed during the various laboratory tests to find the right formula, so the laboratory's value reduces by the same figure; if the research is successful, the Alchemist adds the same amount to the xp needed to advance to the next circle. Once he knows the formula, he must write it in his Alchemist's Codex (book of formulae), and in future need not research it again but simply consult his Alchemist's Codex.

The preparations aren't necessarily liquid potions, but can be powders, balsams, pills or oils and unlike magic potions, these only last 1d4 weeks.

A roll of 00 means an error in the composed magic (effects at the DM's discretion).

**Experiment Cost:** 50 gp per level.

**Time Needed:** 2d4 hours.

### THIRD CIRCLE

**TRANSMUTE MATTER:** this operation changes the matter of which an item is composed of into another substance of the same type (mineral to mineral, plant to plant, liquid to liquid and even gases into other gaseous substances), with the exception of living creatures. The alchemists can change up to 10 cn (1 pound) of material per experience level, producing the same quantity of a similar substance, or 1 cubic foot of gas per level, or 1 pint of liquid per level. The final value of the item cannot exceed 10 gp per level of the alchemist. For example, a 10<sup>th</sup>-level alchemist can transform a piece of wood of 100 cn weight into a type of wood or plant of the same weight, whose value would be up to a maximum of 1,000 gp. A piece of lead or copper (some of the cheaper metals) could become a piece of gold with the same weight but with a value of 1,000 gp.

The transformed material must be a single item of limited weight (or volume). So, a coin or a weapon can be easily transformed, but not a part of a wall or a pile of coins. The item's final form is identical to its initial form, except for plants transformed into other plants.

A roll of 00 provokes an explosion that causes 1d6 damage for every 10 cn of weight of the transformed material within a 20 feet radius and destroys the laboratory (20d6 maximum damage, allowed a ST vs. Dragon Breath for half damage).

**Experiment Cost:** 500 gp.

**Time Needed:** 3d4 hours.

### FOURTH CIRCLE

**TRANSCEND ENERGY:** allows energy to irradiate matter. The useable energies are lightning bolts from storms, the Radiance (for those that know how to summon it), sunbeams during a solar eruption or spells that cause 60d6 damage in only one round (three *fireballs* cast simultaneously, for example).

This ability allows the recharging or total reconstruction of destroyed magic items, animate golems or constructs in general (to a maximum of 1 HD per alchemist level), of reversing the aging process (a month of life is gained for each alchemist level) or return to life a creature who has been dead no more than one day per alchemist level.

It is necessary to build in the laboratory a container to collect the energy and concentrate it in a specific area. This container requires a component costing 2,000 gp (a huge antenna, or a giant magnifying glass, or a flawless gem, etc.), which is destroyed in the process.

A roll of 00 causes a fiery explosion that destroys the laboratory and all its components, and causes 1d6 damage per alchemist level (max 20d6) within a 40 feet radius (allowed a ST vs. Dragon Breath for half damage).

**Experiment Cost:** 2,000 gp.

**Time Needed:** 4d4 hours.

### FIFTH CIRCLE

**MUTATE LIFEFORM:** the alchemist can completely or partially alter his own body or the body of any individual. The affected transform into minerals, metals, gases, liquids, crystals or living flesh, chosen by the alchemist. For example, he can change the entire molecular structure of his body assuming that of a black pudding or a fire elemental, and gain their innate abilities. Having the flesh of a red dragon doesn't render him able to breathe fire, or that of a troll allow him to strike and bite as a troll, but in the latter case he does acquire the power of regeneration. In these cases, it is up to the DM to decide which powers are physiological characteristics and which are supernatural abilities of a creature.

In this way, only the appearance and consistency of the alchemist changes, not the form of his body, intelligence or magical abilities (e.g. an alchemist of living crystal would acquire AC 6 and be translucent). The alterations can have negative side effects (like the rusting of metals, the excessive weight of minerals etc.), and it is up to the DM to take this into account. The transformation is permanent and isn't affected by dispelling magic: only by using an antidote prepared during the experiment is possible to return an individual to his original state.

A roll of 00 causes an irreversible permanent change into the new state, which can only be dispelled with a *wish*. For example, if the alchemist tries to assume the form of a giant amoeba, he truly becomes the non-intelligent monster, if he tried to transform himself into gold, he becomes an inanimate gold statue, and so on.

**Experiment Cost:** 3,000 gp.

**Time Needed:** 5d4 hours.



## CRYPTOMANCY

### THE MASTERS OF THE RUNES

The *Cryptomancers* are profound thinkers on the true nature of things. Their philosophy, called Cryptomancy, is based on the assumption that all things have a true name, and knowing the precise name of a thing allows it to be controlled. The base runic language and the rudiments of researching runes is taught at the first circle. In his career, a master of the runes seeks the runes that designate animals, insects, plants, energy, magic and, finally, the Grand Master can discover the true name of any being.

The strength of the Cryptomancers lies in the ability to use the runes. Unlike spells, they don't need to be memorised each morning. Each rune must be researched separately as if it was a spell, and then must be written in the Book of Runes. If a cryptomancer comes across an unknown rune and attempts to activate it without having studied and understood it, he must make an Intelligence check as well as the normal d100 roll to use it successfully. The research to discover a new rune requires 1 week per circle of the rune, with a success chance of:

$$[(\text{Int.} + \text{Cryptomancer Lvl.}) \times 2] - (3 \times \text{rune level})$$

The research cost is equal to 500 gp per level of the rune (one supposes that the money is used to acquire books, increasing the value of the cryptomancer's personal collection, or to consult arcane libraries), and if successful the Cryptomancer adds the corresponding amount in xp to advance in his circle. The master can only advance to the next circle after learning at least two runes relating to his current circle.

The cryptomancer can also use the runes to create magic circles that protect from a specific effect (with the runes of matter, power or magic) or from a specified type of creature (with runes of life). To do this, he must know the rune related to the type of animal or effect that he intends to hold at bay, so runes of life for animals, true names for higher creatures, runes of matter if intending to protect himself from a material, runes of power from a specific type of element, and even runes of magic to resist one or more spells. A circle within which is a series of 5 runes is permanent until physically destroyed (an impossible thing for the creatures or effects it was created to counter). The cryptomancer finally can also write a rune in a circle in such a way that the effect is produced when a creature enters it, trapping it (this function only works with runes of life or true names).

Excessive use of the runes can cause natural catastrophes. If a 00 is rolled, the cryptomancer provokes one of the following consequences:

*If he has previously used any rune that day:* a hurricane or a violent storm strikes the area in a 24-mile radius, lasting for 1d12 hours, during which travel is impossible.

*If he has already used a rune that day:* a moderate earthquake strikes the surrounding area, within a 12-mile radius (beware of avalanches, falling trees and rocks).

*If he has already used two runes that day:* a violent earthquake shakes the ground within a 36-mile radius around the master, causing great damage.

*If he has already used three or more runes that day:* both the storm and earthquake occur, it is impossible to use runes and magic for 6d4 hours, and the last rune used is forever altered (all the cryptomancers must learn it anew, causing them great anger towards the incautious).

### FIRST CIRCLE

**RUNES OF MATTER:** the cryptomancer can research and discover runes that identify any non-living material. Researching any one of these runes is equivalent to researching a 1<sup>st</sup> level spell.

Once a rune is known, the cryptomancer can control the matter to which it refers, pronouncing ritual words and drawing the desired rune. The control allows the reshaping of the affected matter within a 1-foot diameter sphere per level of experience. This can allow, for example, the opening of passages through rocks, mending broken items or calming an area of water. The remodelling lasts for 1d4 rounds, at the end of which the changes last forever or are dispelled, at the cryptomancer's choice.

### SECOND CIRCLE

**RUNES OF LIFE:** the cryptomancer can research runes that identify types of non-intelligent or of animal intelligence lifeforms. Each rune of life is equivalent to a 3<sup>rd</sup> level spell to research.

The cryptomancer can affect a number of HD of creatures equal to or less than his level, or a sphere of 1-foot diameter per experience level if HD are inappropriate. These runes give the cryptomancer the chance of establishing a telepathic link with the lifeform, allowing him to communicate thoughts or sensations, or know what it knows. The effect of the rune, for the rest, is similar to *charm*. The victim follows the orders to the best of its intelligence and ability (an oak cannot be ordered to move, a monkey cannot read a scroll, etc.). The effect lasts for 1 turn per level.

The cryptomancer can use this power to create magic circles that protect him from a specific type of creature. To do so, he must know the rune related to desired type of creature, and the circle will have a diameter of 1 foot per character level, preventing the designated creature from passing through it to attack those within it for a maximum period of 1 turn per level. The cryptomancer can also write a rune in a circle in such a way that the effect is produced the moment in which the creature enters it, trapping it. A circle with a series of 5 runes within it is permanent until physically destroyed (it is indestructible for creatures which it was created against).

## THIRD CIRCLE

**RUNES OF POWER:** the cryptomancer gains the ability to research runes that designate forms of energy. Each rune of power is equivalent to a 5<sup>th</sup> level spell.

These runes allow the caster to alter a specific energy source. In no case can a cryptomancer alter energy to cause more than 20d6 damage, and is limited to 1d6 per experience level; similar limits apply to the reduction of damage (e.g. a master of runes tries to cross a *wall of fire*. He can use a rune of fire to extinguish the fire, if the wall is weaker than his skill, or reduce the damage by up to 1d6 for each of his levels if the wall is stronger).

If a rune affects an area, this is a sphere of 1-foot diameter per cryptomancer level. The duration of the effect is equal to 1 round per cryptomancer level, or until the energy source has been affected to the maximum of its capacity.

The cryptomancer can use this power to create magic circles that protect him from a specific form of energy. To do so, he must know the rune related to desired energy type, and the circle will have a diameter of 1 foot per character level, preventing the designated energy from passing through it to attack those within it for a maximum period of 1 turn per level. The cryptomancer can also write a rune in a circle in such a way that the effect is produced the moment in which the energy enters or leaves it. A circle with a series of 5 runes within it is permanent until physically destroyed.

## FOURTH CIRCLE

**RUNE OF MAGIC:** the cryptomancer can identify runes that designate the magic effects of any spell appropriate to his level. At the end of the research, each rune of magic is equivalent to a 7<sup>th</sup> level spell.

The master of the runes can write the magic rune on an item. Via an appropriate ritual, he can specify which conditions cast the spell. For example, a cryptomancer casts the *fireball* rune on a door and makes it so the spell is cast when the door is opened. The effect will be appropriate to the level at which he would have cast the spell. At the moment of its creation the rune is visible, but can only be recognised with the *analyse* spell, or by another cryptomancer with an *Arcane Magic* check with a penalty equal to the level of the replicated spell. *Dispel magic* has the normal chance of removing a rune. Only one rune may be written on an item (with the exception of magic circles, as shown below), but it remains until dispelled or activated.

The cryptomancer can use this power to create magic circles that protect him from a specific magic effect or race of intelligent beings. To do so, he must know the rune related to desired type of effect or race and the circle will have a diameter of 1 foot per character level, preventing the spell from affecting those within it or to prevent creatures of the designated race from passing through it to attack those within the circle, or trapping them inside it to prevent them from leaving. The

cryptomancer can also write a rune in a circle in such a way that the effect is produced the moment in which the creature enters or leaves it and remains active for 1 round per level. A circle with a series of 5 runes within it is permanent until physically destroyed.

Five *runes of magic* inscribed on a statue allow it to be animated as a golem (with a maximum of 1 HD per level of its creator). To create it costs 2,000 gp for each of the golem's Hit Dice. If a 00 is rolled, all the components are destroyed.

## FIFTH CIRCLE

**TRUE NAME:** The Grand Master of Runes can find the runic name of a single intelligent being. The effect is exactly the same as that of the *rune of life*. At the end of the research, each name is the equivalent of a 9<sup>th</sup> level (the research is only successful at 21<sup>st</sup> level or higher, but this doesn't stop the Grand Master from using *true names* discovered by others).

This ability also allows the Grand Master to understand any spells found in the victim's mind (requiring an Intelligence check for each of them). To be able to cast them, he must replace his own memorised spells with them (exchanged them based on spell level, or one 7<sup>th</sup> level spell for another 7<sup>th</sup> level spell etc.). The Grand Master can cast these spells normally, forgetting them shortly after, or write them in his Spellbook and acquire them permanently, so that he is able to use them in the future.

## CHRONOMANCY

### THE MASTERS OF CHRONOMANCY

The *Chronomancers* are spellcasters dedicated to the study of history and the flow of time, who seek to discover the secret of shaping the flow of time to their own liking, to eventually change past events or travel in time.

Chronomancy is an obscure and dangerous craft, the most secret and difficult to learn of all the existing Crafts, mostly by virtue of the fact it is prohibited to mortals by the Immortals from the Sphere of Time and that the transgressors are persecuted by every means available. Every chronomancer is conscious that pursuing his thirst for knowledge and power is a perennial risk that could cost him his sanity or even his life and therefore tries to keep his membership of the chronomancers' order secret and limit the use of his learnt powers in order to not arouse too much attention.

In fact, each time that a chronomancer uses an ability of this Craft, he creates distortions in the timestream that are perceived by the Guardians of Time, servants of the Immortals of Time who have the sole aim watching that the latter isn't changed without the divinities approval. The chance that the Guardian notices that specific temporal anomaly is equal to 10% per circle to which the used powers belongs (so from 10% to 50%). If the same chronomancer exploits the abilities of his order more than once within 24 hours, the chance of being noticed for each additional use after the first is given by the sum of the powers' levels used up to that moment. For example, if he initially uses a 1<sup>st</sup> circle power there is only a 10% chance of being noticed. If however, in the space of 24 hours the chronomancer evokes another 1<sup>st</sup> circle power the chance rises to 20%, and at the third attempt would be 30%. If he then also adds a 2<sup>nd</sup> circle power, he has a 50% (10+10+10+20) chance of being discovered.

When a Guardian discovers a chronomancer, he continues to monitor him for at least 24 hours before acting to understand with which race he is dealing with. If the chronomancer is of the 3<sup>rd</sup> circle or lower, the Guardian contacts him to warn him to not use his powers inappropriately and to not create paradoxes, and he is offered the chance of swearing loyalty to the Sphere of Time and enter it as one of its emissaries. Whether or not he accepts, from then on the chronomancer is placed under close watch, and at the first slip the Guardian directly intervenes seeking to overwhelm him and to remove his memories and thereby eliminate all knowledge relating to the Chronomancy Craft, without however killing him. If he agrees to collaborate with the Immortals of Time, the chronomancer can still use his powers as long as they don't create paradoxes, but his growth would be limited to the 3<sup>rd</sup> Circle, and will have to obey the orders of the Guardians of Time, who now and then could entrust him with some task to disentangle paradoxes or eliminate dangers and enemies of the Sphere of Time.

If the chronomancer is of the 4<sup>th</sup> circle, the Guardian attacks him without warning, given that by now he constitutes too great a threat and could produce intolerable paradoxes. If he wins, he has the choice of killing the chronomancer or turning him to the cause of Sphere of Time: in the latter case, all the memories and experiences connected to the powers of the 4<sup>th</sup> Circle are removed, thus reducing the chronomancer to the 3<sup>rd</sup> Circle, which becomes the maximum level of the Craft he can learn (see above).

If instead he has discovered the Grand Master of Chronomancy, the Guardian immediately informs an Immortal of Time, as it would be costly to deal directly with the chronomancer after having learnt as much as possible about him, to evaluate if he could be enlisted in the cause of Time (i.e. act as a Guardian to monitor the anomalies and eliminate the paradoxes, subject therefore to the authority of the Immortal who contacted him) or if he constitutes a threat and must therefore be eliminated.

If a chronomancer manages to kill a Guardian of Time, there is a 50% chance that this fact alerts another Guardian, who arrives at the crime scene in 2d4 rounds and once he has discovered the assassin tries by every means at his disposal to kill him along with all those who have shown themselves to be his allies.

**Guardian of Time:** AA -2; HD 16; MV 120(40) or fly 360(120); # Atk. 1 *falchion* +3 or 1 touch or 1 spell as a 16<sup>th</sup> lvl cleric (Sphere of Time); Damage 2d6+6 (reach, disarm) or amnesia (as the 6<sup>th</sup> lvl arcane spell *alter memories*) or based on the spell; ST C16; AL N; Immune to normal weapons, immune to memory altering affects; immune to 1<sup>st</sup> and 2<sup>nd</sup> level spells; Supernatural abilities (3/day): *stun* (1<sup>st</sup>), *ESP* (2<sup>nd</sup>), *haste* (3<sup>rd</sup>), *dimension door* (4<sup>th</sup>), *teleport* (5<sup>th</sup>), permanent *see invisible*.

### FIRST CIRCLE

**MASK ANOMALY:** the chronomancer learns to reduce and contain the temporal anomalies produced by the use of his Craft's powers to avoid being discovered by the Guardians of Time. This power lasts for 1d4 hours and halves the chance of his use of any of the Craft's powers being noticed by the Guardians.

With a roll of 00 he obtains the opposite effect and the anomaly is amplified to the point that the chance of being discovered doubles for 1d4 hours.

**SLOW METABOLISM:** the chronomancer is able to slow the metabolism of a consenting creature so that all his bodily functions slow down for 1d4 days. This affects the subject's nutritional needs (halving the required quantities of food and water), his blood flow, slows the manifestation poisoning or bleeding effects for 1d4 hours more than normal. On the other hand, the effect also weakens the subject's natural healing rate, thus halving the amount of hp recovered daily.

With a roll of 00 he obtains the opposite effect and the metabolism is accelerated for 1d4 days, such that the subject must eat and drink twice as much as normal to avoid dehydration, and any poisoning immediately manifests, but his daily healing rate doubles.

**PRECOGNITION:** the chronomancer is able to preview an event that happens in the near future (within a period of time of 6 hours per level in the future) and that involves directly or indirectly a specific subject. Using this power, the chronomancer can specify a question regarding the course of the subject's future actions (including himself) or keep it vague and await a response, in which case this always refers to the most important event within the established time period. The information is never absolutely specific and at times can appear misleading, but the most important thing is that it is impossible to alter the future.

**Example:** the chronomancer wants to participate in a tourney and uses precognition to know if he wins, in which case he obtains the answer that it is an optimal decision as his luck will be favourable. In reality he could even lose the tourney, but impress someone there, who then offers him a large sum for an important mission.

With a roll of 00 he obtains the opposite effect and the prophecy is completely false, but the chronomancer firmly believes it and will do all he can to follow it.

## SECOND CIRCLE

**TEMPORAL LEAP:** the chronomancer folds space-time in a similar way to the *teleport* spell, but rather than moving in space he moves the touched target forward in time within a period of 1 round per level. In practice the subject disappears from reality and reappears in the same place at the end of the leap, with nothing more than a moment passing for him. The power can be used to make an adversary temporarily disappear and have a way of preparing for his return (the victim cannot oppose it if the power takes effect), or to avoid a critical situation in the hope that it has finished by the end of the dislocation.

With a roll of 00 the chronomancer is slowed for a number of rounds equal to his level.

**TEMPORAL DISJUNCTION:** the victim touched by the chronomancer loses his sense of time for 24 hours. In practice, he is constantly late, incapable of coordinating his actions with those of others, and this causes him to always lose the initiative, as well as making it impossible for him to surprise someone, while they always automatically surprise him (the *Alertness* and *Surprise* general skills are useless, if he has them). Moreover, the subject receives a -1 penalty to both his Attack Rolls and Armour Class.

With a roll of 00 the chronomancer himself falls victim to the *temporal disjunction*.

**DELAY DAMAGE:** the chronomancer creates a temporal distortion around the touched subject capable of moving

forward in time the manifestation of any dangerous effect suffered by his body (loss of Hit Points, characteristic points or levels). The distortion lasts for 1d4 turns, and at its end all the damage done in that period of time is applied to the subject, with the natural risk that these could be a deathblow if he didn't take adequate precautions (e.g. if after being poisoned he didn't take time to prepare an antidote or protect himself with an appropriate spell like *poison resistance*).

With a roll of 00 the effect instantly reopens all the subject's old wounds: the victim loses 3 hp per level (e.g. a 10<sup>th</sup> level mage would lose 30 hp).

## THIRD CIRCLE

**ANTI-TIME BARRIER:** the chronomancer creates a wall up to 10 feet square per level (the final dimensions and form are at his discretion) that lasts for 1 turn and is invisible and unmoveable. The barrier halts the flow of time, and anything or being that passes through it is instantly immobilised with no chance of avoiding it. The barrier moreover also impedes movement through space-time, thereby making it impossible to pass through with spells of instantaneous movement (*teleport*, *dimension door*) as well as any temporal dislocation.

With a roll of 00 the chronomancer immediately ages 1d100 years; if the aging causes the character to exceed his maximum age, he dies instantly from natural causes and cannot be returned to life.

**TEMPORAL EYE:** the chronomancer is able to see an event that has already occurred where he is, up to a period of 1 year per level ago. The vision is limited to a specific moment of the past and lasts for up to 1 hour per level starting from that moment; as long as the vision continues the chronomancer remains in a trance and completely ignores what is happening around him in the present.

With a roll of 00 the chronomancer loses his memory for a brief time: such that, he cannot pick up new memories beyond those preceding the moment this effect struck him. Everything that he does afterwards is completely forgotten after 24 hours, and he always has the same memories, making it impossible for him to prepare new spells in respect to those remaining in his mind when he blacked out. Only a *mental cure* or a *wish* can heal it.

**MINOR PARADOX:** the chronomancer is able to alter the course of the recent past to change an event attributable to him. In substance, this power allows him to change one of his actions that took place up to 1 round per level ago, and rewrite the course of events from that precise moment. The change however can only alter a taken action (allowing him to reroll a previous failed Attack Roll or Saving Throw, adding a +2 bonus due to his knowledge of the events) or add new one (provided he could do it in his turn of actions), but not fully eliminate a completed action. If for example he attacked an enemy,

he can decide to change the target of the attack action, if he gave insult, he can insult someone else, and if one of his companions activated a trap, he can warn him not to do so (adding an action where previous he had done nothing), thereby avoiding setting it off.

With a roll of 00 the chronomancer permanently loses 1d4 Intelligence points.

## FOURTH CIRCLE

**TEMPORAL BUBBLE:** the chronomancer creates a 10 feet radius around himself in which time is suspended. The sphere is unmoveable and remains active for 1 round per level, while everything around him seems frozen. Anyone remaining within the sphere can act undisturbed, heal, use magic or other items, but if he sets foot outside the sphere, time, for him, starts to flow normally and from within the bubble he appears paralysed.

With a roll of 00 the chronomancer and all those present in the bubble at the moment of its creation is automatically paralysed for the effects duration and are vulnerable to any attack, while those that enter it later don't suffer the paralysis.

**MAJOR PARADOX:** the chronomancer is able to change the course of events related to his own past, altering an event directly dependent on him. *Major paradox* is similar to the minor one, but the chronomancer can affect an event that happened up to 1 day per level ago and can even performing certain actions (like for example insulting the chief of a nomadic tribe, thereby avoiding making enemies of all the nomads and enduring a skirmish in which his friends had been seriously wounded). Given that this could allow rewriting the course of a battle or the deciding actions at the end of a campaign, the player must give thought to all the possible paradoxes that it could create, and the DM is invited to describe the effects of the change in the least dramatic way possible, as the timestream and its Guardians always tend to contain the consequences of paradoxes.

With a roll of 00 the alteration caused by the chronomancer gains a result clearly more negative to him or his cause in respect to what really happened. The nature of the effects is left to the DM's discretion, but should place the chronomancer or any one of his allies in imminent danger of losing his life.

## FIFTH CIRCLE

**TIME TRAVEL:** the chronomancer can move backwards or forwards in time along his timeline (i.e. within the duration from his birth until his death) or within the timeline of a touched being, who travels with him on the journey, appearing in the same point within a specific chosen point in the past or future. He can affect events in the past or future, but must be very careful, as he could provoke alterations and paradoxes of even catastrophic magnitude based on the actions taken, which in respect to the timestream are either disturbing or uninfluencing.

Those actions that have no long term consequences on history are considered uninfluenceable and can be taken without danger. Generally, interacting with other individuals without altering their state or their knowledge (not revealing anything of the future) is considered uninfluencing and acceptable.

An action is instead disturbing when it substantially changes an event already written (like the rise of a defeated tyrant or a dead hero) or gives the subjects in the past sufficient knowledge to change their future decisions (e.g. know that someone will betray them or how to recover an artefact without dying). The Dungeon Master must evaluate the disturbing actions of the travellers and decide the effects, taking account that sometimes accelerating the course of events doesn't necessarily mean they have been distorted (e.g. revealing how to defeat an enemy without losses can have acceptable consequences if originally the enemy had however been defeated).

Be that as it may, in cases were disturbing actions are completed and the timeline is rewritten by the events occurring in the past, there could also be repercussions on the travellers. However, these repercussions only manifest the moment they return to the "present" time (i.e. the moment in the timeline from which they left to travel into the past) or in a period after it, not before. For example, if the traveller's past alter ego is maimed, they would only suffer the handicap once they return to the future, unless the wound was dealt with in the past.

Finally, it is possible for an individual to have a dual identity in a given moment of time, but it isn't possible to have three. This means that once he returns from a period where he already existed, he will not then be able to visit it again and superimpose himself a third time. If a traveller dies in a different period to his own "present", 1d6 rounds later a temporal turbulence appears which engulfs the corpse and disintegrates it.

With a roll of 00 the chronomancer's body is disintegrated and his soul destroyed.

## DEMONOLOGY

### THE MASTERS OF DEMONOLOGY

*Demonologists* are arcane or divine spellcasters who have discovered ancient practices of black magic to contact and bind demonic creatures of great power and even more evil. The demonologists are pushed by a huge thirst for knowledge and power along a dangerous path that puts at risk not only their sanity but even their soul. They however consider the risk acceptable, as the benefits received from the chance of serving or dominating a demon are high and allow them to very quickly gain occult knowledge and power, giving them an advantage in this over their rivals.

To become a demonologist, an individual must initially research and study secret and nefarious ancient tomes that instruct them on the practices of demons. Their library must always be up-to-date, and its value must amount to at least 500 gp for each Circle he has attained: if the library is in any way damaged or robbed and its value drops below the required minimum, the demonologist's ability to invoke the characteristic powers of his Craft is seriously limited (he cannot use any powers above the 3<sup>rd</sup> Circle, and his chance of success is halved).

A demonologist is distinguished from the simple student as not only is he obsessed with forbidden knowledge (appropriately called demonology), but is also dedicated to practicing black magic and summoning rituals, as he is convinced that true power can only be achieved by abandoning the bonds of morality and giving free rein to his own instincts. The demonologist therefore doesn't research information on demons for pure knowledge, but to put this knowledge into practice and draw personal advantage from it. A demonologist therefore must have a mental attitude adapted to dealing with every type of demon, setting aside any scruples and taking any action, even the most abject, to achieve his aims. No good demonologists exist, as their nature and chosen path inevitably causes them to give vent to the cruellest and most egotistical instincts of the mortal soul.

By virtue of this reputation, every demonologist must act to try to remain as much as possible in the shadows, or receive unwanted attention from the cults devoted to the Good Immortals, as well as naturally provoking the aversion of the common folk. In spite of the precautions taken however, every demonologist must face however an important challenge against an adversary of equal level before being able to pass to the higher Circle. Sometimes this challenge is imposed because of circumstance (a benevolent cult discovers his machinations and tries to oppose him, or he is forced to fight with a rival to put his hands on an ancient relic, and so on), other times it is a direct request made by one his mortal or demonic masters enjoining him to fight (one to prove his maturity, one for the simple sadistic joy of bringing pain and chaos to the world): whatever his motive, the important thing is that the demonologist defeats and destroys his enemies, in order to prove his superiority and

advance along the path that takes him ever closer to being like the demons, until he is even able to claim a place in the demonic hierarchy.

Because of this path, a demonologist's body and soul are corrupted by the maleficent energies with which he is always in contact with hand in hand as his ability grows. The demonologist's body is the true mirror of his corruption: the more he prosecutes his climb to the heights of power, the more his soul is transformed and absorbs demonic energy that his body is unable to contain, so much that it manifests a series of ever more evident grotesque deformities, while the demonologist tends to become misanthropic, megalomaniac and decidedly cruel. This is also reflected in their ability to interact with others, seeing that they receive a cumulative -1 penalty for every Circle they have attained to every Charisma check to those others outside their order who aren't demons.

All the demonologists research the following spells, which they consider indispensable for dealing with demons and acquiring forbidden knowledge, as soon as they are able to learn that level of power: *protection from evil* (1<sup>st</sup>), *detect evil* (2<sup>nd</sup>), *dispel magic* (3<sup>rd</sup>), *mystic circle* (4<sup>th</sup>). Moreover, they all learn from a master or studied tomes the art of strengthening a ritual (what the powers of the various circles available to the demonologists are called) through the use of sacrificial offerings, coaxing the demons with what the yearn for most, the souls and blood of mortals, specifically:

- Killing an animal allows him to add +10% to the success chance of 1<sup>st</sup> Circle rituals.
- Killing a sentient being (Intelligence greater than 3) allows him to use 1<sup>st</sup> Circle rituals without sacrificing material components or add +10% to the success chance of 2<sup>nd</sup> Circle rituals.
- Mutilate a living being (even himself) allows the demonologist to add +3% to the success chance of any ritual of 1<sup>st</sup>-3<sup>rd</sup> Circle for every 8 hp sacrificed.

### FIRST CIRCLE

**LESSER CIRCLE OF SUMMONING:** the demonologist can summon a lesser demon (max 9 HD), which serves him to the best of its ability for 1d4 turns or until it is killed or returned to its home plane with an appropriate spell (*dispel magic*, *destroy evil*, *banish*, etc.). To create a *lesser circle of summoning* the demonologist must consume materials of a value of 10 gp per Hit Dice of the demon he intends to summon (the total of summonable HD is equal to the demonologist's level), and the ritual takes 2d4 rounds. If the attempt is successful, the beings chosen (all of the same type) by the demonologist appear in the accompanying circle; they follow their summoner's mental commands as long as they are within ½ mile of the location of the summoning.

As well as lesser demons, the circle also allows the summoning of demonic animals (more powerful, alternate versions of common animals). Generally, each

demonic animal has 1 HD more than the common version, its natural attacks count as +1 weapons and are always poisonous to mortals, who must make a ST vs. Poison to avoid the effects. The effects of an injury by a demonic animal depends on the creature's HD as follows: 2-4 HD lose the Initiative for 1d4 rounds, 5-8 HD stunned for 1d6 rounds, 9+ HD paralysed for 1 turn.

A roll of 00 renders the summoned demonic beings uncontrollable, which try to attack their summoner and destroy him; if they manage to kill him they consume his soul before returning to where they had been called from and the character is forever lost.

**FORBIDDEN KNOWLEDGE:** the demonologist can perform a sacrifice to obtain the answer to a question or the solution to a problem from the demons. The sacrifice must involve the loss of valuables worth at least 100 gp (or the sacrifice of a living creature), and the answer can be about any type of knowledge sought by the character, except for magically hidden knowledge (at the DM's discretion) and those about the future. The ritual only takes 1 round, but if he fails the character cannot use this ritual again to acquire that specific information until he has gained a level or passed to a higher Circle.

With a roll of 00, not only does the ritual fail, but the contact with the demon's alien mind leaves the demonologist stunned for 24 hours.

**SIGIL OF PROTECTION:** this ritual requires the sacrifice of 1d4 of the character's Hit Points, who uses his own blood to draw a *sigil of protection* on a person or surface. In the first case the ritual takes just one round and the person is the only beneficiary of the protection, whilst in the latter case the ritual takes 1d4 rounds and the sigil (with a maximum radius equal to 3 feet per Circle attained) protects all those within it. The protection keeps at bay any demon with a number of HD equal to or lower than the demonologist's experience level: they cannot physically harm in any way those protected by the sigil (through melee or ranged attacks or destructive powers), but demons can use other means to hinder or dominate the victim. The *sigil of protection* lasts for 1 hour or until it is magically dispelled or it is broken by attacking a demon.

A roll of 00 renders the demonologist vulnerable to his own power and he cannot attack or affect demons in any way until the *sigil of protection* is dispelled.

## SECOND CIRCLE

**NEFARIOUS PACT:** the demonologist offers his soul in exchange for a demon's aid, which becomes his ally until death (he cannot bind himself to more than one demonic being using this ritual). The ritual takes 1d4 hours and requires a sacrifice of valuables equal to at least 100 gp per character level (for each additional 100 gp increases the success chance by 2 points).

If the ritual is successful, the demonologist can use the *nefarious pact* up to twice a day to ask the demon for help, and if the demon responds (successful percentile roll) he gains one of the following benefits:

- **Demonic Blessing:** +2 bonus to all his dice rolls for an hour (i.e. Attack Rolls, damage rolls, Saving Throws, skill checks, adding of Hit Points, and so on).
- **Entropic Fury:** the demonologist is filled with demonic energy and for an hour gains a +4 bonus to his Strength and Constitution scores, as well as the chance of making an additional attack each round with weapons or with claws that grow from his hands, which cause 1d4 damage plus his Strength bonus (this value is added to any claw damage that the subject is already able to inflict).

However, when the demonologist dies, the demon claims his soul as payment for the pact, and he is forever lost (the character cannot be resurrected). The *nefarious pact* remains in force until the death of either the demonologist or the demon he is bound to, or until it is dissolved by the demon or by means of a *remove curse* spell or better spell cast on the demonologist.

With a roll of 00, the demon claims all the offered treasure and also permanently drains 1d4 Hit Points from the demonologist to humiliate him.

**PARTIAL TRANSFORMATION:** the demonologist is able to evoke the aid of a lesser or greater demon to exploit part of its power for a short period of time in exchange of a sacrifice. The ritual takes 1 round and the demonologist must sacrifice a gem worth at least 100 gp and bathed in a mortal's blood. If the attempt fails, the gem is reduced to dust and absorbed by the demon, which however doesn't give any aid. If instead the ritual succeeds, the demonologist is transformed and possessed by the demon's essence for 1 hour, becoming similar in appearance to the evoked creature and gaining an ability of that demon chosen from Armour Class, an attack or movement type, an immunity or resistance, a special power or a +4 bonus to a characteristic score. If the demonologist is killed whilst transformed, his soul is devoured by the demon and the subject is irretrievably lost and damned. The transformation can only be annulled early through *dispel magic*, and as long as he is possessed the demonologist is considered a magically controlled creature (thus incapable of physically crossing a *protection from evil*).

A roll of 00 means that the called demon is so angry with the demonologist that it not only rejects the bound and consumes the gem, but also permanently drains from the subject 2d10×100 xp from the primary class (this loss is recoverable with *restoration*).

## THIRD CIRCLE

**GREATER CIRCLE OF SUMMONING:** the demonologist can summon a greater demon, which serves him to the best of its ability for 1 hour or until it is killed or returned to its home plane with an appropriate spell (*dispel magic*, *destroy evil*, *banish*, etc.). To create a *greater circle of summoning* the demonologist must consume materials of a value of 100 gp per Hit Dice of the demon he intends to summon (which cannot be higher than demonologist's level), and the ritual takes 2d6 rounds; if the demonologist knows the greater demon's true name, the chance of summoning and binding it is increased by 30%. If the attempt is successful, the demon chosen by the demonologist appears in the circle, which cannot directly harm its summoner and act to follow his orders, although it seeks to interpret them to its own advantage and put the demonologist in difficulty.

A roll of 00 means that the summoned demon hasn't been bound and it tries to attack its summoner to destroy him and consume his soul (the character is forever lost). The demon can choose to remain on the plane in which it was summoned for as long as it wishes, and often exploits the occasion to bring death and destruction and increase its own power before returning to its home plane (the lesser and greater demons cannot in fact voluntarily travel to the Prime Plane, but only through the explicit invitation of a creature already there, and once it leaves the Prime Material it can only return through a new summoning).

**ENTROPIC DRAIN:** the demonologist is able to open a spiritual channel to draw entropic energy from a demon and convert it to magical energy at his disposal. The ritual takes 1d6 rounds and requires the sacrifice of a gem worth 500 gp with which he tricks the demon. If the ritual is successful, the demonologist gains 1 spell level per HD of the demon which he can use within the next 24 hours to spontaneously cast spells with that total of spell levels as he likes (e.g. drawing energy from a 10 HD demon the demonologist gains 10 spell levels with which he can cast any combination of spells, like 10 1<sup>st</sup> level spells or 5 2<sup>nd</sup> level spells or one 4<sup>th</sup> level and two 3<sup>rd</sup> level spells, etc.).

With a roll of 00, the connection reverses and it is the demon who draws an equal number of spell levels from the demonologist's memory for 24 hours.

## FOURTH CIRCLE

**INFERNAL EXILE:** The demonologist is able to return any demonic being to its home plane. This ritual takes one round and requires that the demonologist performs a personal blood sacrifice of 1 temporary hp per demon HD to banish the creature; if the demonologist knows the demon to be banished, the success chance rises by 30%. If the ritual is successful, the demon is returned to its home plane and cannot be summoned or leave its plane for at least a year. If it is already on its home plane,

the ritual causes the hasty escape of the creature, which uses every means to move as far away as possible and avoid any contact with the demonologist for the next 24 hours, at the end of which it will be able to return to act as it pleases (it could be sufficiently intimidated by the demonologist to not try and gets its revenge or it could act in quite the opposite manner).

A roll of 00 doesn't have any effect on the creature, but sends the demonologist to the home plane of the demon he tried to banish, where he would be at the mercy of the demons until he leaves (provided that he can survive the negative energy emanations of Entropy).

**DEMONIC BOND:** the demonologist can use his power and knowledge to bind a specific demon to his service. This power can be used against any demon, whether summoned or free: the ritual takes one round and requires the demonologist consume part of his energy (200 xp per HD of the demon permanently lost from the character's level) and blood (2d6 hp temporarily lost) to bind himself to the demon; if the demonologist knows the demon's true name, the chance of success rises by 30%. If the ritual is successful, the demon is forced to obey any order of the demonologist for a number of days equal to his level, at the end of which it can make a ST vs. Mental Spells to escape the bond; however, if the ST fails, it must serve him for the same amount of days before attempting again to free itself.

Naturally a bound demon's only aim is to break its binding and avenge itself on the demonologist, therefore the latter should pay particular attention to give it orders that limit its movement and must always be ready to return it home as soon as he suspects that the bond has been broken, otherwise he truly risks his life.

A roll of 00 renders the demonologist is completely dominated by the demon for the duration of the bond.

## FIFTH CIRCLE

**COMPLETE TRANSFORMATION:** this power allows the Grand Master to completely transform into a chosen greater demon. The ritual requires 1d4 rounds and a tribute of blood equal to at least 10 hp (or the death of another living being). Once transformed, the demonologist has all the demon's physical characteristics (AC, Strength, Constitution and Dexterity scores) and special powers (including innate magic powers, immunities and types of movement), but keeps his own mental characteristics (Intelligence, Wisdom and Charisma) and memorised spells. The transformation has unlimited duration and only ends once he returns to his normal form or it is magically dispelled. For each hour spent in this form however, the demonologist must make a ST vs. Mental Spells and if he fails he is assaulted by a rage that forces him to massacre by any means the first creature he sees and eat it before coming to his senses.

From 24<sup>th</sup> level, the Grand Master can challenge a true greater demon and, if he destroys it, takes its place in the ranks of Entropy, becoming to all effect a demon. If



instead the Grand Master is defeated, he is absorbed by the winning demon and his soul is forever lost.

A roll of 00 causes the total disintegration of the Grand Master.

## DRACOLOGY

### THE MASTERS OF DRAGONS

*Dracologists* are mages specialised in dracology (the study of dragons). They are able to protect themselves from dragons, imitate their powers, control them and on occasion even become true dragons.

At the beginning of his career, a dracologist must select a type of dragon matching his alignment; his choice remains secret until he uses a power that reveals the colour. A Lawful dracologist can select a gold or crystal dragon, a Neutral prefers blue or white, whilst a Chaotic can select either a black or red dragon; it isn't possible to select one of the Dragon Lords as the preferred dragon. Dracologists gain the ability to speak with dragons as a free skill.

The effects of their abilities corresponds to the type of dragon chosen. At higher levels, a dracologist perfects the ability to use the powers of adult and old (huge) dragons. All of their powers as described require a round of concentration to have effect.

### FIRST CIRCLE

**PROTECTION FROM DRAGONS:** the dracologist can protect himself from one or more dragons. This power allows him to automatically protect himself from a total of HD of dragons equal to his level. The protection is effective against at least one dragon, but if the disciple's level is lower than the dragon's HD, the latter can ignore the protection with a successful ST vs. Mental Spells with a +2 bonus.

This power prevents the dragon from doing evil to the dracologist in any way. The dragon is instinctively aware of the dracologist's presence within 150 feet, and can speak with him or block his path with touching him, but cannot physically attack him, breathe on him or use other ranged attacks. The dragon can only cast spells if they have no effect on the dracologist, but can attack other members of his group.

The effect of this ability lasts as long as the dracologist remains visible and within 150 feet of the dragon, or until it is dispelled, which happens when the dracologist openly tries to steal the dragon's treasure, its eggs or its young, or when he attacks it or cast spells against it. Moreover, every individual classified as a member of the dracologist's group who attacks the dragon causes the instant annulment of the effect. If this happens, the dracologist can no longer protect himself (using this power) from that specific dragon until the following day.

When protecting himself from a dragon of his colour his level is treated as three levels higher when calculating the number of HD he can affect.

A roll of 00 renders the dragon furious and it is forced to attack the dracologist.

### SECOND CIRCLE

**DRAGON WINGS:** allows the dracologist to grow dragon wings of his colour, which allow him to fly at a base

speed of 60 feet per round (180 feet at maximum speed), carrying a maximum load of 400 lbs. (4,000 cn). When the dracologist becomes powerful enough (in terms of experience levels) to equal the HD of a dragon of a specific age of his colour, the fly speed becomes that appropriate to his type of dragon, and the maximum load becomes 100 lbs. (1,000 cn) per HD of the dragon. This power lasts one turn per dracologist level.

**Example:** an adult gold dragon has 11 HD and a fly speed of 72 feet per round. Until a gold dracologist is at least 11<sup>th</sup> level, his fly speed is 60 feet per round, and his maximum load is 400 lbs. (instead of 1,100 lbs.).

A roll of 00 causes useless, encumbering vestigial wings to grow on the dracologist's shoulders that prevent him running and reduce his Dexterity by 2 points until dispelled or the power ends.

**DRAGON CLAWS:** the dracologist can choose to have dragon claws grow on one or both of his hands. In melee, they inflict damage based on the dracologist's level and the Hit Dice of his chosen dragon type. The base damage is 1d3 Hit Points per claw, until the dracologist is powerful enough (in terms of experience levels) to equal the HD of a dragon of a specific age of his chosen colour: when the damage becomes the amount appropriate to that type of dragon. The effect lasts one turn per dracologist level.

**Example:** an adult red dragon has 10 HD and inflicts 1d8 damage with its claws. Until a red dracologist is of at least 10<sup>th</sup> level, his *dragon claws* only cause 1d3 damage. Later, at 15<sup>th</sup> level, his claw damage increases to 1d10+1 (like those of a mature red dragon with 15 HD), and so on.

A roll of 00 deforms the dracologist's hands rendering them unusable (cannot attack, 50% arcane spell failure) until the effect ends or is dispelled.

**DRAGON FANGS:** the dracologist can materialise ghostly fangs and have them attack a target within 20 feet of him. The fangs attack automatically without needing the dracologist to concentrate on them unless the chosen enemy moves too far away or dies: if the dracologist wants to change the target he must spend a full round of concentration. The fangs continue to exist for one round per dracologist and attack using his THAC0. The fangs inflict damage equal to those caused by the bite of a true dragon. The bite inflicts 2d6 damage until the dracologist is powerful enough (in terms of experience levels) to equal the HD of a dragon of a specific age of his chosen colour: when the damage becomes the amount appropriate to that type of dragon.

**Example:** an adult green dragon has 8 HD and inflicts 3d8 damage with its bite. Until a green dracologist is of at least 8<sup>th</sup> level, the bite of his *dragon fangs* only inflict 2d6 damage. Later, at 12<sup>th</sup> level, his bite damage increases to 3d8+4 (like those of a mature green dragon of 12 HD), and so on.

A roll of 00 deforms the dracologist's jaws and tongue preventing him from speaking (cannot cast spells) until the effect ends or is dispelled.

**DRAGON EYE:** this power allows the dracologist to recognise any dragon that has changed form. This power includes all forms of illusion and every trick used by dragons to mask their appearance. The power lasts one turn per level.

A roll of 00 blinds the dracologist until the effect ends or is dispelled.

**DRAGON SCALES:** the dracologist creates dragon scales on his skin and thereby gains an AC equal to that of his chosen dragon. The base AC is 4, and remains such until the dracologist is powerful enough (in terms of experience levels) to equal the HD of a dragon of a specific age of his chosen colour: when the AC becomes the value appropriate to that type of dragon. The power lasts one round per level.

**Example:** an adult blue dragon has 9 HD and AC 0. Until a blue dracologist attains 9<sup>th</sup> level, his AC remains at 4; at 13<sup>th</sup> level, his AC becomes -2 (like that of a mature blue dragon of 13 HD), and so on.

A roll of 00 deforms the dracologist's body preventing him moving in a coordinated manner (-2 Dexterity) and slowing him down (half movement) until the effect ends or is dispelled.

### THIRD CIRCLE

**DRAGON BREATH:** this power allows the dracologist to emit the same type of breath as his chosen dragon, with the same effects. The damage inflicted is equal to 1d6 per dracologist level (max 20d6), and the victim can always make a ST vs. Dragon Breath for half (unless he is held).

A roll of 00 causes an explosion within the dracologist who suffers the same damage caused by the breath; he can halve the damage with a successful ST vs. Spells.

### FOURTH CIRCLE

**DRACONIC COMMAND:** the dracologist can dominate a total of HD of dragons of any type equal to his level for a period of one turn per level. With this power he creates a mental link with the dragons and the dracologist can give them non-suicidal commands by simple concentration, which they follow to the best of their ability.

A roll of 00 renders the dracologist enslaved to the will of one of the dragons until the effect ends or is dispelled.

### FIFTH CIRCLE

**HIGH MASTERY OF DRAGONS:** this power allows the Grand Master to completely transform himself into his chosen dragon type in 1d4 rounds. Once transformed, he has all the physical characteristics and special powers of his chosen dragon (including spells, immunities and breaths). To use powers that exceed the dragon's abilities (like spells or dracologist powers), or magic items suited only for humanoids, the Grand Master must return to his

human form, thus ending the power's use (which otherwise has unlimited duration).

At 24<sup>th</sup> level, the Grand Master can attempt to transform into the Dragon Ruler corresponding to his alignment, remaining in that form for a maximum of 1 turn per level. If successful (normal percentile roll to evoke the power), the true Dragon Ruler is automatically aware of his location and identity, where it will find the 'imposter' and challenge him to a duel. If the Grand Master defeats the dragon in the duel (in human or dragon form), he becomes the new Dragon Ruler (his predecessor retires to an outer plane). If the Grand Master is defeated, he loses forever the ability to transform into a Dragon Ruler, or is eliminated (if chaotic), and every dragon of his alignment forever becomes his enemy (10% chance to recognise his human guise).

Any type of deceit (external aid during the duel) causes the intervention of the Great One (Ruler of all Dragons), who personally hunts down the cheater and arriving with its wrecks havoc in his lands, to force him to fight. No Grand Master can assume the form of the Great One.

A roll of 00 causes a huge ancient dragon of his chosen type to appear before the dracologist; it then tries to destroy him as punishment for his arrogance.

## ELEMENTALISM

### THE MASTERS OF THE ELEMENTS

*Elementalists* are mages expert in dealing with the four elements of nature. Thanks to their studies, they learn to protect themselves from, summon and control the elements. Ultimately, the Grand Master gains the ability to enter or leave an elemental plane and transform himself into an elemental creature.

There are four Elemental Academies, one for each natural elements (Air, Earth, Fire and Water), which are rival orders. An Elementalists can only join and learn the secrets of one academy. There are four Grand Masters of the Element, one for each academy. The elementalists only deal with their chosen element and speak the language of the elementals of their academy. All their powers require 1d4 rounds to take effect.

All elementalists are taught the following spells at the appropriate level: *endure elements* (1<sup>st</sup>), *control element* (3<sup>rd</sup>), *summon elementals* (5<sup>th</sup>) and *bind elementals* (7<sup>th</sup>). Based on their academy, they also learn the following spells:

Air: *feather fall* (1<sup>st</sup>), *gust of wind* (2<sup>nd</sup>) *fly* (3<sup>rd</sup>), *whirlwind* (4<sup>th</sup>), *cloudkill* (5<sup>th</sup>), *control winds* (6<sup>th</sup>), *control weather* (7<sup>th</sup>).

Earth: *dig* (1<sup>st</sup>), *stone grip* (2<sup>nd</sup>), *fist of rock* (3<sup>rd</sup>), *stone shape* (4<sup>th</sup>), *wall of stone* (5<sup>th</sup>), *move earth* (6<sup>th</sup>), *rock* (7<sup>th</sup>).

Fire: *burning hands* (1<sup>st</sup>), *affect normal fires* (2<sup>nd</sup>), *fireball* (3<sup>rd</sup>), *wall of fire* (4<sup>th</sup>), *purifying flame* (5<sup>th</sup>), *fiery tentacle* (6<sup>th</sup>), *soaring fire* (7<sup>th</sup>).

Water: *precipitation*\* (1<sup>st</sup>), *swim*\* (2<sup>nd</sup>), *liquid form* (3<sup>rd</sup>), *wall of water* (4<sup>th</sup>), *icy blast* (5<sup>th</sup>), *control liquids* (6<sup>th</sup>), *calm water*\* (7<sup>th</sup>).

These spells are only taught when the elementalists has all the abilities of the circle corresponding to his level. Elves are allowed to cast these spells, despite their normal level limitations. Use their Attack Class as described in the introduction to determine when they can learn them.

### FIRST CIRCLE

**PROTECTION FROM ELEMENTS:** elementalists of the first circle can protect themselves from the element of their order. The exact effects are described below and last for 6 turns:

Air: the disciples only suffer half damage from air-based attacks (spells, winds, whirlwinds or air elementals). They can walk on clouds or levitate for 3 consecutive rounds without falling.

Earth: the disciples only suffer half damage from earth- or stone-based attacks (spells, rocks, earth elementals, etc.). They can advance for 3 consecutive rounds on moving sand, mud or dangerous ground without falling or being slowed down.

Fire: the disciples only suffer half damage from fire-based attacks (spells, breaths, high temperatures, fire elementals, etc.). They can walk on lava for 3 consecutive rounds without taking damage.

Water: the disciples only suffer half damage from air- or stone-based attacks (waves, water elementals, ice or snow). They can walk on water for 3 consecutive rounds without sinking.

A roll of 00 doubles the damage based on the appropriate element suffered by the elementalists until the effect ends or is dispelled.

### SECOND CIRCLE

**MINOR CONJURATION:** the elementalists, by concentrating, can conjure 1d4 elementals of his academy. The summoned elementals are all under his control and the total of the Hit Dice of the conjured elementals cannot exceed the elementalists's level.

The elementalists can give a series of orders of any level of complexity and the elementals flow them to the best of their ability, without trying to distort the intent. The elementalists doesn't need to concentrate to maintain his control of the creatures. The control over the elementals lasts for one day per elementalists level, or until it is dispelled, or their mission has been completed. When the control ends, the elementals automatically return to their home plane.

A roll of 00 causes the appearance of a 16 HD elemental of the opposing plane to the one desired. This elemental is automatically hostile to the elementalists (Water opposes Earth, Air opposes Fire). An elementalists can always cast *dispel magic* to return the hostile elemental back to its home plane.

### THIRD CIRCLE

**MAJOR CONJURATION:** this power allows the elementalists to conjure and control any creature originally from the elemental plane of his academy (a Master of Air could conjure a lesser djinni, a Master of Fire can summon a lesser efreeti, a Master of Earth a kryst, and a Master of Water an undine). This ability is, otherwise, similar to *minor conjuration*.

With a roll of 00, the summoned creature becomes hostile to the elementalists.

### FOURTH CIRCLE

**FULL ELEMENTAL CONTROL:** the disciple controls the non-living matter corresponding to his academy. He can shape and move it for one round per experience level. The animated matter fights as an elemental with 12 or 16 HD, based on the disciple's level, as above. By concentrating, he can have the animated matter attack anything. The elementalists can move up to 20 feet per round and have the matter follow him, or up to normal speed as long as he remains within 30 feet of the animated matter. The power lasts for 1 turn per elementalists level.

Master of Air: the master causes winds to stop or blow as a hurricane within a 4 feet radius per level. The wind deflects non-magical missiles or allows the master to fly at 360 feet per round.

*Master of Earth:* the master can shape rock and earth to his liking within a 2 feet radius per experience level. His creations are permanent and even allow him to walk through stone or earth without suffocating. The master is immune to stone and earth-based damage.

*Master of Fire:* the master can extinguish fire or have it flare from his body to fill an area of 2 feet radius per experience level. He can build walls of fire and is immune to all fire- and heat-based damage.

*Master of Water:* the master can calm or agitate water within a 3 feet radius per level. He can breathe water without drowning and swim regardless of currents or whirlpools.

A roll of 00 causes him to lose control of the affected area. Anything within the area automatically suffers maximum damage from an attack, each round, whilst it remains in the area. The disciple suffers a severe trauma which reduces any future ability chances by 10%.

## **FIFTH CIRCLE**

**METAMORPHOSIS:** The Grand Master can become an elemental of his academy, with a number of HD equal to his level. He keeps his ability to cast spells and use magic items, and acquires all the abilities and statistics of the elemental, if they are better than his own. Moreover, he can freely enter or leave the element's plane as long as the power lasts (1 turn per elemental level).

A roll of 00 causes the wrath of an Elemental Ruler, who decides to bring an end to the Master's activities, who can choose to accept the challenge or return to the Prime Plane. If he flees, the Ruler will try to corner him each time he enters that plane. If he decides to fight, losing will mean his death, whilst winning gives him the ability to become an Elemental Ruler with 41 HD (but only on that Elemental Plane). Every new level gained afterwards grants him an additional 2 HD in his Elemental Ruler form.

## NECROMANCY

### THE MASTERS OF NECROMANCY

The science of death (necromancy or negromancy) has always had a large following within Glantri. In spite of its terrifying power, it is recognised as a legitimate form of magic and is therefore considered acceptable. *Necromancers* (or *Negromancers*) are notoriously chaotic, while those few of neutral alignment are less interested in the dark powers and more in the scientific value of this discipline. These students use magic to control and create undead, or to protect themselves from them. As their familiarity with the powers of the afterlife grow, they also acquire the ability to return the dead to life. The most impressive power is that of the Grand Master, who knows the secret to attain an aberrant form of immortality: becoming a lich.

Entering the order, the necromancers learn the following spells when they are able to learn spells of the appropriate level: *ghoul touch* (1<sup>st</sup>), *walking dead* (2<sup>nd</sup>), *destroy undead\** (3<sup>rd</sup>), *corpse possession* (4<sup>th</sup>), *animate dead* (5<sup>th</sup>), *death* (6<sup>th</sup>) and *necromantic fusion* (7<sup>th</sup>).

### FIRST CIRCLE

**SPEAK WITH DEAD:** a disciple of the first circle is able to summon the spirit of a corpse to question it. The necromancer must touch the corpse he wants to question, which can be dead for no longer than 1 week per circle, then invoke the power that lasts for 1d6 rounds. The evoked spirit manifests in a faint spectral form, and always answers in a language known to those that interrogate it, who can ask one question per round: the spirit's answers are based just on its knowledge up to the moment of its death. If the alignment of the spirit and that of the necromancer are the same, the spirit's answers are always clear and concise; if instead the two are of different alignments, the corpse's response is usually difficult to understand (it can respond in riddles or metaphors). This power doesn't allow him to speak with undead or with magically animated corpses.

A roll of 00 means that the spirit has possessed the necromancer's body, who cannot control his own actions until the effect ends.

**PROTECTION FROM UNDEAD:** a disciple of this order can protect himself from undead creatures once he has learnt the secrets of the first circle. Thanks to this power the necromancer is completely ignored by any undead that have less Hit Dice than his level as if he was invisible. The protection lasts until the necromancer attacks one of the affected creatures: at that point the undead attack all those within a radius of 30 feet focusing their attention on trying to kill the necromancer.

A roll of 00 renders the necromancer prey to his own power: he is unable to attack or affect in any way an undead, unless one of the creatures begins to fight him or one of his companions.

## SECOND CIRCLE

**CONTROL UNDEAD:** the necromancers gain the ability to control a number of HD of undead creatures equal to or less than his experience level. When encountering groups of undead, those with fewer Hit Dice are affected first. If those suffering the effects of this power control other undead, its pawns are also controlled, without however counting towards the maximum HD limit. All liches are immune to this power, while undead with the same HD/level as the necromancer can avoid the control with a ST vs. Mental Spells. It doesn't require concentration, and the undead follow the orders to the best of their knowledge and ability. The control functions up to 24 miles, and if necessary, a necromancer can choose which creatures to control.

The control lasts until the next full moon, when the controlled undead are freed; these undead cannot be controlled again until the next day. The control is broken if the necromancer or one of his group attack the affected creatures. He can destroy any undead under his control by dismissing its spirit, but only if it is in his presence.

This power can also be used like the cleric ability to turn undead. No religious symbol is needed, just some ritual words and gestures. A necromancer turns undead as a cleric of the same level.

A roll of 00 causes the necromancer to fall prey to his own power. He becomes a pawn of the strongest undead creature present, until an undead creature begins to fight him or a member of his group. If all the undead present are nonintelligent, the victim falls into a state of catalepsy for 1d8 hours.

## THIRD CIRCLE

**CREATE UNDEAD:** upon attaining third circle, a necromancer can create undead monsters. He must begin to research the arcane ceremony and components needed to create the desired type of undead, an operation that requires 1 day per HD of the undead, with a success chance of:

$$[(\text{Necromancer Lvl.} + \text{Int}) \times 2] - (3 \times \text{undead HD})$$

The research cost is equal to 500 gp per HD of the undead, and if successful the Necromancer adds the corresponding amount in xp to advance in circle. Once he has discovered the secrets of the ceremony, he needs to write them in his Book of Necrology, and in future it is enough to consult the book to research that type of undead. Necromancers cannot create liches at any level.

Each undead created by the necromancer remains permanently under his control, with no need of the *control undead* ability. The necromancer cannot create, in each ceremony, more HD of undead than his level.

The ceremony requires 2d6 turns for creatures with 4 or less HD, otherwise, the ceremony requires 2d6 hours (e.g. a ceremony to create skeletons requires 1d6 turns; creating vampires or ghosts requires 2d6 hours). A body is needed for corporeal undead (skeletons, zombies,

wights, vampires, etc.), while only a body part is needed for incorporeal undead (wraiths, haunts, phantoms and spirits). The undead created are permanent and cannot be dispelled.

A roll of 00 takes some of the necromancer's life force, and the attempt fails. The necromancer suffers 1d6 damage per HD of the being he wanted to create (no ST). If the necromancer dies, he becomes an undead of the type he tried to create.

## FOURTH CIRCLE

**RAISE DEAD:** a necromancer of the fourth circle acquires the knowledge and ability to raise spirits from the grave. This ability is identical to the divine spell *true resurrection* (except it cannot produce the reverse effect, or *obliterate*).

A roll of 00 causes a temporary drain of the necromancer's physical vigour, to an amount of 1 Constitution point for every two levels or HD of the creature that he attempted to raise (rounded down). If the necromancer's Constitution is completely drained, he is reduced to ashes, and cannot be raised in any manner. Those that survive recover 1 Constitution point per night of sleep.

## FIFTH CIRCLE

**ATTAIN LICHDOM:** The Grand Master of Necromancy can become a lich of the appropriate level. The procedure of transformation requires 1 day per experience level, and once he becomes a lich, the necromancer remains such forever. He controls undead according to the specific rules for this creature (see the rules in the *Master set or Rules Cyclopedica*). The lich retains all his necromancer powers, as well as acquiring all the special abilities of his new status. The main components needed for the transformation are a pint of venom taken from a nightcrawler's tail and the skull of a red imp.

The DM must pay particular attention to lich characters, as they provoke terror in the common people and the defiance of lawful adventurers and religions. If the presence of a lich and his lair becomes known, he would quickly be attacked by some band of heroes, or by followers of a temple or by the militia of the nearest settlement, with the sole aim of destroying the monster and with the support and blessing of his rivals.

Once a PC has become a lich, he can no longer advance in level, although he can still try to attain immortality in the Sphere of Entropy.

A roll of 00 causes the Grand Master's disintegration.

## ONEIROMANCY

### THE MASTERS OF DREAMS<sup>3</sup>

*Dreamers* (or *Oneiromancers*) use particular techniques to affect people who can see or think. This ability is different from the approach of *phantasmal force*, because it doesn't create a magical illusion: it alters the victim's sensory perceptions by using the emanations of the Dimension of Nightmares to trap his mind in a personal nightmare, or mould and animate dreams with the Nightmare energy.

Once they enter the order, the disciples learn the following spells when they are able to learn spells of that level: *sleep* (1<sup>st</sup>), *hypnotic pattern* (2<sup>nd</sup>), *phantasmal killer* (3<sup>rd</sup>), *night terrors* (4<sup>th</sup>), *dream\** (5<sup>th</sup>), *programmed illusion* (6<sup>th</sup>) and *hallucinatory nightmare* (7<sup>th</sup>).

### FIRST CIRCLE

**HYPNOSIS:** the dreamer can try to affect the reasoning of one or more people (to a total of HD or levels equal to that of the spellcaster). He need do nothing more than speak casually and make soothing gestures for 6 rounds: the DM then ascertains if the attempt was successful (d% roll). The effect of *hypnosis* cannot be dispelled.

If the attempt fails, the victim knows that the subject has been acting in a suspect manner and speaking strangely. The reactions of the victims are left to the DM's discretion. If instead the attempt was successful, the victims will do anything said by the dreamer, obviously as long as it doesn't endanger their life or go against their nature (alignment). He can direct them to forget certain events, to tell the truth or to undertake a not too difficult mission. The hypnotic trance lasts until someone slaps the victim or causes him damage, or until the completion of the mission. If a victim isn't able to understand the spellcaster, but is however hypnotised, he stares blankly until the effect ends.

A roll of 00 renders the hypnotist victim to his own command, whatever it is.

### SECOND CIRCLE

**DREAM ALTERATION:** the dreamer can try to modify the dreams of a known intelligent creature within a radius of 1 mile per level. False omens or horrible nightmares sent in sleep render any NPC, which fails an Intelligence check, restless and upset upon awaking. PCs react based on how their players interpret the dreams (the DM doesn't have to reveal the dream's origin).

Moreover, the dreamer can send into the victim's dreams monsters from the Dimension of Nightmares (whose statistics are left up to the DM, but the dreamer can use a maximum number of monster HD equal to his experience level). Conduct the dream combat according to the normal combat rules: if the monster wins, the

victim awakes screaming and temporarily loses a point of Constitution. All the lost points are recovered after a whole night of uninterrupted sleep. If his Constitution drops to 0, the victim becomes catatonic, apathetic, and doesn't respond to any external stimuli. A *healing* spell is required for a victim to recover his health and reason. A suspicious character can identify the true nature of the nightmare by casting a *contact outer planes* spell. If the dreamer fails two consecutive attempts, can no longer affect the dreams of that subject, and his face appears in the victim's dreams.

Any dream or nightmare sent successfully annuls the night's rest and impedes the recovery of spells (whether the monster wins or not).

With a roll of 00, the spellcaster dreams he's fighting a monster of Nightmare. If defeated, he loses permanently loses a Constitution point.

### THIRD CIRCLE

**DELIRIUM:** the dreamer creates fictional images in the victim's mind, which perfectly affect all senses (sight, touch, smell, hearing etc. correspond exactly). The dreamer can affect a total of 1 HD/level of victims for each of his levels, within a radius of 120 feet. This effect doesn't require light, but the subject must be able to see his victims.

The effects are similar to those of *phantasmal force*, except for the fact that the damage suffered by the victim become real, and any combat is conducted according to the normal rules. The dreamer can create monsters of the Dimension of Nightmares (following the rules given for the *dream alteration* power) in the victim's mind, while any injurious effect created through the illusion inflicts 1d6 damage per dreamer level (20d6 maximum). Occasional observers who aren't affected by the illusion will simply see the victims swing their weapons at the air or cast spells against invisible enemies (the illusion, in fact, takes place wholly in the victims' minds).

The effect lasts until the illusion programmed by the spellcaster completes its course, or until the victims defeat the monsters in their minds.

With a roll of 00, the mage dreams of being in the Dimension of Nightmares, until he finds a way to return to his body or someone wakes him; any damage suffered in this condition is real.

### FOURTH CIRCLE

**SHADOW REALITY:** the dreamer can try to control an area of shadow or darkness for one round per experience level. This allows him to use these areas to travel from one shadowy area to another, or remain in the areas of darkness as an incorporeal form that can only be located with *see invisibility* or *trueseeing*. While immaterial, he cannot cast spells, but can affect the shadows (see below).

The dreamer can create static items (like walls, doors, stairs, bridges, etc.) made of shadow. Spells of light affect these items as if they were a *dispel magic*. The area

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<sup>3</sup> In GAZ3 this school is called Illusionism and its master is the Illusionist. However, due to its peculiar characteristics, the name has been changed to Dreaming.



affected covers one square yard per experience level of the spellcaster.

A roll of 00 transfers the dreamer to the Dimension of Nightmares, from which he must return home using his own strength.

## **FIFTH CIRCLE**

**DREAMLANDS:** The Grand Master can enter or leave the Dimension of Nightmares once a month, and can build a fortress of solid shadow or spectral material there. Any creature of that dimension that ventures into the fortress (25% chance per week) must make a ST vs. Mental Spells or end under the control of the Grand Master. The maximum number of HD of creatures that can be controlled is equal to the Grand Master's experience level. These will guard his to the best of their ability.

After returning to the Prime Plane, once per month the Grand Master can gate a number of HD of creatures equal to or lower than his level, and assign them a mission. This operation needs a magical ceremony in which the tongue of a nightwing is burnt as the principal component. The Grand Master can see and hear all that these creatures perceive, and communicate with them regardless of distance. The creatures remain on the Prime until the end of their mission, after which they return to their own dimension (and return free).

A roll of 00 causes a rupture between the dimensions, which causes all his servants to arrive suddenly in the Tower of the Grand Master from his shadow fortress. Due to the shock, the creatures become hostile and attempt to tear him apart, returning every night (and only during the night) until either they or him have been destroyed.

**Note:** at the end of each day spent in the Dimension of Nightmares, the visitors must make an Intelligence check: the consequence of a failed check is permanent madness (the Grand Master of Dreaming is immune to this effect). The creation of the monsters of this dimension is left up to the DM.

## WITCHCRAFT

### THE MASTERS OF WITCHCRAFT

*Witches* (term used to distinguish them from the Sorcerers and Sorceresses of the same class) are specialised in a type of magic whose origins date back to times long forgotten. Mages frequently look down on them, but the magic they use is as powerful as any other. There are even a few male *Witches*, but the majority of the members of the circle are female.

Among the powers of the witches is the ability to create brews and philtres, cursed puppets, the use of charms and illusions and the ability to create curses. Moreover, each day she can cast a spell for every 6 levels gained from her spellbook instead of using a memorised spell (or can cast 1 spell more for every 6 levels – beyond those memorised – chosen from those written down in their spellbook).

The other side of the coin is that witches use a form of chaotic magic that have negative effects on their appearance. As she progresses through the circles, the witch's body progressively deforms and her appearance becomes ever more unpleasant, while her voice becomes horribly hoarse. It is because of this that the witch makes ample use of *charm* and has developed the ability to change her semblance to mask her natural deformities. In game terms, for each circle the witch receives a –2 penalty on any Charisma check and Reaction rolls of the subjects with which she interacts, unless she is able to mask her voice and appearance.

Witches learn the following spells as soon as they are able to learn spells of that particular level: *charm person* (1<sup>st</sup>), *phantasmal force* (2<sup>nd</sup>), *suggestion* (3<sup>rd</sup>), *polymorph self* (4<sup>th</sup>), *disguise* (5<sup>th</sup>), *mental decay* (6<sup>th</sup>) and *collar of enslavement* (7<sup>th</sup>).

### FIRST CIRCLE

**BREWS AND PHILTRES:** this ability is analogous to that that allows the alchemists to create *alchemical preparations* and is used to create poisons, sleeping drafts, antidotes or love potions with the effects of *charm*. The main difference is in the fact that the witches' brews and philtres must be in potion form. The brews last for 1d4 weeks, have the same cost as an equivalent antidote or poison (see *Netbook of Poisons* or *Guide to Herbs*), which is never less than 5 gp and the time needed to create it is 2d4 hours.

A roll of 00 means that he has made an error whilst creating the potion (a poison could be beneficial, a love potion provokes hate).

**SILVER TONGUE:** the witch can speak in an extremely persuasive manner, provided that her arguments are plausible. Silver tongue only affects one target at a time, who must be able to understand the witch's language and not already be against her (i.e. hostile to her for any reason). The victim believes all that is said to him by the witch, who becomes for him an uncontested reference

point (as if under the effect of *charm*), unless she directly acts to damage him, something that ends the effect, which otherwise vanishes after 24 hours.

A roll of 00 reveals to the victim that the witch is lying, provoking his wrath.

### SECOND CIRCLE

**DOLL CURSE:** when a witch has an enemy, she makes two puppets that have its appearance, an operation that requires one day per level of the victim. She then hides one of the puppets in the house of that person, after which, each night, wherever the cursed being is, the witch can use the other puppet to harm him. The most common methods are:

*Pain:* each night, the witch plants a pin in the puppet, causing a strong pain to her victim, on whose body a small wound appears (1d6 damage each night, no Saving Throw).

*Disease:* each night, the witch soaks the puppet in various mixtures which causes the victim to contract a debilitating disease (DM's choice) that no form of magic can cure until the puppet's destruction (no Saving Throw).

*Madness:* each night the witch speaks words of hate directed at the puppet, provoking madness in the victim. The effects of the madness are at the DM's discretion and lasts until morning (no Saving Throw). After the night, a victim that fails a ST vs. Mental Spells temporarily loses a point of Intelligence, and when that characteristic drops to zero, the victim permanently mad (requiring a magical cure to heal). The lost points are recovered at the rate of 1 per night of rest, which cannot happen while the witch continues to use the *doll curse*.

A witch can complete her devices against three people each night. For each of them, she must make a d% roll. If she obtains a 00, the puppet used by the witch becomes unusable and she becomes victim to a curse chosen by the DM.

**WITCHES' CHARM:** a witch can modify her appearance in a way to not arouse suspicion. The effect is purely illusionary and can be dispelled with *dispel magic* or discovered with *trueseeing*. This power bewitches NPCs, who stare intently at the witch in admiration, nearly neglecting any other activity (they aren't senseless or stunned, just very attracted to the witch). The witch's Charisma is increased by 1 point for every 3 experience levels, up to a maximum of 18. In any case, her Charisma will not drop below 10 and her deformities pass unnoticed. The effect lasts 1 turn per character level, but if the witch damages a victim he is able to see through the charm.

A roll of 00 causes the permanent loss of one point of Charisma.

## THIRD CIRCLE

**WITCHES' CURSE:** this ability is similar to the *curse* spell, but the witch can affect with the same curse a number of levels or HD of creatures equal to her level (no ST allowed). If the victim is just one person, the curse falls on his family for a number of generations equal to the witch's level. The curse can only be removed by a *wish*, by a *remove curse* uttered by a spellcaster of higher level than the witch, or by satisfying the conditions set by the witch when he evoked the power.

If she obtains a result of 00, the curse turns on the witch and members of her family.

**SPELLBINDING:** at third circle a witch learns to summon one or more creatures with a total of HD or levels equal to her level. The creatures must have the same alignment as the witch, and she must have seen an example (living or dead) at least once in her life. *Spellbinding* allows the witch to see, hear and speak by means of the evoked creature (if they can do so), which are always totally loyal and serve her to the best of their ability. The witch cannot simultaneously control more HD of creatures than her level with this power, and it excludes undead, constructs, dragons and any extraplanar creature. The summoned servants remain with the witch until they are either killed or freed.

With a roll of 00, one of the summoned creatures takes control of the witch for a day.

## FOURTH CIRCLE

**SHAPECHANGE:** the witches of this circle can assume the form of another creature. This ability is similar to the 9<sup>th</sup> level arcane spell *shapechange*, but the witch can only transform herself into creatures that she has seen at least once and whose HD don't exceed her level. The spellcaster can even assume the exact semblance of an individual, and the transformation lasts for 1 turn per level.

This power allows the witch to become more than one creature simultaneously, provided that the total of their HD doesn't exceed her level, and each of the forms have an equal percentage of the witch's original hp. For example, a 20<sup>th</sup> level mage with 60 hp can transform herself into 10 black cats each with 6 hp. One of the creatures must be the original, and only that one can cast spells, while the others are mentally to her and follow all her commands. If one of the forms is killed, it vanishes, and when she regains human form, the witch suffers damage equal to the hp possessed by the killed form. If the original creature is killed, the witch dies and the other forms are reduced to ash.

With a roll of 00, the witch cannot return to human form or assume other forms: remaining in this condition until the effect is dispelled.

## FIFTH CIRCLE

**ULTIMATE POSSESSION:** The Grand Master of Witchcraft has a power similar to the *magic jar* spell, against which no Saving Throw is allowed. The victim must be of lower level (or have fewer HD than the witch's level), and once she has taken possession of the body, the witch can use both her own special abilities and those of the victim (e.g. if she possesses the body of a mystic, she can use its special abilities and unarmed attacks, and cast the spells she knows). When she returns to her own body, the witch doesn't retain any of the victim's abilities and doesn't remember spells (if she has any). The victim is always against being possessed, and if a mental contact is established with his body, two voices will be heard: that of the witch and that of the victim!

If she obtains a roll of 00, the witch's body dies and she is forced to remain in the victim's body until the possession is annulled with *dispel magic* or *destroy evil*, which decrees the witch's death.

## NODES AND LINES OF FORCE (MEGALISM)

Every proper planet (i.e. with a certain mass, its own atmosphere and capable of sustaining the existence of various forms of life thanks to its resources) is in reality a sentient being called a Megalith (as shown in the old *Immortal<sup>4</sup> set* or as described in *Wrath of the Immortals* in the Creature section). The Megalith is a creature of immortal power of Lawful alignment, which allows the creatures on its surface to prosper using its natural resources in a symbiotic bond. When however, it is severely damaged, it triggers severe natural events to destroy the source of the problem (like a dog that, feeling the bite of a tick, scratches its skin until it bleeds). The megalith remains in the active phase for millions of years during which it cures whatever is happening around it, even limiting its own interventions. Inevitably however the megalith feels the need to enter a hibernation phase for some millennia, during which it shields its mind and becomes completely oblivious to external events (assuming a more Chaotic and unpredictable personality). This phase is always announced with cataclysmic atmospheric and telluric upheavals, caused by the unexpected rotation of the planet about its axis, which have the aim of destroying all the planet's lifeforms and realigning the continents (like a man who begins to turn in his sleep to find a better position to sleep in). The megalith is partially aware of the catastrophes it causes, but in its infinitely long life it doesn't believe that it is doing anything particularly horrible, since it knows however that life continues and new species will take the place of those that disappear.

As an immortal creature of immense power, the Megalith possesses a strong innate and immanent magic that flows through what are normally defined as Lines of Force, a sort of vein system made of streams of magical and spiritual force that permeates the planetary crust like a vast network. The lines of force are so numerous and extensive that it can be presumed that in every part of the planet there is a line that can be exploited by the experts in natural magic within a reasonable limit. The only points in which the lines don't pass or have been interrupted are those in which anti-magic areas exist.

The lines of force originate from and in the so-called Nodes, natural sacs in which is concentrated and from which flows the megalith's magical power (similar to the blood vessels of a human body). The Nodes are classified based on the magical potential they are imbued with

<sup>4</sup> Originally the planet Mystara was a megalith called Urt. With the creation of the Hollow World however, Mystara lost its nucleus (where a megalith's heart and consciousness reside).

The problem can be resolved assuming that Urt's consciousness resides not in the nucleus but in the mantle, i.e. the planet's crust. However, given that the crust is divided in two by the World Shield (an anti-magic barrier that isolates the Hollow World from the outer world), we must suppose that the Nodes and Lines of Force exist only on the outer surface of the planet and that the Hollow World has none.

(called Magnitude) with a range that goes from 1 (the most frequent nodes, no larger than 33 feet) to 5 (nodes up to 150 feet wide and so powerful that they become sentient oracles through which the Megalith have its views heard). Each node moreover is linked in a particular way to a type of school of magic among the following: Abjuration, Conjunction, Divination, Enchantment, Evocation, Healing, Illusion and Transmutation. This means that any spell invoked within the node that belongs to that school of magic is affected in a particular way based on the predisposition of the node towards that particular type of magic. The nodes can in fact be of various types:

**Facilitator Node:** allows the power to be evoked easier whilst requiring less of the spellcaster's (arcane, divine or both) energy to do so.

**Inhibitor Node:** impedes the casting of that specific school of a certain level based on the node's magnitude (see below).

**Enhancer Node:** empowers one of the spell's variables chosen by the caster from duration, range and area of effect.

Based on its magnitude these are the effects on the school of magic linked to the node:

**TABLE 3.6 – EFFECTS OF THE NODES ON SPELLS**

Mag.	Facilitator	Inhibitor	Enhancer
1	-1 level	Annul 1 <sup>st</sup> -2 <sup>nd</sup>	Variable ×2
2	-2 levels	Annul 1 <sup>st</sup> -3 <sup>rd</sup>	Variable ×4
3	-3 levels	Annul 1 <sup>st</sup> -4 <sup>th</sup>	Variable ×6
4	-4 levels	Annul 1 <sup>st</sup> -5 <sup>th</sup>	Variable ×8
5	-5 levels	Annul 1 <sup>st</sup> -6 <sup>th</sup>	Variable ×10

When a node is discovered it is usually marked in such a way that the experts know to recognise and protect it. In some cultures (especially among the druids) it is usual to build megalithic complexes that encompass the Node's area (all the Sacred Refuges of the druids rise for example on a node— see Volume 2), while in other cultures the Node is considered a sacred area and forbidden to the profane, marked by symbols of great danger or warning to the transgressors (like among the shamans of primitive cultures or in the Places of Magic in Alfheim).

In some cases, there have however been attempts to try to pervert the magic of the Nodes by altering it with the negative energy of the Sphere of Entropy. These attempts are carried out by renegade druids, necromancers or spellcasters thirsty for power and heedless of the dangers that derive from upsetting the Megalith, who want to exploit the powers by converting them to their own aims, or who want to avenge themselves on the creatures that live in a certain place and are directly linked to that node. When a node is permanently altered by the entropic energy it loses its own natural alignment and is forever bound to the school of Necromancy as a facilitator or inhibitor node, with no possibility of the process being reversed (as has happened to the Tenth Sanctuary of Idris hidden in the Dark Woods of Baamor, in the Kingdom

of Wendar, or to the Cursed Refuges of the druids). These aberrations represent tumours that feed off the territory's energy, and inevitably provoke strong negative reactions from the Megalith, surrounding the node with violent weather conditions or corrupting the surrounding environment due to the negative energy emanated. As such the protectors of nature (druids, sylvan creatures or spellcasters linked to the natural world) try everything they can to avoid the nodes falling into the wrong hands, hiding them from mortal eyes and protect them even at the cost of their own lives. When however, they are faced with a corrupted node, their only objective is to destroy the node to prevent its entropic influence from expanding and devastating other areas or to prevent its negative energy from spreading through the lines of force. In the ill-omened case in which all existing nodes on a megalith have been subjected to entropic energy, the Megalith would become a devastating instrument in the hands of Entropy.

### **THE LORDS OF NATURE: DRUIDS AND MEGALISTS**

The druids that venerate the environment and nature in the broadest sense and not a divinity (not even Djaea seen as Mother Nature) are able to cast spells because they are able to draw power directly from the magic of the Megalith. Among the druids there are specialists (followers of an Immortal linked to nature) and philosophers (followers of the planet-megalith), although in this case the philosophy is that of safeguarding the planet on which they live. Fundamentally in fact, between these priests and the Megalith an empathic and spiritual link is created that gives the Megalith the chance to grant them part of its own power with the sole aim of protecting itself (the ecosystem in which the druids live) by drawing on the Megalith's divine powers thanks to the magic that flows in the lines of force and is concentrated in the nodes. As such the druids insist in the idea that the planet on which they live is a living being that should be respected and honoured: because they have the perception of serving a living creature with its own will that, given the immense power it has available, must be listened to and not insulted in order to not provoke its wrath and suffer the devastating consequences.

There are other sages who have studied the magic power of the Lines and Nodes and know how to manipulate it regardless of the Megalith's will (trying always to not be excessive in order to not disturb it or provoke its blind fury). These sages derive their arcane power from the knowledge that at the dawn of time the spirits of nature revealed to the elves and to some particularly wise humans, as well as from the revelations of the druids themselves, even if they don't necessarily belong to a druidic order: they are called Megalists, and the craft that they master is called Megalism, considered as the Tenth Secret Craft of Mystara (it is particularly popular among the sylvan elves of Wendar, the karimari of Ulimwengu and the inhabitants of Robrenn). These

subjects don't share a particular link with the Megalith, but are limited to exploiting the power when they are in contact with a Node or a Line. There are numerous druidic orders that teach and pass on to their members the secrets of megalism, while other druidic sects refuse these practices considering them a useless twisting of the planet's will, which should only be shown through the spells available to the druids. Anyone who is able to enter thanks to a Megalist or is accepted into a sect devoted to Megalism (only possible to a character of Neutral or Lawful alignment) is able to exploit the knowledge to draw power from the nodes or from the lines of power and produce druidic-like magical effects or enhance the power of their own spells.

A Megalist earns xp in separately to his class xp, as happens with the members of the Seven Glantrian Secret Crafts (see the homonymous section), and progresses from 1<sup>st</sup> to 5<sup>th</sup> Circle only thanks to this experience (earned thanks to the use of megalism powers). Only once he has taken all the powers linked to a circle is it possible to begin to learn the mysteries of the next circle from an experienced enough megalist to know it. However, unlike the members of the Seven Secret Crafts, the megalists don't have to pay anything to augment their knowledge (so ignore the Cost column in Table 3.4). Using a Node, the megalist can invoke any power from the 1<sup>st</sup> to 5<sup>th</sup> Circle, whilst using the Lines of Force (present in almost any place) it is only possible to invoke the powers of the first 3 circles.

All the powers of the Megalists, divided by Circle, are described below. Remember that the powers can only be used a certain number of times over a period of time and that there is always a failure chance (see Table 3.4). 5<sup>th</sup> Circle megalists are as rare as Grand Druids: only one or two exist on each continent and quite often they are treated as a Grand Druid.

### **FIRST CIRCLE**

**LOCATE:** the megalist can locate an animal or plant species or a certain mineral present within a 2-mile radius for each circle he has attained. The moment he selects what type of target to locate, he instinctively knows the direction in which to go to find the closest animal, plant or mineral of that type to where he is, and this instinct remains in the megalist's mind for one hour for each circle he has attained; if he hasn't reached the destination in this period, the knowledge vanishes.

A roll of 00 pushes the megalist in a totally random direction.

**NATURE'S GUARDIAN:** the megalist can affect a plant or an animal using this power and make it his own sentinel for 1d8 hours. The creature or plant cannot resist the effect, and the megalist renders it alert towards a specific type of creature: the moment the sentinel sees one of these creatures or it passes no more than 10 feet from the guardian, the latter casts a telepathic alarm to the megalist, who receives it wherever he is (provided he is on

the same plane as the nature's guardian). The type of creature can be identified based on race or outward appearance, but not based on variables that aren't understood by plants or animals (like Class, Alignment, Level, Hit Dice, etc.). A plant that becomes a guardian is obviously fixed, while an animal capable of movement can be commanded to watch over a specific perimeter no larger than ½ mile.

A roll of 00 means that the guardian completely ignores the instruction and the power is wasted.

**NATURE'S TONGUE:** the megalist can communicate with any non-intelligent animal or common plant (not monstrous plants) as if using the *speak with animals* and *speak with plants* spells (but must choose from time to time if he is conversing with animals or plants) for a period of 1d4 hours.

A roll of 00 means that the character is able to understand natural creatures but can no longer understand or speak the languages of the intelligent species he knows, as long as the effect lasts.

## SECOND CIRCLE

**SUMMON ANIMALS:** the megalist is able to use the energy of the lines of force to call animals of a certain species and have them materialise around him to follow his orders. The animals can be normal or giant, but intelligent animals and fantastic beasts are excluded. The megalist can summon up to a total of 1 HD of animals per level: all appear instantly and remain at the megalist's side for an hour, faithfully following his orders (which not however be suicidal orders), at the end of which it magically disappears; if killed, it disappears and its corpse returns home.

A roll of 00 summons a pack of ferocious, out of control animals that assault the megalist for 1d6 rounds before leaving at great speed, extremely disorientated and irritable.

**INFLUENCE ANIMALS:** with this power the megalist can invoke one of the following effects: *fascinate animals* (1<sup>st</sup> lvl divine spell) and *control animals* (3<sup>rd</sup> lvl arcane spell). The duration and the other variables are identical to the homonymous spells.

A roll of 00 means that the megalist has instead antagonised the animal or animals he wants to influence, which immediately attack him.

**INFLUENCE PLANTS:** with this power the megalist can invoke one of the following effects: *entangle* (1<sup>st</sup> lvl arcane spell) and *control plants* (4<sup>th</sup> lvl arcane spell). The duration and the other variables are identical to the homonymous spells.

A roll of 00 means that the megalist means that the megalist has antagonised the monstrous plants or plants he wants to influence, which try every way of hampering or attacking him (the effect lasts for an hour).

## THIRD CIRCLE

**NATURE'S BARRIER:** with this power the megalist is surrounded by a barrier that impedes any plant, monstrous plant, normal or giant animal (insects included) from damaging him. Any attack carried out by one of these creatures bounces on his skin, rendering him immune to their dangerous effects (including the effects of poisons that act on contact or by injury, but certainly not those of ingested poisons).

A roll of 00 means that the megalist attracts the attacks of present and hostile natural creatures (animals and plants), which concentrate on him ignoring any other enemies.

**KNOWLEDGE OF THE LAND:** this power allows the megalist of gaining the immediate knowledge relating to one question per circle he has achieved from the following (the radius is equal to 8 miles per circle of power): the geological composition of the terrain, the plant species present, the minerals present, the location of water courses present, the animal species present, the species of intelligent inhabitants present (including monstrous ones), the location of famous buildings or refuges, the location of a certain group of creatures (selected from a species of humanoids, animals, fantastic beasts, undead, constructs, oozes, outsiders, intelligent monstrous plants). The effect doesn't allow him to gain information about a city (population of at least 5,000 inhabitants) in which nature has been replaced by settlements and artificial constructions.

A roll of 00 renders the megalist temporarily stunned and isn't of sound mind for a period of 24 hours, because of the excess of received information has completely weakened him; once he returns to normal he will have forgotten all the information thus obtained.

**NATURE'S TRANSPORT:** the megalist is able to merge with the magical flow of a line of force and transport himself to another place along that line of force. This means that based on his position, he can move in one of the line's two directions (whose axis is determined by the DM on the basis of the major and intermediate cardinal points) up to a maximum distance of 2 miles per level, instantly passing through any terrain and appearing at the given distance on the same line of force (in practice he is absorbed by the land and emerges out of it at the destination point). If instead the power is invoked in the presence of a node, given that several line depart from these he can move in any direction, or can quickly materialise in another node known to him on the same planet, with no limit on distance.

A roll of 00 means that the megalist emerges in a place randomly determined by the DM (never where he originally intended, but often in the opposite direction) within the power's range.

## FOURTH CIRCLE

**CONTROL WEATHER:** with this power the megalist can invoke one of the following effects: *control temperature* (3<sup>rd</sup> lvl druid spell), and *control weather* (7<sup>th</sup> lvl arcane spell). The duration and the other variables are identical to the homonymous spells, but affects the surrounding area within a radius of ½ mile per magnitude of the node used.

A roll of 00 triggers a tremendous storm appropriate to the current season (blizzards of snow in winter, storms in spring or autumn, a tornado in summer) in the area that lasts for a day.

**POWER OF THE NODES:** the megalist taps the immense power of the node to empower his spells in one of the three ways listed below.

- **Empower Range:** the megalist can cast his spells augmenting their range (except for those spells with zero, personal, or touch range) thanks to his use of the lines of force, up to a maximum of ½ mile per magnitude of the node used (as long as he is able to see where it manifests or has a nominal idea).
- **Empower Duration:** the megalist can extend the duration of any type of spell that he casts based on the magnitude of the node (from ×2 to ×10, see the preceding table).
- **Empower Area of Effect:** the megalist can amplify the area of effect of spells that don't affect a single target based on the magnitude of the node (from ×2 to ×10, see the preceding table).

The empowerment capacity lasts for a period of 1 round per magnitude of the node and affects all the spells cast by the megalist in that period of time.

A roll of 00 provokes a magical counterstrike from the node that draws off the megalist's magical, preventing him from casting spells for one turn.

**AWAKEN:** the megalist is able to use the power of the node to imbue a plant or animal with human intelligence, awakening its soul and consciousness. The animal or plant must be no further than 30 feet from the node and still be alive: it cannot oppose the effect, and at the end of the ritual (which lasts one turn), the node renders the plant or animal intelligent and gives it its own will (roll 3d6 to establish its Intelligence, Wisdom and Charisma scores, and its alignment is randomly determined). The awakened creature is always initially friendly towards the megalist who it considers its parent, but isn't obliged to serve him or obey his orders (its new alignment affects its reactions)

An animal also acquires the facility to walk on two legs, and its fore legs also acquire a prehensile digit that grants it the same manipulative ability as a human. It retains its ability to speak with other animals of its species and gains the oral comprehension of the megalist's mother tongue. It keeps its original HD (for animals with less than 1 HD, it gains sufficient hp to bring it to 1

HD), as well as its Armour Class and original movement ability, and any natural attack form.

A plant instead can acquire one of the two following forms (chosen by the megalist): humanoid plant or intelligent plant. In the former case it transforms into a humanoid with rough skin similar to bark or greenery and with the consistency of foliage, with green hair made of leaves and flowers, which needs water and sunlight to live (like any plant) and can understand the language of plants and the megalist's native tongue. The humanoid plant has 1 HD, AC 7 and any other characteristic similar to those of a human (including the possibility of advancing in any class). An intelligent plant instead keeps its natural appearance but acquires the chance of conversing with any species (intelligent or animal) and can uproot itself and move about on its roots at a speed of 30 feet per round (cannot run). An intelligent plant has different HD based on size (½ for Diminutive or Tiny plants, 1 HD for Small plants, 4 HD for Medium plants, 8 HD for Large plants, 16 HD for Huge or Gargantuan plants), AC varies from 7 to 5 (based on the thickness of the bark) and ST appropriate to a Fighter of a level equal to their Hit Dice.

A roll of 00 causes an awful alteration in the plants or animals in question, which become brutal, savage monsters whose only aim is to kill any living being it encounters and devour any palatable being. The animals usually become beings similar to a nekrozon (catoblepas), while the plants transform into shambling mounds or evil, brutal treants.

## FIFTH CIRCLE

**SHAPE THE LAND:** with this power the megalist can literally shape the form of the surrounding territory within a 1-mile radius per magnitude of the node, selecting one of the following effects with each invoking of this power:

- affect the flora (see *plant growth\** and *fertility\**, so that flowers, plants and fruits bloom or rot);
- affect the fauna (make hostile or docile or force into hibernation animals of a certain species or all the animals of the territory);
- affect the weather (see *control temperature* and *control weather*);
- modify the terrain (create crevasses or heights with rises equal to 33 feet per level of the megalist and of a maximum diameter of 33 feet per level).

The temporary changes (affecting the fauna, flora or weather) last for a maximum period of 1 week per magnitude of the node, while the changes to the terrain are permanent. If the megalist wants to, he can sacrifice part of his lifeforce to make even the temporary changes permanent (at least until a new use of this or another similar power): in this case he permanently loses 1 hp per magnitude of the node used.

A roll of 00 creates a natural disaster (earthquake, typhoon, flood, etc.) which affects a ½ mile diameter area

and inevitably destroys the node. All the megalists are immediately aware of the event and try everything to discover those responsible and punish them.



## THE SECRET OF THE RADIANCE

*(taken from Gazetteer 3: The Principalities of Glantri)*

Note: given that the secrets revealed in this section are known to so few individuals and that its knowledge can seriously affect the life of any PC, it is advised to reserve the reading of the following section to only the DM.

## THE NATURE OF THE RADIANCE

*“The light in the night is called Radianc, the source and substance of our power. It emanates from deep below our capital city, and comes from a magical device, a gift from the Masters of Energy. We believe that it was left there millennia ago, to aid mankind in discovering the secrets of universal life. We, the members of the Brotherhood of the Radianc, are its chosen ones: this secret is too important to be shared with those who aren’t honest, loyal and powerful mages.”*

Following the Great Rain of Fire, the catastrophic event that brought about the total destruction of the Empire of Blackmoor and the cataclysmic movement of the planet Mystara’s axis in 3,000 BC, where the remains of the spaceship F.S.S. Beagle (a spaceship of alien origin from a far-off galaxy and was shipwrecked on Mystara centuries before) were irredeemably altered by the Rain of Fire. To prevent the nucleus collapsing further, the Immortals of Energy modified it, stabilising the flow and transforming the reactor into an immense source of energy, able to facilitate the comprehension and spread of the magical arts in the world, in the hope of aiding their own Sphere and gain great power and prestige.

It was exactly this that attracted so many mages into the territory of the Highlands over the centuries, and it is surely why the Principalities of Glantri rose above the cavern in which the Nucleus of the Spheres is kept, or the remains of the Beagle. Etienne d’Ambreville was the first to uncover the final secret of the Nucleus and discover the *transcend life force* spell, achieving immortality in the Sphere of Energy without having had a patron. From that moment, Etienne (now known as Rad) protects and studies the nature of the Radianc, the power that emanates from the Nucleus of the Spheres, and has instituted a secret sect of initiates (the Brotherhood of the Radianc) to keep control of all the acquired information, and to instruct new potential allies, putting them on the path to immortality.

## THE RANGE OF THE RADIANCE

*“The power radiates from beneath the capital, and it weakens step by step as it progresses towards the nation’s borders. As you rise among the ranks of nobility you obtain a fief ever closer to the source of the Radianc, and increase your power as befits your noble title.”*

Glantri’s entire nobility system has been conceived based on the Radianc. Although many nobles don’t know of the existence of the Radianc, others spend their lives trying to discover the secret. Once a loyal noble of

Glantri has discovered its power, he becomes a member of the Brotherhood. To use the Radianc requires a receptacle of large size which must remain within its owner’s dominion.

Based on the distance of his dominion from the capital, a noble acquires more or less power. The greater his nobility rank, the nearer his dominion is to the capital and the power received from the Radianc (see the description of the *Summon Radianc* spell for further details). Attempting to move a receptacle closer to the capital than his noble title allows is a serious crime, which can be punished with permanent insanity or death, if it is discovered by the Brotherhood.

## THE USE OF THE RADIANCE

*“The Radianc can be used in many ways, but first for each you need to know the proper procedure to control it! Each power is invoked through an appropriate formula that everyone must research and discover alone. There are many mysterious formulae that require the rarest and most dangerous ingredients. And to discover these formulae a life, at times, is not enough.”*

A mage can learn the spells connected to the Radianc by finding old scrolls and books on it. Also *contact outer planes* and *wish* can help in this research (at the DM’s discretion). These spells cannot be acquired, or stolen. The ingredients and information needed to create them must only be found as prizes for undertaking adventures.

The spells connected with the Radianc that are possible to create are described in this section. All these spells require the use of a receptacle: to create it, it is necessary to enchant a single crystal object weighing at least 4,000 cn (400 lbs.); items of smaller size are shattered the first time it is used to collect the power of the Radianc. The item will be made magical according to the method shown for a permanent spell of sixth level (see the rules given in Volume 3).

## THE DANGERS OF THE RADIANCE

*“The Radianc is extremely potent, but because of this it can be a source of corruption for the weak. Its power should only be used when necessary; otherwise, it causes a disease that devours the flesh and causes the body to wither away, rendering mad the wretch who abused it. The power of the Radianc can corrupt both the body and the mind, causing those corrupted to become slaves in a limbo in which they are neither alive, nor dead.”*

Each time that a member of the Brotherhood of the Radianc uses a spell related to the Radianc, there is 1% chance that this corrupts part of his body. This gives him a devastating disease that mortals aren’t able to cure. The body part affected is chosen from the following: a hand, an arm, a leg, the torso, the spine, a part of the head or face. The mage can no longer use the affected part (if it is the head or face that is affected the effects could include the loss of Charisma, partial blindness, deafness, or

limitations in speaking and casting spells). When his entire body is affected by the disease, the mage becomes a lich (if of 21<sup>st</sup> level or higher) or a lightning zombie<sup>5</sup> (with HD equal to his level).

Moreover, based on the number of active members of the Brotherhood (i.e. those that use the energy of the Nucleus), each year a part of the magic of Mystara is drained (this collateral effect was unforeseen by the Immortals of Energy, and is known to very few Immortals). If the number of people who use the Radiance grows too high, the magic will be completely drained in just a few decades: so Rad insists on keeping the circle of initiates able to comprehend and use this power extremely restricted. To understand what could be the consequences of this collateral effect, you can use the following table, which examines the magical force (expressed in Rad Points) consumed each year based on the number of members of the Brotherhood of the Radiance:

**TABLE 3.5 – RAD POINTS DRAINED BY THE BROTHERHOOD**

<i>No of Brotherhood members</i>	<i>Rad Points drained per year</i>
1-5	1
6-10	2
11-20	3
21-30	4
31-50	5
51+	6

Below are the worldly effects of the magic drain, based on the total of drained Rad Points (up to 1,000 AC the number of drained Rad Points was 120):

**100 Rad Points:** each year, for an entire randomly determined day, magic and the use of arcane and divine spell (except for Immortal magic) doesn't function.

**500 Rad Points:** each year, for an entire randomly determined week, magic is ineffective. This includes not only spells, but any magical or supernatural effect of any kind (including the special powers of monsters and the permanent magic of items, but excluding that of Immortal nature).

**1,000 Rad Points:** each year, for an entire randomly determined week, magic is ineffective. This includes not only spells, but any magical or supernatural effect of any kind (including the special powers of monsters and the permanent magic of items, but excluding that of Immortal nature). Moreover, from this moment very few individuals are able to understand and use arcane energy, it is therefore necessary to have an Intelligence of at least 18 to understand spells above 3<sup>rd</sup> level; anyone with a lower score cannot learn 4<sup>th</sup> level and higher spells.

**2,000 Rad Points:** magic becomes rare. All magical beings (i.e. those with magical or supernatural abilities, like dragons, fey, undead, medusae, etc.) are extinct and

are by now the subjects of myths and legends. Even the demihumans (elves, dwarves, gnomes and halflings) are reduced to living in small, hidden communities, jealously guarding their magical treasures, the final existing ones in the world. Only individuals gifted with great Intelligence (18 or higher) are able to learn and cast spells, and the same occurs with divine magic (requiring a Wisdom of at least 18 to cast divine spells). The old schools of magic are mostly run by charlatans, as the true mages prefer to stay in the shadows, and the commonest magic items are becoming true relics, virtually impossible to find, while artefacts by now are legends; even the Immortals have difficulty manifesting in the world.

**3,000 Rad Points:** The Nucleus of the Spheres explodes, causing a terrible nuclear catastrophe. The entire Glantrian school is blown away by the explosion, and on it falls a nuclear inferno that lasts for several centuries, transforming the Glantrian territories into new Broken Lands.

## SPELLS OF THE RADIANCE

All the spells connected with the Radiance are new arcane spells, exclusively reserved for the mages of Glantri. For research concerns, they cost double normal, while the chance of success is halved (see the rules in Volume 3).

### CALL UPON RADIANCE

**Level:** 5<sup>th</sup>

**School:** Transmutation

**Range:** Within 30 ft. of the receptacle

**Area of Effect:** A spell

**Duration:** 1 round per level

**Effect:** Augment the effect of a spell

This spell allows the augmentation of one spell for one round per level. It requires the use of the receptacle. When using the Radiance, a Baron casts spells as if he was one level higher than his normal level, a Viscount as if he were two levels higher, a Count as if he were three, a Marquis four, a Duke five, an Archduke six and a Prince seven.

If the augmentation of the level doesn't change the spell's effects in a substantial way, the mage can choose to augment one of the following factors:

*Range:* (excluding spells with range 0)

*Area of effect:* (except spells that only affect one person or target)

*Duration:* (excluding spells with permanent or instantaneous effects)

The augmentation factor is 10% per noble rank of the mage (i.e. +10% for Barons, +20% per Viscounts..., +70% per Princes).

**Example:** a 36<sup>th</sup> level mage prince can cast a *fireball* 360 feet instead of 240, or produce an explosion in an area of 60 feet instead of 40 (damage isn't augmented, given that, according to the rules, a spell can never do more than 20d6 hp).

<sup>5</sup> See *Wrath of the Immortals – Adventure Book*, for further details on this creature.

## SUMMON RADIANCE

**Level:** 6<sup>th</sup>

**School:** Evocation

**Range:** 24 miles per noble rank

**Area of Effect:** Only the spellcaster

**Duration:** 1 round per level

**Effect:** Allows the use of the Radiance at a great distance from the receptacle

Through this spell, a mage can benefit from the Radiance without having to close to the receptacle. A Baron can use the Radiance within 24 miles of his receptacle or the capital, Viscount within 48 miles, a Count within 72 miles, a Marquis within 96 miles, a Duke within 120 miles, an Archduke within 144 miles and a Prince within 168 miles. The Radiance only has effect on the Prime Plane.

## RETAIN POWER

**Level:** 7<sup>th</sup>

**School:** Transmutation

**Range:** 0

**Area of Effect:** Only the spellcaster

**Duration:** Permanent until it is used

**Effect:** Accumulate Radiance energy

This spell allows the accumulation of Radiance energy. The mage's body becomes the temporary receptacle for part of this force, whose intensity is measured in Radiance Points, or rads. Each casting of this spell allows him to draw 1d20 rads, which can be used for the spells *control destiny* or *discharge*.

A mage can accumulate a number of rads up to his own level without risk. Beyond this limit, the mage has a 1% chance of suffering 2 points of damage for every excess rad (cumulative), and that a part of his body is struck by the devastating disease caused by the Radiance. The damage is inflicted the moment the spell is cast. When a mage has accumulated at least 12 rads, he is surrounded by a blue aura that is similar to the *continual light* spell. This aura cannot be dispelled, but disappears when the number of accumulated rads drops below 12.

## CONTROL DESTINY

**Level:** 7<sup>th</sup>

**School:** Transmutation

**Range:** 0

**Area of Effect:** Only the spellcaster

**Duration:** Permanent until it is used

**Effect:** Influence the destiny

This spell allows the result of a dice roll that affected the character to be modified. This is only possible if the spell has been cast previously and the mage has accumulated a reserve of rads (see *retain power*). The character must state, before the event takes place, if its outcome is to be affected by the spell. If the related roll has a negative outcome, the mage can modify it, spending one of the accumulated rads for every point added to or subtracted

from the dice roll. For example, if the mage fails a Saving Throw by 7 points, he can spend 7 rads to make the roll.

The use of this spell requires in every case, even if the roll's outcome is favourable, the cost of 5 rads. In the above example, if the mage had failed the roll by only one point (or even if he had made it), he would still however have to spend 5 rads.

This spell can solely affect *one* dice roll. However, the mage can preventively cast even more *control destiny* spells and accumulate them; in this case however, each of them must be cast within 30 feet of the receptacle.

If the mage hasn't accumulated enough rads to modify a roll, the spell is still considered used. The dice rolls that can be modified are Attack Rolls, Saving Throws, the damage rolls of weapons and spells and skill checks. The mage cannot spend rads to augment the roll beyond its maximum possible value.

## SATURATION

**Level:** 8<sup>th</sup>

**School:** Transmutation

**Range:** Touch

**Area of Effect:** 10 ft. radius per level

**Duration:** 1 hour per level

**Effect:** Imbue an area with Radiance energy

To use this spell, the mage must have a reserve of at least 20 rads (see *retain power*). The mage begins the ritual, which lasts one turn, in the presence of his receptacle or by using the *Summon the Radiance* spell, and finally touch a plant or immobile structure (like a floor or wall), which serves as a focus for the energy of the Radiance. At this point, the energy spills from the mage's body and flows all around, saturating the area around the focus. From that moment the following effects take place in the area of effect:

- any Saving Throw to resist an arcane spell or the effects of an arcane item receives a -2 penalty;
- the magic resistance of any being or item drops by 20%, whilst an anti-magic barrier is dispelled and an anti-magic ray has a 50% chance of working each round;
- any invoked arcane spell can exploit one of the effects of Using the Radiance at the caster's discretion (or the alteration is randomly determined by the DM, if none was chosen);
- any charged item consumes 1 charge every 2 applications;
- arcane spellcasters have a +1 bonus to Initiative Rolls when using arcane magic;
- magically animated, controlled or summoned beings (like golems, undead, elementals, etc.) gain an additional Hit Dice as long as they remain in the area

Any mage that enters the area is instinctively aware of the presence of the immense magical power that permeates it, and its effects should be very clear once he casts his first spell. It isn't possible to dispel the magic in

any way: its effects only cease at the natural end of its duration.

## DISCHARGE

**Level:** 8<sup>th</sup>

**School:** Evocation

**Range:** 60 ft. per level

**Area of Effect:** 20 ft. radius explosion, poisonous cloud of 300 ft. radius per rad used

**Duration:** Instantaneous

**Effect:** Explosion of poisonous energy

To use this spell, the mage must have a reserve of rads (see *retain power*). The spell allows him to discharge all or some of the rads in an explosion of destructive and incendiary energy. This spell can only be used in the open and takes an entire turn to cast.

The produced explosion is like that of a *fireball* of 1d6 per rad spent (Maximum 20d6, minimum 10d6), which causes double damage to hard materials (stone or metal), normal damage to less rigid items and half damage to living creatures. This explosion produces a flash, a loud noise and a great cloud of smoke.

The cloud of smoke grows to a radius of 300 feet per rad spent (growing at 600 feet per round, up to its maximum size). All those that remain within the area for an entire day must successfully make a ST vs. Poison or be contaminated by the radiation caused by the Radiance (contracting the disease that devastates living tissue). The following modifiers are applied to the Saving Throw: +1 if he remains in an enclosed locale, +5 if it is a fortress (the Saving Through automatically succeeds if he is within a cavern or crypt). The cloud isn't dispersed by the wind, but diffuses after a day.

## SEVER THE TIE

**Level:** 9<sup>th</sup>

**School:** Transmutation

**Range:** 100 ft.

**Area of Effect:** A being or item with magic powers

**Duration:** Special

**Effect:** Dispel all the target's arcane powers

This potent spell requires the presence of a receptacle of the Radiance within 30 feet, and is truly a curse for any arcane spellcaster, as it exploits the energy of the Radiance to inhibit any magic powers of arcane origin in the chosen victim. The victim is allowed a ST vs. Spells with a -4 penalty: if successful, his arcane powers are dispelled for 1d6 rounds, but if he fails he can no longer cast arcane spells while he lives, and any natural magical power is forever suppressed (including magical defences), with the exception of the powers of items that he carries, which continue to function. The spell creates in all effect a mystical barrier on the target that prevents any contact with arcane magical energy. So as well as the annulling of his magical powers, the victim also receives a +4 bonus to resist any arcane spell cast on him (including those that don't allow a ST), with no chance to stop it (even if the

subject doesn't want to oppose a spell, the ST is automatically executed, as the barrier acts automatically).

If the spell is cast against an item created by an arcane spellcaster and it fails an ST vs. Destruction with a -4 penalty, the item becomes to all effect completely normal and loses forever its arcane powers (artefacts and items created by clerics are immune); if the ST succeeds, the magic is dispelled for just 1d6 rounds.

If, finally, the spell is invoked against a construct or another being animated through arcane magic (like an undead or a summoned being), if it fails its ST vs. Spells the being is completely destroyed (if it was animated) or returns home (if summoned); if the ST succeeds, the animated being is rendered inert for 1d6 rounds, while summoned beings are returned home and the summoning ended.

The effect of *sever the tie* lasts until the victim dies or the item is destroyed, or until the receptacle the effect was invoked is destroyed, or until the duration of the *summon radiance* spell has ended (if used in place of a receptacle) or until the mage who cast the curse ends its devastating effects. Any attempt to dispel the magic on a character has no effect, nor do *remove curse* or similar spells: the only thing capable of countering this power is a well formulated *wish*.

## TRANSCEND LIFE FORCE

**Level:** 9<sup>th</sup>

**School:** None

**Range:** 0

**Area of Effect:** Only the spellcaster

**Duration:** 2d12 hours

**Effect:** Attempt to achieve immortality

This spell allows the mage to attempt the climb to immortality. The DM should be aware that this spell should constitute the pinnacle of a character's entire campaign. To acquire this spell, a Glantrian mage must have reached a sufficiently high level, be an Archduke or Prince of Glantri, be a member of the Brotherhood of the Radiance and have acquired the ingredients necessary for the spell: a lich's skull, the tongue of a nightwing, 10 ounces of ashes of a greater phoenix, a pint of gremlin blood, two mandragoras, a fang of the Star Dragon, two malfera eyes and 12 archon feathers.

A PC cannot discover this spell if an Immortal in the Sphere of Energy is against the fact. If an Immortal is sympathetic to a PC, it can send him dreams about the power of the spell and its effects. Only at this point can a PC begin his magical research to create the spell. Those that want this spell must follow the philosophy of the Sphere of Energy have achieved control of the Radiance over the course of the demanding research.

The spell requires the use of 50 rads (see *retain power*) and the knowledge of all the spells connected to the Radiance. This spell cannot be used more than 40 miles distance from the capital.

When casting the spell, the mage enters a dreamlike state in which a dark corridor appears, at the end of which shines a golden door. At this point, he has a 5% chance per level above 20<sup>th</sup> of reaching and passing beyond the door. If he fails, he awakes at the end of the spell's duration, wracked in pain. The pain lasts for 2d4 days, and for all this period every spell has a 30% failure chance. Moreover, he cannot use the Radiance for a number of days equal to the difference between the rolled result and what was needed. Moreover, if he fails a ST vs. Death Ray, he permanently loses a point of Constitution.

If the percentile roll is instead successful, the mage crosses the gate and enters the realm of the Immortals, where he encounters an Emypyreal of the Sphere of Energy, presumably Rad (Etienne d'Ambreville). This being explains the significance of what is happening: in fact, by reaching this point, the mage has taken the first steps to become an Immortal of Initiate rank, but to complete the transition he must defeat a creature of this outer plane as a final test. If he wins, he acquires the rank of Immortal Initiate, but if he loses, his lifeforce is imprisoned in the artefact that produces the Radiance (the Nucleus of the Spheres).

If the candidate tries to flee, attack the Emypyreal or use deceit, the Sphere of Entropy takes his soul and he becomes a red imp under the DM's control.

## CHAPTER 4. ALTERNATIVE ARCANESPELLCASTERS

Given what has been published up to now, it is clear that any individual with an Intelligence score greater than 10 points (as few are able to fully understand the meaning of the magical formulae) who receives a minimum of initial instruction on the language of magic and the arcane symbols can be able to evoke the power of arcane spells. This section lists all the arcane classes available to characters of Mystara beyond the classic Mage, and gives additional rules for the traditional classes able to cast arcane spells. Each of them has a list of available spells, a level-based spell casting progression, and the descriptions of any new spells specific to that class (all the others are instead given in the official supplements or in this tome).

Some of the proposed classes were introduced in some official supplements, and then reprised and expanded in this book. To see the original versions of these classes, refer to the following manuals:

- Dragons: in *AC10: Book of Giants and Dragons*.
- Elementalist: in *Tome of Magic (AD&D)* and *Arabian Adventures (AD&D)*
- Elven Mage: in *Gazetteer 5: The Elves of Alfheim*.
- Spellslayer: in *The Complete Sha'ir's Handbook (AD&D)*.
- Faerie Spellcasters: in *PC1: Tall Tales of the Wee Folk*.
- Thief: in the D&D Expert set.
- Runemaster (Hakomon): in *Gazetteer 12: The Golden Khan of Ethengar*.
- Savage Mage (as Wokan or Wicca): in *Gazetteer 10: The Orcs of Thar*, in *PC1: Tall Tales of the Wee Folk*, in *PC2: Top Ballista*, in *PC3: The Sea People*, in *Savage Coast Sourcebook* and in *Orc's Head Peninsula*.
- Shepherd of Rad: in *Gazetteer 3: The Principalities of Glantri*.
- Merchant Prince: in *Gazetteer 9: The Minrothad Guilds*.
- Sorcerer (Sorcerer/Sorceress): in *D&D 3<sup>rd</sup> Edition Player's Handbook*.

### **Legend:**

Prime Requisites: Shows the primary characteristic(s) of the class.

Other Requisites: Alignment (if specified), level (if specified), the general skills possessed (if specified), and the minimum values that the character's scores must meet in order to belong to that class.

Hit Dice: The type of Hit Dice that the class uses each level, and the number of HP that it acquires after a certain level (usually 9<sup>th</sup> level).

XP & Maximum Level: The XP table and maximum level achievable of the class.

Saving Throws: The Saving Throws of the class.

THACO: The THACO of the class.

Permitted Armour: The armour that a character of that class can wear whilst continuing to exploit all the advantages granted to the class, and the preferred type of shield (if allowed). In effect, every character can however use any shield or armour even if this contravenes the limitations of his class, but it is necessary to be aware that this involves penalties of various natures (arcane spell failure chance, penalty to thief skills, penalty to Attack Rolls, Encumbrance penalty, and so on). For any details related to armour and shields, refer to Chapter 1 of the *Mystaran Armoury* supplement (freely available online).

Permitted Weapons: The weapons that a character of that class can use. Remember that a common mage is only able to use weapons whose maximum base one-handed damage is equal to his own Hit Dice (d4 for Medium-sized mages) and two-handed damage is two ranks higher (d6), all weapons of at least two sizes smaller than his own and only one-handed ranged weapons (irrespective of damage); finally he cannot use double weapons or polearms. For further details on weapons, see Chapter 2 of the *Mystaran Armoury* supplement.

Special Abilities: All the specific powers and privileges (general skills excluded) that the class grants the character. They are usually explained in the descriptions of the Special Powers of the class, with reference to rules given in this manual, with the exception of the following two abilities:

Fighter Combat Options: Gives the martial skills available to Fighters described in Chapter 2 of the *Mystaran Armoury* supplement available online (including the original options Disarm, Parry and Smash).

Multiple Attacks: The character is able to make more than one attack per round, with the same or different weapons. The fighter acquires an additional attack at 12<sup>th</sup>, 24<sup>th</sup> and 36<sup>th</sup> level, which gives four attacks at 36<sup>th</sup>-level. The additional attacks of demihumans depend on the specific race and they are acquired through Attack Classes.

Weapon Mastery: The class's weapon mastery rate of progression. For further details, see Chapter 2 of the *Mystaran Armoury supplement*.

Compulsory General Skill: The compulsory general skill for the class (refer to the *Manual of General Skills* freely available online for the complete descriptions of all the skills).

## DRAGONS

Dragons don't learn to *cast spells* like humans, but possess an innate magic and sharpen the knowledge of their magic powers over the years, maturing and accumulating experience, knowledge and magical treasures. As dragons are magical creatures, their knowledge of magic (that is number and level of the spells known) grow with the passing of time: the oldest dragons are therefore the most powerful spellcasters, and the dragon's caster level always corresponds to its HD.

All dragons are able to *evoke arcane spells*. Dragons don't need spellbooks or scrolls to learn their spells, as they spontaneously manifest a certain number of magical powers (equal to the number of spells they can cast daily) as they acquire experience. Naturally, dragons aren't obligated to cast each spell once only, but can choose to combine them in different ways based on the situation (i.e. it can cast the same spell more than once), as long as it doesn't exceed the number of spells that it can use daily for each spell level. Moreover, dragons don't need to prepare their spells beforehand, but decide upon casting which spell to use from those it knows. The number of spells that the various types of dragon can cast is based on their age (Hit Dice) is shown in table 4.1 at the end of this section (the Adult level is shown in **bold**, the Venerable level is shown in **bold italics**, as well as where progression stops). They can freely choose from among all the schools of available arcane spells. As the spells they spontaneously know are few, dragons constantly seek to accumulate magic scrolls and spellbooks to increase their arcane knowledge and list of usable spells. In fact, it is enough for a dragon to study an arcane scroll or a spell in a book just once as it is able to remember it and can reuse it again later without having to restudy it again daily like mages do.

To recover spells, a dragon must meditate for at least four hours, during which it gathers the magical energy needed to evoke the desired effects again while remaining in a state of trance and rest. It isn't possible to use this meditation more than once in 24 hours.

A minority of particularly wise and devoted dragons (10%) dedicate themselves to the Immortals (usually the divinities worshipped are the Great One and the other

three dragon lords, Opal, Pearl and Diamond). In such cases, they effectively become mage-priests, and add the list of *divine spells* (see the section *List of Common Divine Spells*) of their worshipped divinity to the list of the arcane spells known, thus hugely increasing their choices and versatility. However, the number of spells of various levels castable per day remain that established based on their race and age (i.e. they continue to use the table of spells available to dragons below). Dragon priests need a holy symbol to channel the power of the Immortals, have access to the special powers granted by their divinity and possess the same restrictions about usable weapons; dragon clerics however, aren't able to turn undead.

Finally, dragons can also create and use new spells and magic items reserved to spellcasters of its type (see Volume 3), as long as they are able to wear or wield them. A dragon cleric can use a *staff of healing* (holding it between its claws) or read a scroll of *fabricate* (with some appropriate device to unroll it), but probably have great difficulty putting a *holy ring* on its claw, unless it was specifically made for its size (maybe an earring or an amulet rather than a ring).

**TABLE. 4.1 – SPELLS AVAILABLE BASED ON RACE**

HD	White	Black	Green	Blue	Red	Gold
1	-	-	-	-	-	1
2	-	-	-	1	1	2
3	-	-	1	2	2	2/1
4	1	1	2	2/1	2/1	2/2
5	2	2	2/1	3/1	3/1	3/2
6	<b>3</b>	3	3/1	3/2	3/2	3/2/1
7	4	<b>4</b>	3/2	3/3	3/2/1	3/2/2
8	4/1	4/1	<b>3/3</b>	4/3	3/2/2	3/3/2
9	4/2	5/2	4/3	<b>4/4</b>	3/3/2	4/3/3
10	4/3	5/3	4/4/1	5/4/1	<b>3/3/3</b>	4/4/3
11	5/3	5/3/1	4/4/2	5/4/2	4/3/3	<b>4/4/4</b>
12	<b>5/3/1</b>	5/3/2	4/4/3	5/4/3	5/3/3	4/4/4/1
13		5/4/2	5/4/3	5/5/3	5/3/3/1	5/4/4/1
14		<b>5/4/3</b>	5/4/3/1	5/5/3/1	5/4/3/1	5/5/4/1
15			5/4/4/2	5/5/3/2	5/4/3/2	5/5/4/2
16			<b>5/5/4/3</b>	5/5/4/2	5/5/3/2	5/5/4/3
17				5/5/4/3	5/5/4/2	5/5/4/3/1
18				<b>5/5/5/4</b>	5/5/4/3	5/5/4/3/2
19					5/5/4/3/1	5/5/5/3/2
20					<b>5/5/4/3/2</b>	5/5/5/4/2
21						5/5/5/4/3
22						<b>5/5/5/4/3</b>

## ***ELEMENTALIST***

Prime Requisites: Intelligence.

Other Requisites: Intelligence score of 9 or more.

Hit Dice: 1d4 per level up to 9<sup>th</sup>-level, plus any Constitution modifier. From 10<sup>th</sup>-level, +1 Hit Point per level, and Constitution modifiers no longer apply.

XP & Maximum Level: The Elementalist uses the same progression table as the mage for XP and spells.

Saving Throws: Mage of equal level.

THAC0: Mage of equal level.

Permitted Armour: No armour or shield.

Permitted Weapons: Simple weapons whose base one-handed damage is equal to his Hit Dice (d4) and two-handed damage is two ranks higher (d6), one-handed ranged weapons/firearms & weapons two+ sizes smaller.

Special Abilities: Cast arcane spells, specialisation, empower spells, control elementals.

Weapon Mastery: As a mage of equal level.

Compulsory General Skill: Arcane Magic (selected element).

### **GENERAL DESCRIPTION**

The elemental mage is a type of mage who specialises in the understanding and use of magic linked to a specific element, drawing on the elemental forces to increase his own power. The doctrine of elementalism was born millennia ago on the Alphatians' original planet, and for centuries remained the basic philosophy of the Alphatian spellcasters, rather than specialising in the eight classic schools of magic, instead chose to devote themselves to one of the four schools of elementalism. The theory of elemental opposition unfortunately brought the Alphatians to disaster, as the philosophical dispute to establish which of the four primary elements of the universe was the most powerful, ended up turning into a true civil war between Followers of Air and Fire, which finally destroyed Old Alphatia and exiled the survivors. The Alphatians who landed on Mystara knew that they would have to leave behind the old elemental philosophies, and convert their magical erudition based on the characteristics of their newly adopted planet. Nonetheless, elementalism is handed on as a secret discipline by several sects. Even the flacons, the Glantrian descendants of the Followers of Fire, continue to practice fire elementalism, and based on the ancient Alphatian traditions created the Secret Art of Elementalism, one of the Glantrian Seven Secret Arts (see *The Seven Secret Arts* section).

Today, the pure elemental mage is a mystical tradition reserved to a few circles of initiates, and in the Alphatian Empire is still viewed with suspicion. As such, the elementals try to be discrete regarding their doctrine, but don't hesitate to show their power to draw advantage.

### **ELEMENTAL SCHOOL OF SPECIALISATION**

Air, earth, fire and water constitute the basis of the four elementary schools. Each element has its own opposite,

an element over which it dominates and one by which it is dominated. Every elemental mage is prohibited from learning spells linked to his opposing element, nor can he use magic items that reproduce effects based on that element.

**Air:** the elemental magic of Air concerns every type of gas and vapour, as well as flight and gravity. Air elementals are often arrogant and fierce supporters of individual liberty, so much that it borders on anarchy. Air is opposed to Fire, dominates Water and is dominated by Earth.

**Earth:** the elemental magic of Earth permits the creation of durable physical barriers, and shape rock and earth as the elemental likes. Many of these spells are of defensive nature, and the pragmatic and rigid character of these elementals mirrors their element. Earth is opposed by Water, dominates Air and is dominated by Fire.

**Fire:** the elemental magic of Fire is terrible and difficult to control, based as it is on potentially the most destructive and unstable element. Fire elementals are often equally unpredictable and rash, lovers of spectacular and destructive effects. Fire is opposed to Air, dominates Earth and is dominated by Water.

**Water:** the elemental magic of Water is based on the force and malleability of every type of liquid. The majority of Water elementals are calm but resolute individuals, and have power over liquids and ice. Water is opposed to Fire, dominates Fire and is dominated by Air.

### **POWERS OF THE ELEMENTALIST**

The elemental mage, as a **specialised mage**, imposes a -1 penalty to ST to avoid effects created by him based on his element and receives a modifier to his ST versus effects linked to the elements:

- +1 ST versus effects of his own element
- -1 ST versus effects of the opposing element
- +2 ST versus effects of dominated element
- -2 ST versus effects of dominant element

Every elemental mage is able to cast one additional spell per spell level based on his element. The offensive spells of his element always cause 1 HP more per dice and he reduces by 1 point per dice damage received from his element. Finally, all the spells based on his element are considered "common" (see Volume 3). However, he must give up all the spells and items linked to the opposing elemental school, nor can he specialise in the traditional schools.

The elemental mage can also **empower elemental spells**. Once per day, he can choose to cast a spell of his school as if he had acquired a further 1d4 experience levels. The decision must be made before casting the spell and this effect augments all of the variables linked to the mage's



level. However, this power doesn't allow the elemental to cast spells that he wouldn't normally be able to cast.

Finally, the elemental can **control elementals**, which were summoned that belong to his school without needing to maintain concentration.

## LIST OF ELEMENTAL SPELLS

Below are listed all the spells linked to the four elements presented in this supplement (those *in italics are reversed*), with an indicator of which school they belong to at the side. For new spells, only if the DM judges that the effect is truly connected to one of the elements can it be considered elemental magic.

### AIR (51 spells)

#### First level

1. Heat Air (Tr)
2. Feather Fall (Tr)
3. Endure Elements (Ab)
4. Elemental Explosion (Co)
5. Float in Air (Tr)
6. Sonic Wave (Ev)
7. Push (Ev)
8. Ghost Sound (Il)
9. Ventriloquism (Il)

#### Second Level

1. Gust of Wind (Ev)
2. Levitate (Tr)
3. Sound Barrier (Ev)
4. Stinking Cloud (Co)
5. Whispering Wind (Di)

#### Third Level

1. Climate (Tr)
2. Control Element (Co)
3. Create Air (Co)
4. Gaseous Form (Tr)
5. Wall of Wind (Ev)
6. Thunderclap (Ev)
7. Steal the Breath (Ne)
8. Breathe Element (Tr)
9. Fly (Tr)

#### Fourth Level

1. Airy Water\* (Tr)
2. *Liquid Air* (Tr)
3. Create Atmosphere (Co)
4. Solid Fog (Co)
5. Whirlwind (Co)
6. Enchanted Vehicle (Tr)

#### Fifth Level

1. Spatial Distortion (Tr)
2. Summon Elementals (Co)
3. Elemental Form (Tr)
4. Windwhip (Ev)
5. Cloudkill (Co)
6. Elemental Protection (Ab)

#### Sixth Level

1. Control Winds (Tr)
2. Evanescence (Tr)
3. Acidic Fog (Co)
4. Poisonous Cloud (Co)
5. Sphere of Elemental Protection (Ab)
6. Elemental Travel (Co)

#### Seventh Level

1. Control Gravity (Tr)
2. Control Weather (Tr)
3. Explosive Cloud (In)
4. Bind Elementals (In)

#### Eighth Level

1. Elemental Aura (Tr)
2. Cloud Ship (Co)
3. Corrosive Cloud (Co)

#### Ninth Level

1. Elemental Power (Tr)
2. Greater Shout (Ev)
3. Hurricane (Co)

### EARTH (46 spells)

#### First level

1. Endure Elements (Ab)
2. Elemental Explosion (Co)
3. Pass without Trace (Il)
4. Stone Bolts (Tr)
5. Dig (Tr)

#### Second Level

1. Stone Hands (Tr)
2. Stone Grip (Co)

#### Third Level

1. Control Element (Co)
2. Fertility\* (Tr)
3. Fist of Rock (Co)
4. Breathe Element (Tr)
5. *Rocks to Pebbles* (Tr)
6. Pebbles to Rocks\* (Tr)
7. *Sterility* (Tr)

#### Fourth Level

1. Earthmaw (Co)
2. Seal Passage (Co)
3. Passwall (Tr)
4. Pass Rock (Co)
5. Stone Shape (Tr)

#### Fifth Level

1. Dissolve\* (Tr)
2. Spatial Distortion (Tr)
3. Summon Elementals (Co)
4. Elemental Form (Tr)
5. Fragment (Tr)
6. *Harden* (Tr)
7. Wall of Stone (Co)
8. Stoneskin (Ab)
9. Rock Door (Tr)
10. Elemental Protection (Ab)

#### Sixth Level

1. Flesh to Stone\* (Tr)
2. Stoneform (Co)
3. Ironwood (Tr)
4. *Stone to Flesh* (Tr)
5. Sphere of Elemental Protection (Ab)
6. Rock to Lava (Tr)
7. Move Earth (Tr)
8. Elemental Travel (Co)

#### Seventh Level

1. Rock (Tr)
2. Transport via Rock (Co)
3. Bind Elementals (Co)

### ***Eighth Level***

1. Elemental Aura (Tr)
2. Sandform (Ne)
3. Burning Stones (Tr)

### ***Ninth Level***

1. River of Sand (Co)
2. Meteor Swarm (Ev)
3. Elemental Power (Tr)

## **FIRE (48 spells)**

### ***First level***

1. Heat Air (Tr)
2. Endure Elements (Ab)
3. Elemental Explosion (Co)
4. Burning Hands (Ev)
5. Burning Ray (Ev)

### ***Second Level***

1. Affect Normal Fires (Tr)
2. Elemental Bolts (Ev)
3. Magic Flame (Ev)
4. Burning Eyes (Tr)
5. Pyrokinesis (Ev)
6. Explosive Runes (Ab)
7. Flaming Sphere (Ev)
8. Arcane Breath (Ev)

### ***Third Level***

1. Elemental Weapon (Tr)
2. Control Element (Ev)
3. Incendiary Darts (Tr)
4. Fireball (In)
5. Breathe Element (Tr)
6. Fire Trap (Ab)

### ***Fourth Level***

1. Searing Light (Ev)
2. Phoenix Wings (Co)
3. Wall of Fire (Ev)
4. Fire Shield (Ab)
5. Fiery Bolts (Ev)

### ***Fifth Level***

1. Spatial Distortion (Tr)
2. Summon Elementals (Co)
3. Purifying Flame (Ev)
4. Elemental Form (Tr)
5. Fiery Blast (Ev)
6. Elemental Protection (Ab)
7. Tracks of Fire (Di)

### ***Sixth Level***

1. Flame of Justice (Di)
2. Rock to Lava (Tr)
3. Fiery Tentacle (Co)
4. Burning Touch (Ev)
5. Sphere of Elemental Protection (Ab)
6. Elemental Travel (Co)

### ***Seventh Level***

1. Soaring Fire (Ev)
2. Explosive Cloud (Co)
3. Delayed Fireball (Ev)
4. Burning Web (Ev)
5. Bind Elementals (Co)

### ***Eighth Level***

1. Elemental Aura (Tr)
2. Explosive Death (Ev)
3. Burning Stones (Tr)

### ***Ninth Level***

1. Burning Fury (Ev)
2. Meteor Swarm (Ev)
3. Elemental Power (Tr)

## **WATER (47 spells)**

### ***First Level***

1. Oilskin (Ab)
2. Endure Elements (Ab)
3. Elemental Explosion (Co)
4. *Evaporate* (Tr)
5. Float (Tr)
6. Precipitation\* (Tr)

### ***Second Level***

1. Drown (Tr)
2. Elemental Bolts (Ev)
3. Swim\* (Tr)
4. Arcane Breath (Ev)

### ***Third Level***

1. Elemental Weapon (Tr)
2. Cone of Cold (Ev)
3. Control Element (Co)
4. Liquid Form (Tr)
5. Breathe Element (Tr)
6. Liquid Assassin (Co)
7. Transmute Liquids (Tr)

### ***Fourth Level***

1. Airy Water\* (Tr)
2. Water to Ice\* (Tr)
3. *Liquid Air* (Tr)
4. *Ice to Water* (Tr)
5. Ice Spear (Ev)
6. Wall of Water (Ev)
7. Wall of Ice (Ev)
8. Solid Fog (Co)
9. Ice Storm (Ev)

### ***Fifth Level***

1. Spatial Distortion (Tr)
2. Summon Elementals (Co)
3. Elemental Form (Tr)
4. Icy Blast (Ev)
5. Elemental Protection (Ab)

### ***Sixth Level***

1. Control Liquids (Tr)
2. Control Currents (Tr)
3. Acidic Fog (Co)
4. Sphere of Elemental Protection (Ab)
5. Freezing Sphere (Ev)
6. Elemental Travel (Co)

### ***Seventh Level***

1. *Agitate Water* (Tr)
2. Calm Water\* (Tr)
3. Acid Rain (Co)
4. Bind Elementals (Co)

### ***Eighth Level***

1. Elemental Aura (Tr)
2. Perpetual Ice (Ev)
3. Horrid Withering (Ne)

### ***Ninth Level***

1. Tsunami (Co)
2. Elemental Power (Tr)
3. Polar Ray (Ev)

## ***ELVEN MAGE***

Prime Requisites: Intelligence.

Other Requisites: Intelligence score of 13 or higher, Dexterity score of 9 or higher.

Hit Dice: 1d6 per level up to 9<sup>th</sup>-level, plus any Constitution modifier. From 10<sup>th</sup>-level, +1 Hit Point per level, and Constitution modifiers no longer apply.

XP & Maximum Level: The elven mage has his own advancement table shown below and can reach 20<sup>th</sup>-level.

Saving Throws: Elf of equal level.

THAC0: Elf of equal level, but cannot progress beyond the THAC0 of a 10<sup>th</sup> level elf.

Permitted Armour: Any armour and shield.

Permitted Weapons: Any simple weapon.

Special Abilities: Cast arcane spells, Elven blood (no penalty to spellcasting when wearing armour).

Weapon Mastery: As dual-class Fighter-Mage.

Compulsory General Skill: Arcane Magic, various obligatory racial skills.

### **GENERAL DESCRIPTION**

All know that the common elves are very skilled in the use of magic and in combat, and that this makes them formidable foes in any fight. However, the majority of elves have a limit to their magical skill when they reach high level, and seek to compensate for this with the study and practice of their combat ability. (Thereby becoming an Elf Lord and progressing with multiple attacks and the fighter combat options thanks to Attack Classes, but sacrifice their magic ability and remain fixed at 10<sup>th</sup>-level as arcane spellcasters – see the standard D&D elf in the Basic, Expert and Companion manuals).

Some individuals however, feel they have a greater preference for the arcane arts, and decide to follow the Way of the Book rather than that of the Sword, becoming Elven Mages rather than Elf Lords. In this case, he puts aside any interest in the martial arts and dedicates himself body and soul to the study of magic, to equal or surpass human spellcasters, renowned for their power. Note that elven mages exist in all elven races and communities, among common elves, among the shadowelves, among the aquarendi, etc. and so the remarks given next are of value to all the elven races.

There aren't many elven mages however, as this career requires great willpower and absolute dedication to the magical arts. Indeed, an elf can choose this path from 1<sup>st</sup>-level, or decide to follow the Way of the Book once he reaches 10<sup>th</sup>-level, but beyond this level, it is no longer possible to change the path undertaken. Reaching 10<sup>th</sup>-level moreover, every elf that undertakes the mage career must enter a retreat with another elven mage in an elven community, and study for a period equal to one month per spell level that he intends to learn to refine his

magical knowledge. During each month, he earns 250 XP (equal to 3,000 XP per year) thanks to his research (it isn't necessary to delve further into the topics of the research if the player doesn't want to). At the end of the minimum period he can choose if he wants to stay with his mentor (and continue to earn 250 XP for each month he stays), or leave and venture into the world to put his acquired knowledge to practice and get experience (i.e. acquire the XP needed to go up a level). Every time he reaches an experience level that allows him to cast spells of a higher spell level however (i.e. 12<sup>th</sup>, 14<sup>th</sup>, 16<sup>th</sup> and 18<sup>th</sup>), he must return to his retreat for more months to again meditate and study as described above.

The sacrifices that an elven mage must make are quite a few, but the few that are able to advance on this path win great powers and immediate recognition within the elven community, as they know the most intimate and deepest secrets of the true nature of the elves and are able to show the world what is the true latent power of the elven race. Their rank isn't equal to that of a Treekeeper or a Clanmaster, but they are certainly respected as much as the Clan Holder.

### **ELVEN MAGE PROGRESSION TABLE**

As already mentioned, the elven mage elects not to improve his combat ability beyond 10<sup>th</sup>-level, and therefore doesn't acquire the fighter combat options, or multiple attacks, which are only available to standard elf lords (elves who advance with the normal Attack Classes, and acquire +2 HP with each of them). Seeing as they specialise in the use of arcane spells, their fighting ability doesn't improve beyond 10<sup>th</sup>-level, and so keep the same THAC0 of a 10<sup>th</sup>-level elf for all their future levels. In compensation, he gains the ability to cast spells of higher level (while the elf lord stops at 5<sup>th</sup>-level) and augments the number of spells he can cast daily. The elven mage (like the rest of the elves) uses the spell list of the Elven School, and has no penalties to his spell casting whilst wearing armour (due to his particular magical nature and the characteristics of his school). Table 4.2 gives the exact progression as regards the XP and spells of the elven mage.

Note that, although the elven mage gains access to higher level spells before the common mage (in terms of experience levels), the XP that he needs is rather higher than that of a Mage of equal level. If that is not enough the number of castable spells at maximum level (20<sup>th</sup>) is a little lower to that of a mage with the same XP, and appreciably lower to that of a 36<sup>th</sup>-level mage.

Finally, if the elf wants access to spells that are not on his list, he must leave of the elven nation, and look for the spell in a region in which it is known to exist.

**TABLE 4.2 – ELVEN MAGE PROGRESSION TABLE**

Level	XP	Spells per Spell Level								
		1	2	3	4	5	6	7	8	9
1	0	1	–	–	–	–	–	–	–	–
2	4,000	2	–	–	–	–	–	–	–	–
3	8,000	2	1	–	–	–	–	–	–	–
4	16,000	2	2	–	–	–	–	–	–	–
5	32,000	2	2	1	–	–	–	–	–	–
6	64,000	3	2	2	–	–	–	–	–	–
7	120,000	3	3	2	1	–	–	–	–	–
8	240,000	4	3	2	2	–	–	–	–	–
9	400,000	4	4	3	2	–	–	–	–	–
10	600,000	5	4	3	2	1	–	–	–	–
11	850,000	6	5	3	3	2	–	–	–	–
12	1,100,000	6	5	4	3	2	1	–	–	–
13	1,350,000	7	6	4	4	3	2	–	–	–
14	1,600,000	7	6	5	4	3	2	1	–	–
15	1,850,000	8	7	5	5	4	3	2	–	–
16	2,100,000	8	7	6	5	4	3	2	1	–
17	2,350,000	8	8	6	6	5	4	3	2	–
18	2,600,000	8	8	7	6	5	4	3	2	1
19	2,850,000	8	8	7	7	6	5	4	3	2
20	3,100,000	8	8	8	7	6	5	4	4	3

## ***SPELLSLAYER***

Prime Requisites: Wisdom and Charisma.

Other Requisites: Wisdom and Charisma of 12 or better, Lawful Alignment

Hit Dice: 1d4 per level up to 9<sup>th</sup>-level, plus any Constitution modifier. From 10<sup>th</sup>-level, +1 Hit Point per level, and Constitution modifiers no longer apply.

XP & Maximum Level: The Spellslayer uses the Cleric's advancement table and can advance to 36<sup>th</sup>-level.

Saving Throws: Thief of equal level.

THAC0: Thief of equal level.

Permitted Armour: Light armour, shields of one size smaller.

Permitted Weapons: One-handed melee weapons, any ranged weapon.

Special Abilities: Thief Abilities, Scarlet Tattoo.

Weapon Mastery: As a Thief of equal level.

Compulsory General Skill: Dodge (bonus), Act.

### **GENERAL DESCRIPTION**

The Spellslayer is a legendary and mysterious figure, and the ultimate enemy of arcane spellcasters. Although being gifted with the same magical powers, in fact, the principal aim of every spellslayer is wiping out those who use arcane spells, in order to prevent them from bringing havoc to the world and of using the magical arts for shameful ends. Each spellslayer has the amazing ability of depriving an arcane spellcaster of his powers, severing the magical link between an individual and the magic that permeates the universe (the way in which this can be completed is a secret jealously guarded by the spellslayers). This can clearly bring about the defeat even of the most feared of mages, if he is deprived of his primary source of power. For this, the spellslayers are hated by any arcane spellcaster, and incredibly feared at the same time, as they embody the exact opposite of the common aspirations that lead each individual along the path of magic.

The spellslayer (who can be of any race, not only human) belongs to a secret and well branched order, composed of individuals who place above all other things a blind distrust of the arcane arts. They believe that arcane magic is the most dangerous and diabolical form of corruption that exists in the world, and that most mages aren't able to use their powers for the good of society, seeing as they aren't wise or virtuous enough. Therefore to prevent them from bringing suffering to the world due to their credulity or an intentional and evil desire for power, the spellslayers adopted it to radically eliminate from the world the threat represented by arcanism, suppressing the source of evil, i.e. the arcane spellcasters. Naturally, not all spellcasters are evil or deserve death, but in order to not run the risk at the slightest sign of abuse of their powers by an arcane spellcaster, a spellslayer prefers to act to eliminate the threat rather than hope in the mage's redemption. It therefore often happens that a disguised spellslayer joins

the same group in which is found a mage or a sorcerer to control him from nearby, and if the mage commits an action considered truly unforgivable, he is severely punished by the spellslayer. If then the spellcaster persists in his errors, the spellslayer uses any means to stop him, up to the death of one or the other.

### **HISTORY OF THE SCARLET ORDER**

The spellslayers were born in the now forgotten Empire of Nithia about 600 years before the founding of the Empire of Thyatis. At that time, arcane magic was becoming an incredibly devastating instrument in the hands of scrupulous sorcerers and power thirsty nobles, who to indulge their dreams of wealth had listened to the tempting promises of the demons of Entropy led the empire down a one-way path to its corruption and total destruction. Many individuals suffered because of the deprivations and injustices perpetuated by the corrupt and bloody nobles, and in the attempt to curb the devastating Nithian influence on the surrounding peoples, a group of Immortals inspired some priests to act to counter Evil that had poisoned the empire before it was irreparably lost.

Unfortunately, some of these priests (probably under the influence of disguised Entropic Immortals) were persuaded that the problem derived from the abuse of the arcane powers of mages and sorcerers of court, who had bewitched the pharaoh and the Nithian nobles against their will and led them from the wisdom of the Immortals. They decided to find a way to counter and annul the influence of these spellcasters, such that the Empire of Nithia could return to its ancient splendour and that the wrath of the gods would be placated with the sacrifices of the evil. It was thus that these priests founded the Scarlet Order and recruited a select group of faithful and obedient followers to conduct forbidden and dangerous research, spy on and abduct mages and fey creatures in the attempt to understand the secrets of their magic and completely annul it.

It was only thanks to the influence of some Immortals (although it isn't clear if they were demons or guardians) that the order uncovered the secret of the scarlet tattoo, and after having evaluated the risks and the effects, the priests of the order decided that only the best warriors and assassins in their service would become the first spellslayers, quick, sly and deadly individuals, with powers focused on the only objective to monitor and if necessary eliminate dissenting mages and sorcerers in the name of the Immortal guardians.

In just a few decades the plan was put into effect, and the efforts of the Scarlet Order caused a civil war within the empire that fragmented it further and favoured a centralisation of the power into the hands of the priestly caste, among which quickly spread the paranoia disseminated by the Order towards mages and sorcerers. The fear of a coup orchestrated by the arcane spellcasters

(in particular by the Magian Fire Worshipers, once a powerful sect that enjoyed the Pharaoh's favour) didn't help the situation, as it forced the priests to approve research and practices, which were as aberrant as they were dangerous, in an attempt to reveal forbidden mysteries that would guarantee the supremacy of the priestly caste over that of the mages. So the final Pharaoh of Nithia, in the absurd attempt to destroy in a single blow all his enemies and incited to his madness by the Scarlet Order (whose leaders had evidently fallen to the thirst for power like the mages that they had tried to exterminate), started the preparations for such a wicked and devastating ritual that is would attract the inevitable punishment of the Empire's own Immortal protectors of the Empire.

The annihilation of Nithia wasn't therefore caused by the sorcerers' ambitions, but by the excessive thirst for power and by the folly shown by its priestly caste, represented firstly by the Pharaoh and Scarlet Order. Thanks to the intervention of the divinities who had once favoured the rise of the Nithians, the so-called Guardians. At the end of the 6<sup>th</sup> century BC all the Nithian settlements in the Known World vanished, and many of its colonies in other parts of the world were destroyed or absorbed by the native populations, completely losing all memory of their past and origins.

With the disappearance of Nithia, the Scarlet Order endured a heavy blow, but all its knowledge wasn't lost. Some spellslayers had migrated to the colonies that survived the destruction of Nithia, but the effect of the immortal magic altered their memories modifying both its attitude and underlying motivations. They were convinced that they had been struck by a cruel curse hatched by the most powerful mages that lived in the neighbouring areas (the Alphatian Empire for the spellslayers of the eastern Nithian colonies, the Magocracy of Herath for those of the western colonies), which had had devastating effects even on the surrounding populations, causing the destruction of an entire civilisation (without however remembering other details about it). Animated by a renewed disdain towards arcane magic, the surviving spellslayers lost the religious motivation that had given rise to the creation of their sect, but continue to act in the shadows to destroy mages or prevent them from abusing their ability, focusing in particular their efforts against the kingdoms with the most powerful arcane magic (the Alphatians to the east and the Herathians to the west).

The members of the sect decided to recruit only people motivated by a hatred of the arcane arts, carefully avoiding allying itself with religious orders or military of various natures or accepting within itself priests and holy warriors to have complete freedom of action and intention, and have the complete loyalty of its members. The reformed Order thus became a well-structured and sprawling guild with a very particular hierarchical model. The leaders of the Order decided to create a rigid

structure made of independent cells and branches. Each candidate would only be accepted into the sect after a careful and motivational aptitude test by one of its members. Every spellslayer would take care of just one disciple to entrust tasks and hand on the secrets and dogmas of the sect, and would report to just one superior, from whom he would take orders, according to a pyramidal scheme that would see a single leader (called Elder) at the head of each region of interest. Each Elder would stay in contact with other leaders, without ever knowing their identity. In this way, limiting the number of people known, it would avoid the risk of a collapse if one of the cells is discovered, and if one of the Order's branches had been uprooted by the killing of the Elder, the rest would elect a new one who would be entrusted with the rebuilding of the missing branch.

In the centuries following the founding of Thyatis, the order developed thanks to this new organisation, maintaining contact between its members and found fertile land within the community tyrannised by the despotism of mages and sorcerers. Partly using funds secretly donated by the Emperor of Thyatis to arrest the expansion of Alphatia at a time of major crisis, the Scarlet Order created cells in all the Known World and oversea, especially in the magocracy. Now, the Spellslayers are a hidden reality that few spellcasters are able to understand, but this is exactly the aim that was established by the order's leaders: to create the belief that it doesn't exist in order to continue to act undisturbed.

## **WEAPONS & ARMOUR**

The spellslayer usually only wears light armour, in order to exploit fully his thief abilities. They usually don't use shields, but in extraordinary circumstances may use a buckler (i.e. a shield one size smaller than their own); if they want to protect themselves with a larger-sized shield, they aren't able to attack for that round.

In regards to weapons, the spellslayer can use any type of ranged weapon and one-handed weapon, as they prefer to face their victim with weapons that allow them to have one hand free to directly touch them and dispel their arcane powers, before delivering the killing blow.

## **POWERS OF THE SPELLSLAYER**

The spellslayer is in effect a subclass of the thief and therefore possesses all the common *thief skills* (backstab, dirty fighting, active dodge), although it uses the XP advancement table of the Cleric (ignoring its spell progression) to balance the received powers. The spellslayer also has access to the secret abilities of the thief (see *The Perfect Thief* available online for further information on the various skills), chosen from the following, which are considered typical of the Scarlet Order, the guild to which every spellslayer belongs:

- Improved Backstab
- Deadly Strike
- Dodge

- Improved Dodge
- Iron Constitution
- Cat's Grace
- Combat Mastery
- Master of Disguise
- Trap Master
- Master Lockpick
- Pass Unobserved
- Lightning Reflexes
- Alerted Senses
- Watchful Spirit
- Assassin Techniques
- Indomitable Will

Every spellslayer is initiated into the mysteries of the sect by a Mentor of at least 9<sup>th</sup>-level, who, after being assured that the individual is sufficiently gifted (Dexterity and Charisma scores of at least 12 and Lawful alignment) and motivated towards the fight against the mages, performs the appropriate ceremony to inscribe on the initiate's body the *scarlet tattoo*. This mystical mark, initially created by the Nithian priests, allows the individual to develop various arcane powers by using his own body as a receptacle, without having to study magic like common spellcasters. The tattooing ceremony lasts an entire day and requires costly materials and special inks to a value of 1,000 g.p.

The scarlet tattoo is as large as a palm and indelible, and as such is often placed on parts of the body that are little exposed (groin, back, thigh, or even on the scalp, where hair later regrows) to keep it secret. The tattoo, in practice, a very powerful rune that allows the subject to develop certain powers as he acquires experience (advances in level) and enters into a symbiosis with the magic that infuses the symbol, but this power has a price. In fact, as insurance to avoid that the members of the order being tempted by the power of the arcane arts, the tattoo was created in such a way that for anyone who receives it becomes impossible to understand arcane magic. So, although he can try to study the arcane arts among the best tutors or institutions, no spellslayer will ever be able to comprehend the language of magic or to invoke arcane spells (including using arcane magic scrolls or mage-only items); the limitation doesn't apply to divine magic. The spellslayer cannot therefore use items specific to arcane spellcasters or learn the use of arcane magic as some thieves are able to do, as they refuse the arcane instruction considering it a source of possible corruption, and for the same reason refuse the use of items with necromantic or evocation powers.

The spellslayer spontaneously develops a new power every 2 levels (player's choice from those accessible once he reaches the listed level and those lower, all identical to the homonymous arcane spells). With the sole exceptions of *Dispelling Touch* (obligatory) and *Such Spell*, all the

powers of the tattoo can be invoked once per day, only effect the spellslayer, and each can be magically dispelled with the normal chance.

#### **At 1<sup>st</sup>-Level:**

*Dispelling Touch* (once per round): the character can sever the link that allows a spellcaster to invoke and bind the arcane energies. Once per round the spellslayer can use this power by touching an arcane spellcaster with his bare hands (target's AC ignores any armour). The latter must make a ST vs. Spells with a penalty equal to the spellslayer's Charisma bonus and if it fails, the margin of failure gives the number of hours during which his magic powers are unusable (e.g. if he fails by 1 point he cannot cast spells for 1 hour, if he fails by 4 points he would be deprived of his arcane powers for 4 hours, etc.). If the ST is a natural 1, the victim will not be able to invoke spells for 1d4 days.

#### **At 2<sup>nd</sup>-Level:**

*Suck Spell* (once per round): the character can suck from the mind of an arcane spellcaster a spell with a maximum level equal to half his own with a touch (see above). The spellslayer chooses a certain spell: if the victim doesn't know that effect, he loses another from those memorised of equal level. The victim can resist with a ST vs. Spells with a penalty equal to the spellslayer's Charisma bonus: if he fails he loses the spell, which passes into the spellslayer's mind and must be used within an hour before it fades away. The total number of levels of spells levels assimilable each day by the spellslayer is equal to his Intelligence score.

#### **From 4<sup>th</sup>-Level** (see 1<sup>st</sup>-level arcane spells):

*Detect Magic, Disguise Self, Jump, Lie, Longsight, Longstride, Spider Climb, Resistance, Read Languages, Shield.*

#### **From 8<sup>th</sup>-Level** (see 2<sup>nd</sup>-level arcane spells):

*Apnea, Deflecting Shield, ESP, Invisibility, Levitate, Locate Object, Mind Shield, Reflection, See Invisibility, Silence*

#### **From 12<sup>th</sup>-Level** (see 3<sup>rd</sup>-level arcane spells):

*Animal Form, Clairaudience/Clairvoyance, Electric Barrier, Fly, Gaseous Form, Haste, Infravision, Lightning Reflexes, Protection from Normal Missiles, Tongues.*

#### **From 16<sup>th</sup>-Level** (see 4<sup>th</sup>-level arcane spells):

*Defensive Aura, Dimension Door, Displacement, Exceptional Skill, False Thoughts, Improved Invisibility, Polymorph Self, X-ray Vision.*

#### **From 20<sup>th</sup>-Level** (see 5<sup>th</sup>-level arcane spells):

*Bull's Strength, Cat's Grace, Disguise, Elemental Protection, Iron Constitution, Magic Sanctum, Telekinesis, Truesight.*

## **ARCANE WARRIOR**

Prime Requisites: Strength and Intelligence.

Other Requisites: At least 12-level, Strength of at least 10, Intelligence of at least 11.

Hit Dice: 1d8 per level up to 9<sup>th</sup>-level, plus any Constitution modifier. From 10<sup>th</sup>-level, +1 Hit Point per level, and Constitution modifiers no longer apply.

XP & Maximum Level: The Arcane Warrior uses the same XP advancement table as the Fighter.

Saving Throws: Fighter of equal level.

THAC0: Fighter of equal level.

Permitted Armour: Any armour or shield (subject to spellcasting penalties, see below).

Permitted Weapons: Any weapon.

Special Abilities: Multiple attacks, cast arcane spells and use mage only items.

Weapon Mastery: As a dualclass Fighter-Mage on becoming an Arcane Warrior (see below).

Compulsory General Skill: Fighting Instinct (bonus), Arcane Magic and a Strength skill.

### **GENERAL DESCRIPTION**

Like there are fighters who have devoted themselves to a specific faith and acquire divine powers, becoming the holy warriors of an Immortal and a church, it is also possible to find fighters who instead have the skill and will to venture on to the path of arcane magic and learn its secrets. It is those individuals who have a greater than average intellect (minimum Intelligence of 13), and who has already a long experience behind him (must be at least 12<sup>th</sup>-level). It is therefore clear that not all fighters can become Arcane Warriors at 12<sup>th</sup>-level.

From the moment he decides to follow the path of arcane magic, the fighter must find someone to teach him the secrets of such a discipline and who helps him to understand the meaning of the formulae and the language of magic; he must find a skilled mage (of at least 18<sup>th</sup>-level) who is disposed to become his mentor and to reveal his secrets. Naturally, given the nearly maniacal way in which arcane spellcasters jealously guard their secrets, this isn't a trivial task, and usually the mage in question binds the apprentice fighter to him with a very particular pact, often as a *geas* that the fighter is asked to accept. This pact requires that the fighter serve his mentor as a servant knight (in practice the same thing that paladins and avengers do for a church), and in exchange the mage undertakes to teach him the basics of the arcane practices and to give him the knowledge of some of his spells. In practice, the arcane warrior earns all the responsibilities of a knight to the mage, the mage's allies and enemies (i.e. he must serve and protect him, declare war or face in battle his enemies if necessary), and in exchange the mage takes the fighter as an apprentice, protects him, houses him and reveals the secrets of the magic arts to him (also teaching him the *Arcane Magic* general skill).

### **POWERS & RESTRICTIONS OF THE ARCANE WARRIOR**

The arcane warrior continues to use the fighter's xp progression table (like paladins and avengers), and as such his HP, THAC0 and Saving Throws remain unchanged. He gains multiple attacks as normal but loses the ability to develop the fighter's typical combat options from the moment he also starts to learn arcane magic, seeing as he is mostly focused on those lessons.

The arcane warrior can learn to *cast arcane spells* as if he was a 1<sup>st</sup>-level mage from the moment he begins his apprenticeship, and subsequently "earns" a new mage level for every two fighter levels (rounded down), but only to determine his spellcasting ability. For example, if the fighter becomes an arcane warrior at 12<sup>th</sup>-level he would have the ability of a 1<sup>st</sup>-level mage, at 14<sup>th</sup>-level he would have the magical capacity equivalent to that of a 2<sup>nd</sup>-level mage, and at 36<sup>th</sup>-level have the capacity of a 13<sup>th</sup>-level mage. If instead his journey as an arcane warrior starts at 20<sup>th</sup>-level, at 22<sup>nd</sup>-level it would be that of a 2<sup>nd</sup>-level mage, and at 36<sup>th</sup>-level would be equivalent to a 9<sup>th</sup>-level mage. The maximum spell level that an arcane warrior can learn is equal to his Intelligence score minus 10 (max 6<sup>th</sup>-level with Intelligence 16, minimum 1<sup>st</sup> with 11).

The study time needed to gain the ability to cast spells is equal to 2 weeks for each of the character's current levels; so, if a fighter wishes to become an arcane warrior at 15<sup>th</sup>-level, the PC must spend 30 weeks of time learning the fundamental principles of using magic alongside his mentor.

To cast and memorise spells, the arcane warrior must have his own spellbook. The warrior learns the spells from his mentor according to their pact, and can only learn the spell his mentor teaches him. He cannot copy spells into his spellbook from other scrolls and research them himself (see point 9), and if his mentor discovers him copying an unauthorised spell, the arcane warrior risks incurring the wrath of his mentor, who surely abandons him after having vented his anger for the student's lack of discipline. Some pacts can require that the arcane warrior gift to his teacher an apt magic item based on the spell level of the spell that is revealed, other pacts require monetary payment, but others can require epic quests or further oaths. In general, the character should present to his mentor a gift of the value of 1,000 g.p. per spell level of the spell learnt, either in coin or in kind. The time needed to learn the spell is 1 day per spell level of the spell: at the end of the period, the spell can be written in the arcane warrior's spellbook. If instead the subject decides to write the spell himself without his master's supervision before reaching 9<sup>th</sup>-level as a, he has a chance of getting the formula wrong equal to 5% per spell level (first level = 5%, second = 10%, third = 15%, fourth = 20%, fifth = 25%, sixth = 30%). If the magic isn't written correctly it becomes unusable (but this only



becomes clear after having attempting to use it for the first time), and the character must try again.

The arcane warrior can use arcane scrolls with a *read magic*. However, there is always a fixed 10% chance that the reading fails, creating an unexpected result, as the character has an imperfect understanding of the nature of magic.

The arcane warrior can use all the magic items reserved to arcane spellcasters. However, as with scrolls, there is always a fixed 10% chance that the magic item doesn't work or malfunctions (DM's choice).

The arcane warrior can continue to also the typical weapons of a fighter (seeing that he will always remain a fighter), but progresses in weapon mastery at a slower rate, seeing as part of his time and effort is used to learn the arcane arts (in practice from the level he becomes an arcane warrior he is considered dualclass – see the rules in the *Mystaran Armoury* manual available online).

The arcane warrior can wear armour and cast spells, but has equally a chance of failing to invoke the spell based on the protection offered and the type of material from which the armour is made. However, as he is already used to moving and attacking whilst wearing armour and knows how to exploit its strengths without being affected. He isn't subject to the penalty to Dexterity and Attack Rolls to which arcane spellcasters are subject who wear armour, and the failure chance listed in Table 1.1 and given for the armour worn is

treated as halved for him (that of the material remains unaltered however).

From 9<sup>th</sup>-level as a mage, the character can create magic items by himself. He can research spells on his behalf (if he has access to a library or has other resources), although he needs double the normal time to write a spell in his book and will never have a high chance of success in creating magic items, due to what is considered his spellcaster level (see Volume 3 for the specific rules). Moreover, on reaching 9<sup>th</sup>-level as a spellcaster the character no longer needs a mentor to increase his magical skills, and can free himself from his obligations and duties towards his master with a final gift (usually of a value not less than 30,000 g.p.). Naturally, the character can also choose to continue the relationship with his mentor until the latter's death or until he wants to be freed from the pact, but if the arcane warrior ever breaks the pact, his old mentor becomes a sworn enemy.

If the arcane warrior's mentor dies before the character has reached 9<sup>th</sup>-level as an arcane spellcaster, he cannot progress further in his magical knowledge, and must out of necessity seek out a new mentor and swear loyalty to him. If in the meantime the character acquires new fighter experience levels, these aren't taken into account to determine his effective level as a spellcaster, as during this period he hasn't developed his arcane knowledge in any way.

## ***FAERIE SPELLCASTERS***

“At the beginning of time there was only Chaos. This was simply a matter of a series of small disturbances within an empty universe: formless Chaos was the universe, and was the natural state of things, as Balance and Order are today. Even the Immortals were different then: the four Spheres of Energy, Matter, Thought and Time were integrated parts of Chaos, and fought against the Sphere of Integration and of Life, fearing the order that it intended to give to the multiverse. It was born from the union of the four elements as a legitimate child, but Entropy feared it, as it knew that it would bring Order, which would subjugate Chaos and conquer the multiverse. And thus it came to pass.

“Now the situation is reversed, and we live in a universe in which Entropy is the Sphere that is opposed to the natural order, within which the other four celestial Spheres exist: Balance rules the multiverse, and Chaos is the enemy to fight. But absolute Order inevitably leads to stagnation, and from it comes death. As such the four Spheres are opposed to Entropy, the Sphere of Death (that appears therefore impossible to eliminate, as it was impossible to eliminate the Sphere of Life in the primogenital Chaos), and fear it returning to dominate the multiverse. It is the child of the new order, and so as Order defeated Chaos whose child it was, so Entropy will one day depose Order and return to rule the universe. This is the Great Circle of the Multiverse, and thus will it ever be.

“The creatures that belong to the Good People are an integrated part of this Circle, as they were Immortals at the beginning of time, but lost their status following the war between Chaos and Order. Indeed, when the Sphere of Life rose up against Chaos and the four Spheres that composed it, in a war that involved entire planes of existence and marking forever billions of races, some of the Immortals decided not to take part in the war and didn't line up with their entropic allies. In the end, the Sphere of Life won, remodelling the four Spheres according to the new order, while Entropy became a Sphere itself, in opposition with all the others.

“The new Immortals however didn't know what to do with those Immortals who hadn't taken part in the cosmic war. Indeed, if it was true that the neutrals hadn't fought for the cause of Chaos, it was also true that they hadn't opposed it, helping it indirectly. They didn't deserve to be confined within the Sphere of Entropy (in which they would however not be well received), but they could not be accepted in the new victorious Spheres.

“Therefore it was decided to follow a middle course, and their spirits were dispersed into the Prime Plane, at the centre of the entire multiverse, with the promise that they would be reincarnated and would live eternally in more congenial forms to them. To them was granted a minor form of immortality, and powers that went well beyond those of simple mortals. Thus were born the Fairy People, a line of semi-immortal beings with

surprising arcane powers, which however will never rival those of the Immortals, or aspire to return among the Celestial Spheres.

“The Wee Folk fell in love with its new home and the beauty of nature, which until that moment had remained hidden to their immortal eyes, too taken in seeing the overall picture of things instead of lingering on the beauty of the particulars. Therefore, it was that they chose to incarnate themselves in forms akin to nature and live in contact with it, protecting it and making friends with the animals, simple but passionate and sincere creatures, like themselves. As such today, mortals find the members of the Wee Folk exclusively where wild nature is present, in places of incomparable beauty, which the fey help to maintain, protect and repair from the ravages of time and mortals.

“And so the members of the Fairy Folk live from age to age, reincarnating themselves into new bodies when their existence begins to bore them, and rediscover each time the true joy of life and passions. They know that the Great Circle sooner or later will turn once more, as it has done in the past, and when this happens, they will quickly abandon their beloved nature and return among the Celestial Spheres as champions defending Life, in a universe ruled by Chaos, until Chaos falls again and a new circle begins once more.”

## **GENERAL DESCRIPTION**

The beings that are normally defined as faeries belong to the Fairy Court, or to the Wee Folk ruled by King Oberon and Queen Titania. These beings are known to mortals by the names of the several races that make up the Fair Folk: pixies, sprites, leprechauns, pooka, brownie, sidhe (the so-called fairies), woodrakes and faeries (the fey of the air). These creatures have an innate magical nature, much more powerful than that of the elves, seeing as they are ancient beings who can boast of a minor form of immortality. Indeed, the Fair Folk is composed of creatures who at the beginning of time were Immortals, and who later dispersed their own energy into the Prime Plane and who were reincarnated in these forms. Each of them can live for ever, without ever aging, once they become an adult, but usually individuals prefer to give up their physical forms every thousand years, and return in a new fairy form to begin life once more, facing new experiences; this however is perfectly in harmony with their conception of the Great Circle of Life. The Wee Folk is thus happy about its existence, and they have found new aims and new ways to enjoy fully their existence.

Mortal legends on the Faerie Court abound, and usually they tend to imagine these beings making merry, running among the trees and playing pranks and dirty tricks on the other races. It is true that fun remains the central point of the life of the Fairies, seeing that they love to enjoy every moment and don't worry about the

future, but this doesn't mean that they cannot be serious or compassionate when the occasion requires it. Indeed, many of them indulge in the arts of philosophy, music and history in the same way they love banquets, play, duelling and flirting. As well as this, the fey put in prime place in their life the protection of their own kind and, above all else, nature and the place they live, helping the animals. They often act in accord with druids and elves, the creatures that the members of the Fairy People hold in the highest regard and think most similar to them.

Another common pastime of the Wee Folk is that of meddling in the affairs of mortals, spying on them secretly thanks to their powers, or playing dirty tricks for the joy of seeing their reactions. Quite a few fey become so attached to mortals that they become true protectors of a particular individual, family or community. Likewise, there are individuals who visit mortals just to punish them for misdeeds committed against nature. Others finally constantly try to prevent good people from being corrupted and are always looking to oppose the wicked, to contain the evil in the universe. This attitude towards mortals is probably an ancient spiritual legacy of the period in which Chaos ruled the universe and the Immortals frequently interacted in the lives of mortal creatures: certain habits are hard to lose, especially eternal beings.

As it can be rightly supposed, there are no clerics or divine spellcasters among the Faeries, seeing as none of them have a good rapport with the Immortals after the latter chased them from the Celestial Spheres and reduced their power. Holy water, holy water and other blessed items tend to particularly irritate the fey, which just tend to hold them at a distance, but don't have adverse physical effects on them (unlike with the undead). Despite this, many faerie beings seem interested in the religious beliefs of mortals and the legends about the Immortals themselves, and often leave their lands to seek detailed information and speak with priests and enlightened humans regarding religious and philosophical questions.

### **ENEMIES OF THE FEY**

If the Fairies overall agree with the various mortal races (or at least ignore them for most of the time) and don't particularly care about the Immortals, there is however, an enemy against which any fey would rush to fight: the undead. Like the fey, the undead are also eternal and ageless, but while the Fairies want to protect and promote life in all its natural forms, the undead do the opposite, and seek only the destruction of anything alive. For this, the Fairy Court has forbidden any of its members from using the necromantic arts, and anyone who is suspected of doing so is declared impure and banished from the court forever. Some believe that these unfortunates are slowly corrupted by these negative energies, and that when they die become particularly

violent and hateful undead spirits (like banshees and poltergeists).

A small part of fairy creatures finally, cannot be considered well-disposed and friendly towards other creatures like the majority of the fey. Indeed, these individuals constantly feel frustrated that they are no longer Immortals, and suffer the reduction of their powers in whatever form they are reincarnated in, venting their anger with violent and wicked behaviour. These are the so-called Dark Fey, which are composed of members of every species of the Good Folk (in particular the redcap, a type of brownie identifiable by the inevitable red cap, is the most widespread and hated). They feel betrayed by the decision of the Immortals, relegated to an imperfect world that seems to mock them at every moment, and to avenge themselves of this insult take aim at the mortals who cross their path, with the idea that no one should enjoy life if they themselves are unable to.

The rest of the Wee Folk don't understand the hatred that these dark fey harbour in their hearts, but tolerate them, knowing well that any violent means used against them wouldn't resolve the situation. Indeed, if they killed them, their souls would be reincarnated in new wicked fey, or could become dangerous undead, while if they decided to imprison them, it would surely trigger their wrath on the entire community. In the majority of cases therefore, the good fey try to hinder their evil pranks as they can, other times the dark fey are punished with the same coin, and in some cases it is even possible to redeem these wretches and cleanse their spirit. As such, the Wee Folk are always hesitant in using violence and inflicting death on their own kind.

### **POWERS OF THE FAERIES**

As already mentioned, the members of the Wee Folk don't age like the rest of mortals. On reaching adulthood (early twenties, in the splendour of their youth), their biological clock stops and they remain *eternally young and healthy*. They are therefore immune to the effects of aging, and are also immune to any type of natural disease (while magic ones have their normal effect): death only comes to them via violent or magical causes, or more commonly when a fairy chooses to disperse his life energy and be reincarnated as a new individual of the Wee Folk.

The absence of the fear of death therefore makes fairies more adventurous and daring than most beings, and this manifests as a +2 bonus to all Saving Throws that involve any type of fear. However, the fey aren't naive, and none of them would voluntarily meet with a violent death knowing the risks they run, as it would be better to continue to live and have new experiences than to stupidly die.

Moreover, given their affinity to nature and the animal world, the fey are able to *speak with animals* constantly, making themselves understood and understanding the language of any normal and not

monstrous animal (Intelligence 2). This doesn't mean that animals are always automatically friendly, but the Charisma of the fey can help sway the reactions of woodland creatures (they have a +2 bonus to reaction rolls with the animals), which will usually favour the fey if there are no risks.

But the most characteristic power of the Faerie People is surely their ability to make themselves *invisible to mortals* whenever they want (they just need to concentrate for a round, and can do so once per round), which allows them to run around unseen in human and demihuman communities and spy on or play tricks on people. In practice, each fey has the ability to avoid the reflection of any type of light (except ultraviolet) on its body, thereby rendering it invisible to the sight of most creatures, except those who can see ultraviolet light (like some insects) or that perceive reality with other senses. At times, it is possible to see a strange shimmering in the air when in the presence of an invisible faerie, like the effect that heat produces on a road surface on a warm day. This especially happens near to sunset, when the light spectrum is close to ultraviolet, but it isn't possible for a mortal to see effectively an invisible member of the Fair Folk.

The only way to detect invisible fey is through magic (see *invisibility* or *truesight*), or through *second sight*, an ability that all faeries have and that allows them to recognise other disguised faeries (magically transformed or disguised) or detect members of the Wee Folk invisible to mortals. Moreover, second sight allows the fey to anticipate even future events like a type of limited precognition. In this case, the precognitive ability isn't under the individual's control, but manifests when least expected, making appear before his eyes a scene set in the same area but in the near future. It usually isn't possible to see over a year into the future (these visions are always controlled by the DM, who can use them as adventure hooks). Second sight can also be given to mortals through magic, but as it is a very precious gift, the fey very rarely grant it and only to those who have shown true friendship. Sometimes, mortals who number a fey in their ancestry are born with this extraordinary innate gift (usually one in a thousand), which marks them for life.

### ARCANE SPELLS OF THE FAERIES

Not all Faeries have the innate ability to cast arcane spells, although they all share the powers listed above and each race has its own specific powers. In this manual, it was chosen to focus just on the three races that are able to cast the characteristic spells of the fey thanks to their innate ability, i.e. sprites, leprechauns and sidhe. For each of these races is a progression table for XP and spells, and were the additional powers for each are specified, in addition to the typical powers of the Wee Folk described above.

Faerie spellcasters don't need spellbooks or prayers to learn their spells, as they spontaneously get the

knowledge hand-in-hand as they gain experience. In practice, they have free access to all spells from the Druid list (see Volume 2), and all Conjuraton, Enchantment and Illusion spells<sup>1</sup>. The evil fey instead, which have fallen to the call of Entropy and their own evil instincts, can use spells of Necromancy instead of having access to druidic spells.

Natural fey spellcasters are treated as Sorcerers (see that class): quickly knowing a number of spells per spell level (among those of the chosen schools and of the druids) equal to half their Charisma score, and can learn up to 10 + their Charisma bonus. They can *spontaneously cast spells* as they like without having to memorise them first (like the Sorcerer), without exceeding the spell level mastered (listed in the appropriate table for each race of faerie spellcasters). To recover his spells, a faerie spellcaster must rest for eight hours, and then meditate to gather the magical energy needed to invoke the desired effects.

Fey can use normally all arcane magic items, research new spells only if they belong to known schools, and create magic items with the usual method (see Volume 3), using the spells they know. Finally, given their innate magical nature faerie spellcasters aren't penalised whilst casting spells if wearing armour (like elves).

For the other faerie races, it is only possible to cast arcane spells if they become mages or sorcerers, and they can only cast divine spells if they become druidic shamans (for further information see the chapter on *Alternative Divine Spellcasters* in Volume 2).

### SPELLS EXCLUSIVE TO THE FEY

The spells below were added in the supplement PC 1. These spells are specific to the faeries (they have been added to the list of spells available to the fey) and aren't replicable in any way by any other spellcaster.

### CURE DISEASE OR BLINDNESS

Level: 4<sup>th</sup>

School: Abjuration (Divine)

Range: Touch

Area of Effect: One creature

Duration: Permanent

Effect: Cure a disease, blindness or deafness

This spell allows the caster to heal a subject from the effects of any one disease (magic or normal), or from blindness or deafness. If an individual suffers from more than one disease and also blindness or deafness, it is necessary to cast this spell more than once to remove all the afflictions.

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<sup>1</sup> In the supplement PC 1 there was a list of spells specified that however included all druidic spells, as well as the majority of arcane spells. In this manual it was chosen to increase the fey's spell list in respect to the original criteria, to give them more flexibility, eliminating spells of higher than 7<sup>th</sup> level that had been included in the original list.

## PIXY RING

**Level:** 7<sup>th</sup>

**School:** Illusion

**Range:** 120 feet

**Area of Effect:** Sphere of 5 feet radius per level

**Duration:** Permanent

**Effect:** Creates an area within which time flows differently

This powerful spell allows the fey to modify a part of the surrounding reality and enchant it to hide the fey there from mortal eyes. The spell must always be cast in an open area, and affects a spherical area of 5 feet radius per level of the spellcaster: in this area a permanent space-time distortion is created, which shelters any creature of the Wee People who find refuge there from any type of detection, magic or mundane. Even those that pass nearby aren't able to see anything other than simple vegetation (of a type appropriate to the surrounding area) in the area of effect, and if he tries to enter the *pixy circle*, he must make a ST vs. mental Spells: if successful he can enter the *pixy circle*, but if he fails, his senses are misled so that the route he follows hugs the area of effect by walking along its edge (to the ends of making them believe that they had passed through the area, but have seeing nothing inside it).

However, any mortal who manages to enter the *pixy circle* without having been invited by a fey, must make a ST vs. Paralysis each round he remains in the affected area or be suddenly immobilised because of the magical nature of the place: at which point he will be at the mercy of the Wee People, and cannot move until one of them allows him to. Once the mortal leaves the circle, he needs a new invitation to render him immune to the same effects, if he wants to re-enter it. As long as it remains in the circle, every fey creature automatically makes any

Saving Throw (if allowed) to avoid unwelcome effects produced by mortals.

Time and space are imperceptibly altered to mortal senses within the *pixy circle*: indeed, the weather conditions are always better (even if outside the area of effect a snowstorm is raging) and the temperature is similar to that of a warm spring day (around 20°C). The passing of time instead is controlled by the fey who created the circle, who can slow down the flow of time up to one-tenth normal (i.e. for every 10 hours, days or months that pass outside the circle, only one passes within it), or speed it up in the same manner (for each hour, day or month within the circle 10 pass in the outer world), with all the due physical effects on the things and creatures that find themselves in the area of effect (tiredness, decay and aging).

Usually the Faeries use this spell to enchant specific areas of a natural landscape for use as seasonal meeting places, in which dances and feasts are held, or to enchant the area in which sits their settlement or a fairy palace, thereby making it invisible and untraceable to common mortals. The invoking of a *pixy circle* is a difficult and exhausting procedure for a fey. The required ceremony lasts an entire day, and uses a very expensive powder (composed of ground unicorn horn, lotus pollen, sighs of lovers and dew of twilight) that is sprinkled over the area. In addition, the fey permanently loses 2,000 XP per every 5 feet of the area of effect's radius, giving part of his essence to the environment to create the spell. As such, it is a spell that is used very rarely.

The *pixy ring* cannot be magically dispelled except by a well-worded *wish* and can be temporarily annulled in the area affected by an anti-magic ray. Anyone protected by an anti-magic aura or an *anti-magic barrier* ignores the adverse effects of the *pixy ring*.

## LEPRECHAUN

The leprechaun is a humanoid creature of tiny size (8 + 1d3 inches), particularly versed in crafts and common arts (they are known as the craftsmen of the Wee Folk). Generally they wear their hair, whose colour varies from black to bright red (never lighter), and wear an outfit with knickerbockers, always well-polished and stout shoes, white shirt and a jacket of natural colours (green, brown or black). They usually like to wear a hat and smoke a pipe, a pastime loved as much as craftsmanship and the acquiring of coin and valuables in general, and mature leprechauns are distinguished from the young by their muttonchops, which they proudly show. The pointed ears are the only physical characteristics that they have in common with the rest of the fey, and unlike most of the Fairy Folk, leprechauns wear beards and moustaches, which are always very neat.

The leprechaun has a natural predilection for crafts that gives them a +2 bonus to one (and one only) craft general skill, which must be learnt during adolescence. Normally they are sedentary beings, who don't like to leave their own home (usually built between the roots of trees or underground), and love to accumulate precious items and money, guarding their treasures with extreme covetousness, which only lessens if threatened with death. From here, legends spread among the mortals that any captured leprechaun will show his captor his cauldron of gold to save his life: indeed a leprechaun cannot turn himself invisible to a being that has discovered him, while the latter continues to look at him. This passion for wealth is perhaps the only reason that pushes a leprechaun to travel the world, with the intention of accumulating treasures and returning home to boast about his wealth to his fellows.

Apart from this incredible tendency for greed however, leprechauns are very sociable individuals and good company, particularly the clurachauns (leprechauns who live in wine cellars) seem to love nothing more than a good wine and expensive spirits. All leprechauns are however very clever, and this characteristic, coupled with their magical ability, allows them to survive and get away from adversaries bigger and stronger.

The leprechaun can use tiny one-handed weapons and small two-handed weapons, but cannot use medium-sized or larger weapons. Furthermore, they usually prefer to not wear armour or use shields, although nothing stops them using it if they find some suitably adapted to their size; rather, it is often the leprechauns who forge armour for the Wee Folk. It is due to their natural predisposition towards craftsmanship and creating items, that every leprechaun is considered as if he was of double level to determine the chance of success in the creation of magic items (see the rules in Volume 3).

The leprechaun uses the same THAC0 and Saving Throws as an elf of equal level. It has a base Armour Class of 5 (improvable through Dexterity, general skills, magic, and the use of armour and shields) and rolls d4 to

determine its Hit Dice: 1d4 HP per level up to 9<sup>th</sup>-level (9d4) plus any Constitution modifier, then +1 HP per level (up to 20<sup>th</sup>-level), Constitution modifiers no longer apply.

**TABLE 4.3 – LEPRECHAUN PROGRESSION TABLE<sup>2</sup>**

Level	XP	Spells per Spell Level						
		1	2	3	4	5	6	7
1	0	–	–	–	–	–	–	–
2	1,600	1	–	–	–	–	–	–
3	3,200	2	–	–	–	–	–	–
4	6,400	2	1	–	–	–	–	–
5	13,000	2	2	–	–	–	–	–
6	26,000	2	2	1	–	–	–	–
7	50,000	3	2	2	–	–	–	–
8	100,000	3	2	2	1	–	–	–
9	200,000	3	3	2	2	–	–	–
10	400,000	3	3	2	2	1	–	–
11	700,000	4	3	3	2	2	–	–
12	1,000,000	4	4	3	3	2	–	–
13	1,300,000	4	4	4	3	2	1	–
14	1,600,000	5	4	4	3	2	2	–
15	1,900,000	5	5	4	3	2	2	1
16	2,200,000	5	5	4	3	3	2	2
17	2,500,000	5	5	5	4	3	2	2
18	2,800,000	5	5	5	4	4	3	2
19	3,100,000	5	5	5	5	4	4	3
20	3,400,000	5	5	5	5	5	4	4

<sup>2</sup> The amount of XP needed for the advancement of the leprechaun has been recalculated in respect to those presented in PC1, *Tall Tales of the Wee Folk*, taking account of the rules to calculate the XP of monstrous creatures with certain powers presented in PC3, *The Sea Creatures*. Moreover, the maximum level has been reduced from 36<sup>th</sup> to 20<sup>th</sup>, because of the enormous number of XP needed without further benefits after 12<sup>th</sup>-level, and spell progression has been increased to 20<sup>th</sup>-level (it originally stopped at 10<sup>th</sup>-level, without spells of 6<sup>th</sup> or 7<sup>th</sup> spell level). If you wish to use the original table, refer to PC 1.

## **SIDHE**

The sidhe (pronounced: “shee”) is a medium-sized humanoid creature that is normally also known as “fairy” (although in reality this term applies to all the races that constitute the Fair Folk). Of human appearance, save for vaguely elven features and pointed ears, the sidhe is able to blend in well in any human or elven community, and are often because of their actions known by the term “changeling”. Indeed, it isn’t rare for a sidhe to steal a mortal baby from its parents’ home, replacing it with a sidhe baby or simply with a log of wood that seems overall to be the baby, until the parents touch it and discover the truth. The baby is then raised by the fey and permanently given second sight through a special ritual: this shows how much the sidhe love mortals. The fairy infant that is placed in the mortal community is considered very lucky, seeing that they have the chance of first living the life of a mortal (who doesn’t know of his abilities or true nature) and then live a second life as a fairy (when, on reaching maturity, he becomes aware of being different and discovers his true powers).

Among the fairy races, that of the sidhe is certainly the most widespread within mortal communities, either because they can pass unnoticed, or because travel and adventure has a predominant place in their heart, on a par with fun and a love of life and beauty. Their great open mindness allows them to make friends with mortals more easily than the rest of the fey races. And this has often led to a sidhe falling in love with a mortal and creating a family with them, only to have to leave later when it becomes clear to the community of the true nature of the sidhe or his family dies of old age. (These events are the basis of many tragic love stories and ballads both on the Isle of Dawn and in the Known World). The sidhe who instead prefer not to travel usually settle in an incredibly beautiful locality, and build their homes deep in nature and well protected from prying eyes (hence the many tales of enchanted castles that only appear in the light of the moon, or of holy stone circles that suddenly become alive with sounds and voices during certain times of the year).

As well as the special abilities common to all faeries, The sidhe can also *breathe water* constantly (as the 3<sup>rd</sup>-level arcane spell), and indeed some of these creatures choose to live in the sea rather than in the woods or among humans, blending perfectly within communities of aquatic elves, tritons or merrow. The sidhe are an adventurous race, lovers of freedom and the unknown, and have a strong charismatic spirit (+1 natural bonus to their Charisma score) which makes them natural leaders (even if the rulers of the Fairy Court aren’t always sidhe). Moreover, their flexibility allows them to choose different paths from a class point of view: there are sidhe fighters and sidhe thieves, both capable of casting arcane spells (although the XP progression table is the same for both, see below). In practice the sidhe are within the Wee People what the humans represent among the humanoid

races: individuals able to adapt to different situations and with a great love for adventure and risk.

Unfortunately, the sidhe have a great weakness due to their blood and metabolism: they cannot bear iron and ferrous alloys (like steel), which proves itself poisonous to them. Simple contact with iron items (including being wounded) provoking in a sidhe a considerable and very annoying skin irritation (causing a –1 penalty to all Attack Rolls and Dexterity checks) that lasts for 1 turn, while the ingestion of iron can cause death (Saving Throw vs. Poison to avoid dying in 1d6 rounds, unless the material is removed before it is too late). Prolonged contact with iron (like wearing armour or chains of iron or steel for more than ten minutes) causes the weakening of the sidhe (lose 1 point of Strength and Constitution per hour). If not remedied in time, this can cause the creature’s death (if the scores drop to 0, the sidhe dies from poisoning; if instead the item is removed, the sidhe recovers 1 characteristic point per hour). As such, the sidhe normally use armour and weapons made from animal or plant materials, or with non-ferrous (like bronze, gold, silver, copper, tin, etc.) or rare (obsidian, adamantite, mithril, glassteel, etc.) materials, although this involves a higher cost (to find the right materials and work them) and little chance of using most magical weapons and armour.

The sidhe fighter uses the same Saving Throws (with a +2 bonus to ST vs. Spells) and the THAC0 of a thief of equal level. He has a base Armour Class of 7 (improvable through Dexterity, general skills, magic, armour and shields). He rolls d8 for his Hit Dice: 1d4 HP at level zero (normal creature), +1d8 per level up to 9<sup>th</sup>-level (9d8+1d4) plus any Constitution modifier, then +1 HP per level (up to 36<sup>th</sup>-level), Constitution modifier no longer applies. He acquires multiple attacks at the same levels as a fighter (2 at 12<sup>th</sup>, 3 at 21<sup>st</sup> and 4 at 36<sup>th</sup>) and gains the fighter combat options at 9<sup>th</sup>-level. He isn’t limited in the armour or weapons he can use (except those due to his allergy to iron, see above).

The sidhe thief uses the same Saving Throws (with a +2 bonus to ST vs. Spells) and the THAC00 of a thief of equal level. He has a base Armour Class of 7 (improvable through Dexterity, general skills, magic, armour and shields). He rolls d4 for his Hit Dice: 1d4 HP at level zero (normal creature), +1d4 per level up to 9<sup>th</sup>-level (10d4) plus any Constitution modifier, then +1 HP per level (up to 36<sup>th</sup>-level), Constitution modifier no longer applies. He usually only wears light armour and doesn’t use shields, but isn’t limited in the weapons he can use (except those due to his allergy to iron, see above) He gains the classic thief skills as a thief of equal level, including the ability to do double damage from a backstab. Moreover, he has the possibility of changing his appearance as if using the *disguise self* spell (see *Chapter 2 – Arcane Spells*) once per day, remaining in that form for

a maximum duration of 2d6 turns; the new form cannot be magically dispelled, but vanishes if the sidhe is killed.

**TABLE 4.4 – SIDHE PROGRESSION TABLE<sup>3</sup>**

Level	XP	Spells per Spell Level						
		1	2	3	4	5	6	7
0	0	–	–	–	–	–	–	–
1	3,000	1	–	–	–	–	–	–
2	6,000	2	–	–	–	–	–	–
3	12,000	2	1	–	–	–	–	–
4	24,000	2	2	–	–	–	–	–
5	50,000	2	2	1	–	–	–	–
6	100,000	2	2	2	–	–	–	–
7	200,000	2	2	2	1	–	–	–
8	400,000	3	2	2	2	–	–	–
9	600,000	3	2	2	2	1	–	–
10	800,000	3	3	2	2	2	–	–
11	1,000,000	3	3	3	2	2	1	–
12	1,200,000	4	3	3	2	2	2	–
13	1,400,000	4	4	3	3	2	2	–
14	1,600,000	4	4	3	3	3	2	1
15	1,800,000	4	4	4	3	3	2	2
16	2,000,000	4	4	4	4	3	3	2
17	2,200,000	4	4	4	4	4	3	3
18	2,400,000	4	4	4	4	4	4	4
19	2,600,000	5	5	5	4	4	4	4
20	2,800,000	5	5	5	5	5	4	4
21	3,000,000	5	5	5	5	5	5	5
22	3,200,000	6	6	5	5	5	5	5
23	3,400,000	6	6	6	6	5	5	5
24	3,600,000	7	6	6	6	6	5	5
25	3,800,000	7	6	6	6	6	6	5
26	4,000,000	7	7	6	6	6	6	6
27	4,200,000	8	7	7	6	6	6	6
28	4,400,000	8	8	7	7	6	6	6
29	4,600,000	8	8	7	7	7	7	6
30	4,800,000	8	8	8	7	7	7	7
31	5,000,000	9	8	8	8	7	7	7
32	5,200,000	9	8	8	8	8	8	7
33	5,400,000	9	9	8	8	8	8	8
34	5,600,000	9	9	9	8	8	8	8
35	5,800,000	9	9	9	9	9	8	8
36	6,000,000	9	9	9	9	9	9	9

<sup>3</sup> The amount of XP needed for the advancement of the sidhe has been recalculated in respect to those presented in PC1, *Tall Tales of the Wee Folk*, taking account of the rules to calculate the XP of monstrous creatures with certain powers presented in PC3, *The Sea Creatures*. However, the maximum level has been left at 36<sup>th</sup>-level to differentiate them from the rest of faerie spellcasters and make them similar to humans. Moreover, the progression of spell casting has been augmented to make the sidhe as versatile and as powerful as the elves). If you wish to use the original table, refer to PC 1.



## SPRITE

The sprite is a humanoid creature of tiny size (height 10+1d6 inches) of elven appearance (long clear hair, pointed ears and slightly sloped eyes of various colours) and of extremely heroic and adventurous temperament. They are natural spellcasters, and their magic skills progress as quickly as their martial skills. They are open-minded and fundamentally very curious and friendly. Sprites don't hesitate to join a group of mortal adventurers if there are occasions for adventures, and remain with them as long as they are amused or face their challenges with enthusiasm. They don't enjoy life at court or staying in cities for too long (and usually when they enter a mortal community, turn themselves invisible to avoid attracting too much attention).

The sprite can use one-handed tiny weapons, and small two-handed weapons, but cannot use medium-sized or larger weapons. They usually use a shield but don't wear armour (by virtue of their rather low natural AC), as it interferes with their ability to fly: thanks to their butterfly wings they can fly at a speed of 180 (60) feet per round, but cannot support more than half of their total transportable encumbrance whilst flying. Finally, a group of five sprites is able to cooperate to evoke a *curse* (like the 4<sup>th</sup>-level arcane spell) whatever their level.

The sprite uses the same THAC0 and Saving Throws as an elf of the same level, has a base Armour Class of 5 (improvable through Dexterity, general skills and magic). It rolls d4 to determine its Hit Dice: 2d4 HP at 1<sup>st</sup>-level (half as a 0-level monster with 1d4 HP), +1d4 per level up to 9<sup>th</sup>-level (10d4) plus any Constitution modifier, then +1 hp per level from 10<sup>th</sup>-level (up to 20<sup>th</sup>-level), Constitution modifier no longer applies.

TABLE 4.5 – SPRITE PROGRESSION TABLE<sup>4</sup>

Leve	XP	Spells per Spell Level						
		1	2	3	4	5	6	7
0	0	–	–	–	–	–	–	–
1	1,700	1	–	–	–	–	–	–
2	3,400	2	–	–	–	–	–	–
3	7,000	2	1	–	–	–	–	–
4	15,000	2	2	–	–	–	–	–
5	30,000	2	2	1	–	–	–	–
6	60,000	2	2	2	–	–	–	–
7	120,000	2	2	2	1	–	–	–
8	240,000	3	2	2	2	–	–	–
9	500,000	3	2	2	2	1	–	–
10	750,000	3	3	2	2	2	–	–
11	1,000,000	3	3	3	2	2	1	–
12	1,250,000	4	3	3	2	2	2	–
13	1,500,000	4	4	3	2	2	2	1
14	1,750,000	4	4	3	3	3	2	1
15	2,000,000	4	4	4	4	3	2	2
16	2,250,000	5	4	4	4	4	3	2
17	2,500,000	5	5	4	4	4	3	3
18	2,750,000	5	5	5	4	4	4	4
19	3,000,000	5	5	5	5	5	4	4
20	3,250,000	5	5	5	5	5	5	5

<sup>4</sup> The amount of XP needed for the sprite's advancement has been recalculated in respect to that given in PC1, *Tall Tales of the Wee Folk*, taking account of the rules for calculating the XP of monstrous creatures presented in PC3, *The Sea Creatures*. Moreover, the maximum level has been reduced from 36<sup>th</sup>-level to 20<sup>th</sup>-level, because of the enormous amount of XP needed without any further benefit after 20<sup>th</sup>-level, and this therefore also limits the maximum number of spells known and castable by the sprite; if you wish to adopt the original table, refer to PC1.

## **THIEF**

Some thieves are able to *cast arcane spells* and *use arcane items* even if they don't have the power of the mages. They can only do so if they receive sufficient training from a master of magic to be able to cast a *read magic* and to recognise the simplest spells (or acquire the *Arcane Magic* general skill). Naturally, these thieves can only cast spells that they find written on magic scrolls after having identified the magical symbols through a *read magic* or use a mage-only magic item after having identified it with a successful *Arcane Magic* check, but that's not said that the power evoked is totally under the control of the uninitiated.

So, as stated in the original D&D<sup>5</sup> rules, any thief with sufficient Intelligence (13 points) who receives adequate instruction from a mage or who has studied the arcane arts alone for a long time, gaining experience next to some arcane spellcaster (must be at least 9<sup>th</sup>-level and possess the *Arcane Magic* general skill), is able to cast arcane spells, with the limitation of not being able to memorise any magic, but must cast it directly from a magic scroll after having understood it (which is destroyed once the spell contained on it has been evoked or if it is copied), and of using mage-only magic items if he passes the *Arcane Magic* check; if it fails, it simply means that the thief doesn't recognise the item and cannot use it, until someone more expert explains to him exactly what type of item it is and how it is activated.

The spells cast by a thief from scrolls are always considered to have been cast by a caster of the minimum level required to do so, in order to determine duration, range and effects (e.g. a *fireball* or a *lightning bolt* only causes 5d6 damage, as a mage must be 5<sup>th</sup> level to cast 3<sup>rd</sup> level spells). The magic effects of items reserved to arcane spellcasters have the standard power decided by the mage who created the item (e.g. a *wand of lightning bolts* of 8d6 cause that much damage and not less, even if used by a thief).

Generally, the more powerful (in terms of spell level) the spell cast, the lesser the chance of the thief correctly controlling the evoked energies, with unpleasant consequences for those directly affected. The formula below gives the failure chance of a thief who seeks to cast a spell from a scroll, or of using a mage-only magic item

(note that the thief's level is irrelevant, but such actions can only be attempted from 9<sup>th</sup>-level):

**Failure %:** The spell's spell level × 5%

When a spell fails, it rebounds the caster (it is centred on him) if it produces, while if it produces positive effect simply nothing happens.

## **OPTIONAL RULES**

In regards to the Thief class, it is also possible to use the optional rules written by the authors of this manual and freely available online in the document *The Perfect Thief ver. 2.6*. In which is presented a large series of secret skills exclusive to thieves (in particular a new form of magic based on shadow and illusion) to make the class more competitive in respect to the others.

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<sup>5</sup> Originally, the rules of the Expert set provided for any thief, from 9<sup>th</sup>-level, would be able to read any magic scroll and using any magic item of the mages, with only a minimal chance of failing (10%), regardless of the type of magical effect evoked. This rule has been modified as it is illogical that a thief is able to evoke spells (even by reading them from scrolls) without having been trained to recognise the complex magical symbols. Furthermore, it is unexceptable that his chance to cast spells of any level is higher than that of a mage who has still to learn the higher level spells (e.g. according to the old Expert rules, a thief who cast a *meteor swarm*, 9<sup>th</sup>-level spell, has a better chance of correctly casting the spell than a mage who cannot yet cast 9<sup>th</sup>-level spells, regardless of either's experience level!).

## **RUNEMASTER (HAKOMON)**

Prime Requisites: Intelligence and Constitution.

Other Requisites: Intelligence and Constitution of at least 10.

Hit Dice: 1d4 per level up to 9<sup>th</sup>-level, plus any Constitution modifier. From 10<sup>th</sup>-level, +1 Hit Point per level, and Constitution modifiers no longer apply.

XP & Maximum Level: The Runemaster uses the mage's progression table in regards to XP and spells.

Saving Throws: Mage of equal level.

THAC0: Mage of equal level.

Permitted Armour: Light armour, any shield.

Permitted Weapons: Any simple weapon with a maximum base damage of 1d6.

Special Abilities: Cast arcane spells.

Weapon Mastery: As a Mage of equal level.

Compulsory General Skill: Knowledge of the Runes (bonus), Observe.

### **GENERAL DESCRIPTION**

There is certain type of magic that is based on the use by the spellcaster of particular runes invested with magical powers, which only the spellcaster can detect and exploit. These experts of runic magic are different to Glantrian cryptomancers as they don't exploit the true names of things and energies, but bind their own magical powers to specific runic supports that they can later use as they like. These spellcasters are called runemasters or hakomon (a term used among the Ethengarians).

The hakomon in practice is able to trap the magical essence in a sigil (written or etched on a normal support), and give them a defined form that imitates an arcane spell. When he later wants to release the magic energy and use the spell, he need to nothing but break the sigil, and the magic that he had previously inscribed is released. Theoretically, this procedure seems a way to allow anyone who has a magic sigil to be able to use the spell that it holds, but the truth isn't so simple. Indeed, to invoke the appropriate magic must activate the magic sigil with a procedure and a special formula, a sort of combination that prevents just anyone from being able to use it. If this isn't done, but an attempt to physically break the sigil, it is destroyed, and in doing so the energy stored inside is released as an explosion, which causes 1d6 damage per spell level to all those that are within a 10-foot radius (it is possible to halve the damage with a successful ST vs. Spells). Each hakomon is however able to dispel a sigil without causing an explosion or the magic effect associated with it. This is normally done when the sigil's power is considered useless and the hakomon needs this part of his power to invoke a different and currently more useful effect.

In order to keep in mind the learnt sigils and the formulae to activate them, a hakomon must hold a register in which to marks these runes and the rituals to activate them, in order to remember their power when creating a sigil. Some hakomon inscribe their sigils inert

(that therefore haven't received the magical energy of the hakomon) on parchment, others on wooden tablets that most carry, like a book of magic, which however only they can interpret thanks to the *Sigil Knowledge* general skill (a roll is only required to interpret unknown sigils of other masters). If this collection of sigils is ever lost, the hakomon should laboriously recreate new one based on his memory (an Intelligence check to remember and reproduce each known sigil, and if the check fails, the sigil is forgotten). Some particularly stoic hakomon, for fear of losing or revealing to others their knowledge, usually carve the known sigils on his own body, which becomes a true living map of his power, but doing so causes the permanent loss of 1 HP for every 5 experience levels, because of the scars that have accumulated on his skin.

### **WEAPONS & ARMOUR**

Runemasters prefer using magic instead of weapons, and dedicate themselves body and soul to the search for and understanding of the energy that permeates the multiverse, in order to be able to duplicate it at will. However, he is much more in touch with the surrounding world from which he draws his sigils than a common mage, and as such dedicates an important part of his day to practising in the use of weapons with which to defend himself. The hakomon prefers manageable weapons that don't take too much effort to employ, i.e. all simple weapons that cause a maximum of 1d6 damage at Basic rank.

Unlike mages however, runemasters can wear armour, since the way that they cast spells is different to that of common mages and doesn't require great expressiveness or freedom of movement. What are important are concentration and the presence of the sigil from which to draw power, as well as the exact formula to be spoken. Therefore, they can carry shields of equal size or smaller, and they are trained to fight in light armour.

### **POWERS OF THE RUNEMASTER**

The only real power of the hakomon is the ability to *cast arcane spells by means of runes*. In practice, every master has a reserve of energy available each day (the number of castable spells is based on the progression table of a mage of equal level). By drawing on it he can inscribe a certain number of sigils on various objects (usually small pieces of parchment, or stones or wooden tablets) or surfaces (floors, walls, trunks, rocks), which hold the energy of the hakomon until it is activated. The support used isn't generally damaged by the spell, and the sigil vanishes immediately after having been activated or deactivated.

The master takes 1 round for every 3 spell levels of the magic to create a sigil (minimum 1 round), can write just one sigil on each item, and while creating it he must maintain his concentration; if his concentration slips during this procedure (e.g. if injured), the procedure is

ruined and must be restarted. The sigil isn't affected by attempts to dispel the spell it holds, although it becomes unusable in areas where magic is suppressed (anti-magic).

If the hakomon finds a magic sigil that doesn't belong to him, and makes a successful *Sigil Knowledge* check he is able to activate or deactivate it without invoking its effects, as he chooses. If the check fails, it means that he hasn't understood it (he can only try again after going up a level) and cannot therefore use it, while to dispel it the only remaining option is to destroy it.

When a sigil is activated (a procedure that takes one round, like casting a spell normally), it releases the spell that it holds according to the intentions of whoever activated it, but its variables depend on the level of who created it, and not on who activated it. Unlike normal spellcasters, if the hakomon is disturbed whilst activating the sigil, the desired effect isn't produced but he doesn't lose the spell, as the sigil remains intact and thus he will be able to try again to activate it the following round.

Only after activating, dispelling or destroying a magic sigil, is the hakomon who created it able to reacquire then energy it contained and reuse it, after having rested for at least eight hours. This means that the number of spells that a runemaster can cast is based on his level (using the same table as mages) and determines the maximum number of magic sigils that he can create, drawn from the list of spells that he knows. Every hakomon can however dispel the magic sigils that he creates without invoking its effects with a simple ritual, even if he is no longer in possession of those sigils. For this operation it is enough to concentrate for one round, but the procedure is automatic. This is necessary, for example, if the master has lost a sigil or needs his energy to create a different and currently more useful one.

**Example:** a 4<sup>th</sup>-level hakomon can cast two 1<sup>st</sup>-level and two 2<sup>nd</sup>-level. This means that he knows two sigils that invoke 1<sup>st</sup>-level magic, and two that invoke 2<sup>nd</sup>-level magic. He chooses to learn the runes that can bind and release the power of *protection from evil* and *shield* of 1<sup>st</sup>-level, and *invisibility* and *acid arrow* of 2<sup>nd</sup>-level (that he has seen a rival use). This means that he can create two 1<sup>st</sup>-level sigils and two of 2<sup>nd</sup>-level, combining the known powers as he likes. Then, until the powers in the sigils are released or dispelled, he cannot create more, as his energy is bound in those already made and he cannot draw on other powers. Suppose that he decides to create two active sigils of *shield*, one of *invisibility* and one of *acid arrow*, and then uses the *acid arrow* against an orc, the next day, after having rested for at least 8 hours, and meditating to recall to his mind the magic energies he can write a new 2<sup>nd</sup>-level sigil (either *invisibility* or *acid arrow*).

Runemasters acquire new spells by studying inert sigils of other hakomon, or by replicating the arcane spells that they have seen performed. In the former case, it is necessary to make a *Sigil Knowledge* check to understand and memorise the rune, in order to use it in the future.

In the latter case instead, the hakomon must make an Intelligence check with a penalty equal to level of the observed spell: if the check is successful, the master is able to understand the mechanism with which to invoke that power and can create an appropriate rune to record and imitate it. He must do so within an hour on understanding the functioning of the spell (needing a *Sigil Knowledge* check with a penalty equal to the spell level of the researched spell) or the memory becomes confused and he won't be able to channel it into a magic sigil. The number of reproducible spells is fixed by his level, while there is no limit to the number of known spells (like mages).

From 9<sup>th</sup>-level, the hakomon can also invent new spells or create arcane spells that he has never seen. The procedure to create new spells (that go to occupy his total memory) is the same as described in Volume 3 (all arcane magic that he hasn't seen is considered new).

The runemaster can create weapons and armour with magic bonuses and *rings of protection* with the normal method described in Volume 3. In regards to magic items enchanted with specific spells, he normally prefers to not create them, as doing so would permanently associate part of his magical energy to the item depriving himself of it, and this seriously limits the number of sigils that he could then inscribe. In practice, if he creates a *ring of invisibility*, this is equivalent to permanently enchanting an item with the *invisibility* sigil, giving it part of his magic energy (and therefore the chance of using a 2<sup>nd</sup>-level spell) until the magic item is destroyed and its energy, freed, returns to him. This means that, although theoretically he is able to create magic items with the normal procedure, the runemaster rarely chooses to do so, in order to not give up his spells.

#### **PARTICULAR DISADVANTAGES**

It is important to note that the first disadvantage that is associated with the practices of the hakomon is the presence of a support material on which his sigils are written. If he doesn't have any inert support (card, wood, stone, skin, metal or similar), then he cannot bind his magic energy or cast spells. When he is using a sigil to invoke a power whose range is "touch", then the master must produce the sigil and with it touch the creature that the spell is directed at (normally requiring an Attack Roll), and then invoke the power of the sigil with the ritual formula.

As well as the support, he needs an instrument to create the sigil, which can vary from a simple chisel to a finger dipped in blood or ash, up to more elaborate quills and ink. Lacking one or the other, the sigil cannot be created, and the master has no magic powers (as he isn't able, unlike normal mages, to shape directly from the surrounding currents of magic the energies that correspond to each spell).

The second disadvantage of a hakomon is associated with his so-called "cultural taboo". Indeed, every

runemaster think that his powers derive from his self-imposed deprivations, which allows him to draw closer to the mysteries of the universe and to be able to understand fully the secrets of the runes. If this is true or just a self-induced conception, isn't known. The truth is that if a hakomon doesn't respect his taboo, he encounters particularly adverse effects to himself, and it is therefore due to this that all runemasters are absolutely serious and bound to respecting their own taboo.

Every hakomon chooses a taboo to respect at 1<sup>st</sup>-level, usually a prohibition or a habit that is imposed by his master, and afterwards is forced to take a new one every 7 levels in order to increase his knowledge (so at 7<sup>th</sup>, 14<sup>th</sup>, 21<sup>st</sup>, 28<sup>th</sup> and 35<sup>th</sup>). A short list of taboos and habits to choose from is given next, but the DM is invited to expand it:

- never kill creatures of a certain species (dogs, crows, etc.) familiar to the hakomon, which are considered the holy protectors of the master;
- never eat one type of common food (meat, fish, cheese, etc.);
- never drink alcohol or milk;
- never immerse oneself in water;
- never cut nails or hair;
- never intentionally touch a person of a certain rank, race or sex;
- never speak with a person of a certain rank, race or sex;
- never enter an inhabited building without first being invited;
- never spill blood on a holy site;
- never use spells of a certain school;
- always fast for one day per week;
- remain silent for one day per week;
- always stand, except when sleeping;
- always dress in a certain colour;
- always travel by foot, never by other means.

As said, if a hakomon violates his taboo, he is subjected to a very strong handicap, decided by the DM based on the following list (which can be expanded):

- loss of half of HP total;
- one characteristic is reduced by 3 points;
- impossible to cast spells of a certain spell level;
- impossible to use magic that causes damage;
- draws hostility and is attacked on sight by individuals of different alignment.

The only way to remove the effects induced by the violation of a taboo is by meditating and fasting for one week. At the end of which the 'hakomon must make a Wisdom check to be able to recover his status; if the check fails, it is possible to try again once per day the meditation and fasting is continued, until he succeeds.

## **CHANNELLER MAGE**

Prime Requisites: Intelligence.

Other Requisites: Intelligence, Wisdom and Dexterity of at least 10.

Hit Dice: 1d4 per level up to 9<sup>th</sup>-level, plus any Constitution modifier. From 10<sup>th</sup>-level, +1 Hit Point per level, and Constitution modifiers no longer apply.

XP & Maximum Level: The Channeller Mage uses the same XP and spell progression table as a mage.

Saving Throws: Mage of equal level.

THAC0: Mage of equal level.

Permitted Armour: Light armour, no shield.

Permitted Weapons: Any simple weapon whose base damage isn't greater than 1d6.

Special Abilities: Arcane Focus, magic research.

Weapon Mastery: As a mage of equal level.

Compulsory General Skill: Arcane Magic (bonus), Concentration, Alchemy.

### **GENERAL DESCRIPTION**

Among the various doctrines of arcanism there is one that is distinguished from the common traditions of mages and sorcerers by the ability to bind the spellcaster's magic powers into certain items called foci, used later to invoke the desired spells. These spellcasters are called channeller mages and they exploit a similar principle to that of the runemasters.

A channeller receives a different training to other mages, as the arcane formulae and the secret rituals to which he is initiated function in a different manner and they are based on reducing the magical pressure on the spellcaster thanks to the use of items expressly made to help him. These items, called foci or channellers, help to absorb a part of his arcane energies and give the mage the sole task of releasing the spell contained in it through a simpler procedure than that of a normal magical formula. In some cases (see the rules for elixirs), this procedure is so simplified that it gives the possibility to anyone who possesses the focus to use the spell that it holds.

Channeller mages are well rooted in their own magical doctrine and as such refuse any other contamination by the normal arcane teachings (it isn't possible to be both a mage and a channeller). They also need a register in which to memorise the rituals to channel their magic powers, but in general their practice much less mnemonic effort than a mage and this allows them also refine their martial abilities. Finally, like normal spellcasters, the channellers can also belong to one of the same traditions or schools of magic of the normal mages, and each can choose to specialise as described in the rules in Chapter 1.

### **WEAPONS & ARMOUR**

The channeller prefers to use magic instead of weapons, and constantly dedicate himself to the research and comprehension of the magical energies that permeate the multiverse. Therefore, he is only trained in the use of easy to wield weapons, which don't require great effort to be

employed, and the choice is limited to simple weapons that cause a maximum of 1d6 damage at Basic rank.

The way in which channellers invoke spells doesn't require the same gestures as mages. What is important is the presence of the focus to activate and good concentration ability. They can thus fight wearing light armour without suffering (heavier protections obstruct the ritual gestures), but don't like using shields preferring to have their hands free to hand wands and potions.

### **POWERS OF THE CHANNELLER MAGE**

The peculiarity of the channeller mage is the way in which he is able to *prepare and invoke spells with an arcane focus*. Unlike normal spellcasters, the channeller mage is able to manifest outwardly the power of the desired spell by using the energy that he had previously channelled in to a particular item called a focus, specifically prepared with secret procedures to hold the magical energy and release it in specific circumstances decided by the channeller. This implies a notable reduction of the mnemonic capacity associated to the invoking of the magic, although it still needs to be directed in the intended way. The channeller firmly believes in the superiority of his training, and seeing that he is trained from the beginning to work magic in only this way he is therefore unable to invoke spells in the traditional ways of mages and sorcerers. Naturally if on one hand this helps the channeller, on the other it implies his total dependence on foci to invoke any magical effect, such that if the channeller lost one of these items he would no longer be able to call upon his magic powers, just like a mage who is of his spellbook (a book which the channeller also needs).

There are two types of foci or channeller used: Wands and Elixirs.

The *wand* of a channeller looks to all effect like a magic wand but doesn't contain any prefixed magic power (see Volume 3), although its fabrication requires occult ingredients and a secret procedure handed down only among channellers. The wand thus created is impervious to elemental damage and mundane weapons, nor can it be broken by beings with less than Strength 18, and the mage can enchant it with further magic once he reaches name level (see the rules in Volume 3). The creation of a standard wand always requires at least one week of work, for a total cost equal to 1,000 g.p. times the maximum spell level usable by its possessor (so from 1,000 to 9,000 g.p.), and needs an *Arcane Magic* test with a penalty equal to the maximum spell level of the wand (naturally in most cases channellers prefer to acquire one that is already made to save time and money). If the wand is made with precious materials or special magical components, the abilities of those who use it are fairly enhanced. In practice, increasing the cost of the wand's construction, grants the mage using it a certain benefit:

- Base cost +50%: spells invoked more quickly (+1 to Initiative roll)
- Base cost ×2: spells invoked as if the mage is one level higher
- Base cost ×2.5: –1 penalty to the ST against spells invoked via this wand
- Base cost ×3: spell's range increased by 50%

The list of benefits is cumulative, so a wand made at double the normal cost grants a +1 bonus to Initiative and the invoking of spells as if the caster was one level higher.

Alternatively, a channeller can use any wand, rod or staff containing an arcane power to channel his own spells, limited however to spells of equal or lower level to that of the most powerful spell bound to the wand. For example, he could use a wand of *lightning* to cast spells of 1<sup>st</sup>- to 3<sup>rd</sup>-level, or a wand of *polymorph others* for those from 1<sup>st</sup>- to 4<sup>th</sup>-level etc.

Each day on awaking the channeller mage takes half an hour to review the formula and gestures needed to use the wand. The channeller must select the individual spells that he wants to use each day in advance, but unlike mages, he can memorise for each spell level a total of spells equal to his Intelligence score, and use one of those memorised, as he likes based on the situation. Naturally, the spellcaster cannot obviously exceed the limit of spells he can cast each day based on his experience level.

**Example:** a 5<sup>th</sup>-level channeller with Intelligence 13 can normally cast two 1<sup>st</sup>-level spells two 2<sup>nd</sup>-level spells and one 3<sup>rd</sup>-level spell. Unlike mages however, he can memorise up to 13 spells for each of the three levels and then select one upon casting (similar to the spontaneous casting of sorcerers), always without exceeding the usage limit of 2/2/1 fixed by his level.

Via his wand a channeller is therefore able to release any spell known by him by simply performing the correct gestures and a brief activation formula no longer than two words. This hugely reduces the memorisation capacity of the mages' complicated formulae, by committing all the power to the wand specifically prepared by the channeller as well as his concentration ability (he must take the concentration general skill, although a test to invoke the magic is only needed in stressful situations, as usual).

Naturally this also means that the spells available depend on the power of the wand. A 4<sup>th</sup>-level wand cannot hold a 5<sup>th</sup>-level or higher spell, even if the channeller could invoke, therefore it would be necessary to make or procure a more powerful wand if he doesn't want to run the risk. Indeed, any mage trying to invoke a more powerful spell to that associated to his wand has a percentage chance equal to ten times the spell level of the spell that the energy isn't freed in the correct way (for example, invoking a 4<sup>th</sup>-level spell with a wand whose highest spell is 3<sup>rd</sup>-level gives a 40% failure chance each

time). If this fails, roll 1d4 to determine the effect's result (and the spell is considered cast):

1. The spell produces no effect.
2. The spell produces a reverse effect.
3. The spell produces a comic effect (DM' choice).
4. The spell produces an adverse effect of equal power on the mage who invoked it (at the discretion of the DM, it isn't necessarily damaging but does place him in difficulty).

If the channeller later loses his wand, he isn't able to cast spells like any other mage and is completely powerless until he is able to recover it or procure a new one (unless he can rely on his elixirs, see below). As such, most chancellers don't travel without at least one spare wand, and often possess even more than one to take advantage of various developments.

**Elixirs** are similar to potions prepared with a simpler procedure than that used to create true magic potions (as explained in Volume 3). The mage needs 1 turn per spell level and it consumes alchemical materials equal to 20 g.p. per spell level to prepare an elixir of that level magic. At the end of this ceremony, he must make an Alchemy skill check modified on the basis on the spell level of the focused spell: if successful the elixir is effective, otherwise the potion is burnt and unusable. To determine the duration and power of the spell concentrated in the elixir, if there are level-dependent variables, then use the level of the channeller mage who created the elixir.

An elixir has a duration limited to 48 hours from its preparation and can only reproduce a spell known by the mage, who whilst mixing the ingredients imbues the arcane power to activate a given reaction when the elixir is swallowed or released into the air, and thus in practice has used his spell for that day as if he had invoked it. Although it takes a good deal of time to create these elixirs, the advantage for the channeller is that their effect lasts 48 hours, thus the day after the creation of such a potion he would have his magical capacity available again to invoke the same spell through the wand and at the same time through the potion, doubling his magical capacity. As well as that, another advantage resides in the fact that an elixir can also be used by his allies who have never practiced arcane magic.

In an elixir it is possible to infuse any power with a personal or on a single third person area of effect. In the first case anyone who consumes the elixir receives the effect (like an elixir of *shield*), while in the second has the instantaneous ability of invoking the power associated to the potion (like a *hold person*). The only limit is in the consumption of elixirs: if he drinks a second elixir or magic potion before the effects of the first disappear, the subject must make a ST vs. Spells. If the ST succeeds, the first effect vanishes and replaced by the second, otherwise the two effects are cancel each other out and the

individual is stunned for a number of rounds equal to the sum of the levels of the two spells.

For spells that create destructive effects (like most Evocation magic), these only activate when the elixir is exposed to air. Thus an elixir of *fireball* produces an explosion in a 20 foot radius from the point in which the ampulla is broken (and also the spell's range is no longer 240 feet but dependent on the character's Strength and throwing ability).

The channeller mage has another decided advantage over common spellcasters if using his elixirs: the effect is only visible once it is produced and therefore isn't directly contestable with a counterspell (see Volume 3). If he uses a wand instead, due to the different preparation of the magic this is more difficult to identify for non-chancellers, who at times however struggle to learn all the magical formulae that marks the normal mages. As such, a counterspell attempt by a channeller against a non-

channeller and vice versa always consider the countered spell as if it doesn't belong to his school or tradition and is therefore unknown, to determine the penalty to the required test (see Volume 3).

As like other arcane spellcasters, even the channeller mage must concentrate to invoke spells via a wand or to focus the effects of an elixir that doesn't act instantly on him, he is therefore vulnerable in the same way to any attack that could break his concentration or to anti-magic effects. Finally, the channeller also needs a spellbook in which he outlines all the formulae to invoke magic through the various foci, thus he must guard it above everything else if he wants to create alchemical preparations.

Finally, from 9<sup>th</sup>-level the channeller mage can *research and create spells and magic items* exactly like all the other arcane spellcasters (see the rules presented in Volume 3).



## ***Savage Mage (Wokan)***

Primary Requisites: Intelligence.

Other Requisites: Intelligence of at least 13.

Hit Dice: Based on the type of creature (Wokan is a class that is in addition to the PC's standard class). See Gazetteer 10, *The Orcs of Thar*, for the rules for playing PC Humanoids, PC1, *Tall Tales of the Wee Folk* for the rules on woodland races, PC3, *The Sea People* for the rules on undersea races, and PC2, *Top Ballista* for the rules on flying races.

XP & Maximum Level: The savage mage uses the XP progression table shown in this section and can reach a maximum of 20<sup>th</sup>-level. Moreover, the XP earned as a Wokan must be added to those normally required to advance as a humanoid or creature type.

Saving Throws: Humanoid/Creature of equal level (see the supplements listed above for further details).

THAC0: Humanoid/Creature of equal level (see the supplements listed above for further details).

Permitted Armour: No armour and shields usable with one hand.

Permitted Weapons: Any simple weapon whose maximum one-handed damage is 1d6.

Special Abilities: Cast arcane spells.

Weapon Mastery: As dualclass X-Mage from the level he becomes a Wokan.

Compulsory General Skill: Arcane Magic (bonus), Observe and any racial skill.

### **GENERAL DESCRIPTION**

The non-human races don't normally have, among their ranks, individuals able to cast arcane spells with the same power as human and demihuman mages. They don't study magic in a deep and scientific way, don't possess books with codified, but despite this some particularly gifted individuals possess arcane powers similar to those of mages, although they cannot equal the latter's powers. These non-human arcane spellcasters are generically called savage mages, and more specifically Wokan (pl. Wokani).<sup>6</sup>

Wokani instead are spellcasters that exploit their intelligence to emulate the arcane magic that they are able to observe and understand. They are able to tap the magical energies present all around only thanks to their relationship with their personal gri-gri, a special fetish to which their soul is bound and that allows them to gather and shape the arcane energies.

The power of the wokani is profoundly inferior to that of mages, as they aren't able progress easily and dominate the magical energies that infuse the universe, don't have the same determination and the same mental abilities as humans and demihumans. However, the savage mages

that exist among the goblinoids or the non-human races (woodland and underwater, flying creatures, giants, etc.) are respected and mainly feared by their equals, as they possess a magical power that makes them dangerous and resourceful. They usually live isolated from their community, in a dwelling that inspires fear and confusion, or actively participate in the life of the tribe to which they are bound, becoming a figure of particular importance. They nearly always get what they want from their peers when they ask, as the other beings fear their revenge. In some cases they can even compete with the head of the community, seeking to take over the chief's power over his underlings to become the undisputed new leader and use the community's resources for their own research. Other times instead prefer to wander the wilderness, even pushing into in the areas occupied by humans and demihumans, both to accumulate new knowledge and magic items, and to bring disorder and show their power to all other beings.

### **THE RITUAL OF PASSAGE & LEVEL LIMITS**

It isn't possible for anyone to become a savage mage, however every humanoid or monstrous creature has a small chance of being one. This means that a creature can try to discover if it has the ability to become a wokan even after 1<sup>st</sup>-level as a character. Indeed, the class can be added even much later in life, given that the XP that the character must acquire to gain a level as a savage mage are separated from the standard progression tables for the various creatures, and is added afterwards.

To become a wokan, one must first find a master who wants to train the aspirant in the magic arts and whose intention is to celebrate the ritual of initiation with him. During this period of apprenticeship to his master, the individual must earn enough experience to become a 1<sup>st</sup>-level wokan (i.e. 2,000 XP). At the end of this period, the aspirant is tested by his mentor to see if he has a sufficiently developed Intelligence to understand and reproduce the complicated arcane rituals and formulae (must have an Intelligence of at least 13). It is at that point, that the individual must face the ritual of initiation (i.e. an ordeal during which the master tries to pull out of his soul and spirit the magical ability). He binds it to a special fetish, the gri-gri, which then becomes the intermediary thanks to which the future wokan can cast his arcane spells. To determine the result of this ritual (which usually lasts an entire day), roll 1d20 and add the aspirant's Intelligence score to the result. If the total is 25 or more, it means that the individual has the strength to become a sorcerer; otherwise the ritual shows that the character doesn't have sufficient ability to understand and shape the magical energies required of a savage mage.

If the ritual is successful, then the gri-gri has been created correctly and the character can continue to acquire wokan levels as he gains experience (up to the

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<sup>6</sup> The Savage Mage described here is equivalent to the Wokan and Wicca described in the D&D manuals. If the DM allows it, it is even possible to have human or demihuman Wokani from primitive and savage cultures by using the same rules.

maximum limit allowed, see below). If instead the ritual fails, then it means that the character in question has no latent power in his soul, and can never become a savage mage: the XP accumulate as a wokan are lost and the individual loses 1 Hit Point because of the ritual. Once the rite ends, whether it is succeeds or not, the individual can also leave his master and go out into the world by himself to increase his knowledge and power.

However, there is for all savage mages a level limit beyond which it becomes ever more difficult to progress: this is 9<sup>th</sup>-level<sup>7</sup> (this refers to ONLY the additional wokan level, not the creature's standard level). Indeed, at this point of a wokan's career, the creature finds it particularly difficult to increase his power and learn the more difficult spells and this physically and spiritually limits his advancement. As a result, the individuals often prefer to content themselves with the level reached and don't progress further as an arcane spellcaster, but only in their primary class (i.e. their "racial" class).

There are, however, some particularly daring who motivated by a thirst for power, aim to exceed the natural limits of their species, and thereby try to gain new arcane powers, face enormous sacrifices. These attempts are generally called Rituals of Passage, and must be made to level up as a savage mage after 9<sup>th</sup>-level. In practice, it is a very stressful and painful ceremony, both from a physical and mental point of view, which always leaves the individual extremely tired. During the ceremony (which usually lasts an entire day), the creature undergoes deprivations of every type and tries to exploit every scrap of his soul to access the new powers, sacrificing everything in the attempt. If he succeeds, then the wokan can gain the new level (after having clearly earned enough XP), otherwise the accumulated XP are lost forever, and the character can progress no further (he has reached his maximum level as an arcane spellcaster, and can never increase it). At the end of the test, the player rolls 1d20 under the wokan's Intelligence and if the roll succeeds, the creature is able to advance in level and obtain new spells, otherwise, the individual can no longer progress as an arcane spellcaster. The Ritual of Passage is different for each race, but whatever the result, it leaves a profound mark on the individual, to determine it roll 1d12 and consult Table 4.6:

**TABLE 4.6 – RITUAL OF PASSAGE OF THE SAVAGE MAGE**

d12	Effect of the Ritual on the character
1-6	Character becomes feverish and delirious, unable to do anything, for 2d8 days.
7-10	Character permanently scarred and loses 1d4 HP*. Increase the shaman's current XP by 5%.
11	Character permanently loses 1 Constitution point* (his body and spirit are extremely tested by the effort). Increase the wokani/wicca's current XP by 10%.
12	Character permanently loses 2 Constitution points*, but increase his Charisma by 1 point, up to a maximum of 18 points.

\*If the individual's Constitution or Hit Points drop to 0 as a consequence of the ritual, the wokan dies and cannot be returned to life.

The creature can also decide by itself to stop progressing as a spellcaster before the level limit or after exceeding it. In both cases, the decision is final, and limits the character to the level of savage mage reached at that moment (in compensation however, he no longer has to add the additional wokan XP to his progression table, see below).

#### CAST SPELLS

To cast *arcane spells*, the savage mage must have a gri-gri and recite the correct formulae. The gri-gri is a mystical fetish that is created during the initiation: it is linked in an unbreakable manner to the spellcaster that created it. Its owner can always detect its exact position within 100 feet, seeing as it is imbued with part of his soul, and no one else can use it to evoke magical powers (not even another wokan). It is only thanks to his own gri-gri that a savage mage is able to cast spells, shaking it in ritual poses while murmuring or howling magical formulae copied from others or newly invented.

The gri-gri always has a somewhat bizarre and showy appearance that transmits power and fear, like a jewelled skull, or a feather-covered staff, or a horn with tiger teeth hanging from to it. In short, any type of object that can be held by the character can be adapted to become a gri-gri, after having been "decorated" in the appropriate manner.

If the savage mage loses his gri-gri or it is destroyed, he must create a new one in order to regain access to his magic powers. The creation of a new fetish however requires that the wokan complete a Ritual of Passage (which in this case has no chance of rising in level), which always succeeds (he doesn't need to make a characteristic check), but that can cause the usual adverse effects to the character (see the Ritual of Passage Table above). A spellcaster can have at his disposal an unlimited number of gri-gri made by him, but considering to make one he must suffer the pains of hell, usually savage mages don't have more than a pair of gri-gri each (one "official" and a spare).

<sup>7</sup> Normally the rules that state a level limit as wokani/wicca differ according to each type of monster (see page 215 of the *Rules Cyclopedia*). In this manual, it was chosen to simplify this and establish that 9<sup>th</sup>-level is the fixed limit for all races; game balance could be affected without this.

### AVAILABLE SPELLS

Savage mages use the mage's spell progression table, and need the usual eight hours sleep and one hour of meditation each day to memorise spells like normal arcane spellcasters. However, the method in which they acquire new spells differs from that of arcane spellcasters.

The wokan is limited to only knowing spells that he has a way of directly seeing, or those that he is able to read on a scroll or in a spellbook of a true mage (without limits of school or tradition). When he sees or reads a spell of a level that he can learn, he must make an Intelligence check with a penalty equal to the spell level of the spell and if successful he can add it to his personal list, otherwise he can try again to learn that effect only after going up a level. This in theory makes the wokan more versatile than a mage, as he can add new spells to his repertoire simply by watching his adversaries. However, the maximum number of spells that he can learn is equal to his Intelligence score, it is therefore also a disadvantage in respect to mages.

Savage mages can enchant magic items following the usual procedures for arcane spellcasters (see Volume 3), but in addition, at each attempt must make a roll on the Ritual of Passage Table (which in this case has no chance of rising in level) and endure the consequences. For this reason, a wokan is always rather hesitant to create magic items that aren't for his exclusive benefit. Finally, the savage mage cannot create new spells, given that his magical ability is limited to reproducing only those effects that he has already seen.

### WEAPONS & ARMOUR

The savage mage normally holds his gri-gri in one hand and either a shield or a weapon in the other. The wokan is subject to the same arcane spell failure as mages if he wears any armour (see Table 1.1), but not the penalty to Dexterity and Attack Rolls of a pure mage if wearing light or medium armour (being used to fighting in thick skins or armour).

The only limit if usable weapons is that imposed by his culture (judged by the DM) and by his size. Although a savage mage usually prefers to just use simple one-

handed weapons (given that he is always holding his gri-gri with one hand) that are relatively easy to wield and light (1d6 maximum damage at Basic rank).

### SAVAGE MAGE'S PROGRESSION TABLE

As already mentioned, the wokan must earn more experience than a normal creature of his species, in order to access arcane spells. This means that the XP shown in Table 4.7 are additional to the normal number of XP that the creature must make to go up a level (see the following supplements GAZ10, PC1, PC2 e PC3 for further details on the XP tables of the various monstrous races). In practice, he uses the normal progression table of his species, but adds at each level the XP shown in Table 4.7, and only after having reached the new total is he able to rise in level.

Note however that, since the wokan levels can be acquired even after the first "creature" level, he only needs to add the additional spellcaster XP from the level that he decides to also become a wokan, and only for as long as he wants to progress in his career as a spellcaster. Once he decides to stop advancing as a savage mage, the additional XP are no longer added and the creature progresses no further as a wokan. Finally, it is possible for a non-human creature to have both levels of wokan and shaman (cleric), but it isn't possible to dualclass as wokan and wicca.

**TABLE 4.7 – XP OF THE SAVAGE MAGE**

Level	Additional XP
1	1,000
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	130,000
9	250,000

+150,000 XP per level (up to a maximum of 20<sup>th</sup>-level)

## ***SHEPHERD OF RAD***

Prime Requisites: Intelligence and Wisdom.

Other Requisites: Intelligence and Wisdom of 13 or better.

Hit Dice: 1d4 per level up to 9<sup>th</sup>-level, plus any Constitution modifier. From 10<sup>th</sup>-level, +1 Hit Point per level, and Constitution modifiers no longer apply.

XP & Maximum Level: The Shepherd of Rad uses the mage's progression table in terms of spells and XP.

Saving Throws: Mage of equal level.

THAC0: Mage of equal level.

Permitted Armour: No armour or shield.

Permitted Weapons: Simple weapons whose base one-handed damage is equal to their Hit Dice (d4) and two-handed damage is two ranks higher (d6), one-handed ranged weapons/firearms and any weapon of 2+ sizes smaller.

Special Abilities: Cast arcane spells, permanent +1 bonus to Wisdom and Intelligence, +10% bonus to the chance of creating new magic items and spells.

Weapon Mastery: As a mage of equal level.

Compulsory General Skill: Arcane Magic (bonus), Meditation, Religion: Rad.

### **GENERAL DESCRIPTION**

Glantri is famous in the Known World for its religious intolerance towards divine spellcasters, considering them inferiors and parasites on society. The mages of Glantri have banned any form of clerical magic within their land, and the few priests who live in or travel through Glantri must do so incognito, to not risk their life. However, as surprising as it is, within this nation ruled by a profoundly anticlerical hierarchy, prosper and held in great consideration the members of a mystic order called the Temple of Rad. To tell the truth, this order is the only true faith recognised within the Principalities, and its practices are followed by thousands of arcane spellcasters and encouraged by the rulers of the various provinces, even if they are very similar to the clerical ceremonies that are considered so blasphemous. This could seem a contradiction at first sight (and in effect Glantri is famous for being the land of a thousand contradictions), but if it is examined closely the nature of the Temple of Rad and its Shepherds, it may be better understood why this mystical cult is the only one that Glantrian mages think acceptable.

First of all, the Temple of Rad doesn't worship a specific Immortal (or at least this is what they think and that preached by the Shepherds), but an essence, a philosophical idea that embodies Universal Magic, which infuses all the universe and gives arcane spellcasters power over thought, time and matter. "Rad" for its followers symbolises Life and Magic, doesn't have a physical incarnation, but is a concept, an immanent presence and at the same time transcendent, as it exists within chosen beings and simultaneously outside of them, comprising the entire universe. Worshipping Rad therefore means

worshipping the magic power within oneself, and therefore partly venerate those that possess it, comprise it and are the rightful masters, i.e. the arcane spellcasters. As such, it is easy to understand how this life philosophy is particularly interesting and acceptable to the mages and sorcerers of Glantri: as it teaches the commoners to respect and worship magic and those that know it. At the same time, it infinity increases the self-esteem and the intellectual capacity of the arcane spellcasters thanks to the meditative practices and the rituals that are performed daily in the Temples of Rad, generously funded by all the Mage Princes.

In this sense, the Shepherd of Rad is a most enlightened individual, as he is so immersed in his awareness of the role of magic in the multiverse, to become one with Rad, his emanation and instrument simultaneously. The shepherd is a sage and a master of life, and spend countless hours each day meditating on the meaning of life and researching new applications for the magical energies that exist in the universe. His ultimate goal is to harmonise his mind with the magical energy to such a level, so that it becomes possible for him to breathe magic and shape it simply by willpower, without needing to recite formulae and perform gestures of conjuration. To do this, it is necessary to reach the highest level of knowledge and self-awareness, and for this they train for long periods to meditate, concentrating on gaining awareness of themselves and of the surrounding world thanks to their sixth sense.

The shepherds of Rad in brief are deeply spiritual individuals, although their spirituality tends towards the comprehension of the multiverse and the secrets of arcane magic, rather than on the meaning of life and the worship of a specific Immortal. However, without their knowing, this type of worship is directed to a specific divinity (Rad), who helps them in their research to increase the power of his Sphere, that of Energy. The shepherds of Rad are perpetually lost in profound discussions on magical applications and on the true essence of the arcane energy. They spend their life in meditation, trying to acquire a greater perception of the universe, and to research new spells and enchant magic items, in the hope of creating all that magic makes possible and discovering the ultimate secret that leads them to become one with Rad.

The majority of shepherds spend their life within a temple of Rad, without ever leaving Glantrian territory, seeing as they believe an important secret is hidden there. According to many shepherds in fact, Glantri is a land with the pulse of magic in its bowels, and therefore is the only place in the world in which to remain and study the arcane secrets if one wants to obtain the ultimate knowledge and become one with Rad. A minority of the sect instead, believe that, although Glantri is undoubtedly the cradle of magic on Mystara, is necessary to not stagnate oneself in the study of Glantrian magic,

which also represents the apotheosis of the fusion of all the knowledge of the most powerful schools of magic in the world. According to this minority sect, the perfect sage must travel and know what it is that exists beyond his nose, and only once he has extracted the secrets of all the forms of arcane magic that exists in the universe (and more specifically on Mystara) will it be possible to reach enlightenment and understand Rad.

As such, if it is true that there are many shepherds within Glantri that serve in the various temples, it is also true that there are those who among the principalities. A small group of them is even present outside of Glantrian territory, usually as isolated wayfarers or members of adventuring groups, interested in discovering new magic treasures and new spells, to save and study them thoroughly, in the hope of finally finding the key to fully understand Rad.

#### **POWERS OF THE SHEPHERD OF RAD**

The shepherd of Rad is basically a mage, although at the same time he is considered a priest of the Immortal Rad, and therefore obtains the powers and benefits derived from this status (listed below), as well as having the

normal restrictions applicable to any mage. First of all, his principle ability is that of being able to *cast arcane spells*, although the shepherds benefit from a great gift from Rad, i.e. a *+10% bonus to the chance of creating spells or enchanting magic items*.

Moreover, the deep meditation and mnemonics and spiritual effort that the shepherds undergo allow them (by the divine intercession of Rad) to *increase their Intelligence and Wisdom score by 1 point each*, up to the allowed racial maximum. One point is gained immediately, and the other only at 9<sup>th</sup>-level; it is up to the character to decide which of the two characteristics to raise first.

Finally, on reaching 33<sup>rd</sup>-level, a shepherd of Rad is contacted in his dreams by the Immortal, who gives them the glimmers of enlightenment to be able to *create the spells of the Radiance* (see *Chapter 3 – New Forms of Arcane Magic*). He becomes aware of the Radiance and of the ways to invoke and use it, and could perhaps gain immortality once he has created the most ambitious spell of every shepherd of Rad, *transcend life force*.

## ***MERCHANT PRINCE OF MINROTHAD***

Prime Requisites: Intelligence and Charisma.<sup>8</sup>

Other Requisites: Intelligence of at least 12 and Charisma of at least 10; must be a master craftsmen or a ship's captain; must be able to show that he has earned at least 20,000 gp per year in each of the last 4 trade years.

Hit Dice: According to the primary class (the Merchant Prince is a "superclass" that is in addition to the PC's standard class).

XP & Maximum Level: The Merchant Prince of Minrothad uses its own XP progression table shown below and can reach a maximum of 20<sup>th</sup>-level. Moreover, the XP earned as merchant prince must be counted separately in respect to that required to advance normally in the character's primary class (see below).

Saving Throws: According to the primary class.

THAC0: According to the primary class.

Permitted Armour: Any (subject to casting penalties when casting spells whilst wearing armour).

Permitted Weapons: According to the primary class.

Special Abilities: Cast arcane spells (see the special merchant prince list), any other special abilities according to the primary class.

Weapon Mastery: As a dualclass X-Mage from when he becomes a Merchant Prince.

Compulsory General Skill: Bargain (bonus), Arcane Magic, A craftsman or sailor skill.

### **GENERAL DESCRIPTION**

There is a particular caste of individuals within the Minrothad Guilds that holds incredible political and economic power: the so-called Merchant Princes. This term doesn't simply define a rank of power to which one ascends for economic merit or by blood, but a true class in which it is possible to enter if the requisites are met.

Firstly, this class is only open to members of the human or elven race, and categorically excludes any member from revealing his secrets to an individual that belongs to another race. Moreover, to enter this caste the aspirant must first show himself to be master craftsman, or have reached the maximum rank in his profession (see GAZ 9 for further details on craftsman ranks), or to be the captain of a vessel who regularly undertakes trade of any type with other individuals. Finally, only those that show themselves to be a skilled merchant, that is having made no less than 20,000 gold pieces per year (for the last four years), obtained exclusively thanks to his entrepreneurial and commercial activities (therefore excluding income derived from any "adventure"), can be allowed within this caste and be instructed in its secret arts.

In fact, the aspiring merchant prince must present his request to the Tutorial Guild of Minrothad, whose

master (the elf Holea Mapseir) initially sees if the candidate possesses the requisites listed above, and in such cases accepts him as a member. He then begins an intensive course of study and practice to acquire the skills and knowledge needed to excel among the world's merchants, especially among the maritime traders. The base chance that an aspiring member of the Tutorial Guild is accepted and taught (if he has the requisites listed above) is 40%, adjusted by the following modifiers (which are evaluated with a talk and a test of an economic nature sat by the aspirant at the time of the request for admission):

- +5% per point of Charisma over 14;
- +5% for every 10,000 gp earned annually over the required 20,000;
- +5% for every further ship that he owes beyond the one that he commands;
- +10% if the candidate holds the title of master of a specific guild;
- +10% if the candidate owns a ship with at least 60 Hull Points;
- +15% if the candidate already belongs to the Marine Tradition of magic;
- +20% if the candidate shows himself to be a master craftsman in more than one profession.

The DM must roll 1d100 to determine the base value of the candidate's chance of admission, if the representatives of the Guild will accept him or not; if the attempt is rejected, it is possible for the candidate to present a new request after 12 months. If instead he is accepted as a member of the guild, the instruction that he receives is completely free, as the guild usually considers that any merchant prince trained by it will bring benefits of prestige and economic nature to the guild and Minrothad, eventually.

### **POWERS OF THE MERCHANT PRINCE**

Once he has entered the guild, the character must remain to study and practice the taught magical knowledge for at least a year, during which he becomes a 1<sup>st</sup>-level merchant prince (automatically earning the first 1,500 XP). He is required to get the *Arcane Magic* general skill, supplied with his own spellbook and taught to *cast arcane spells* typical of the Marine Tradition. (Only if the *Arcane Magic* skill is at least 12; if it is lower it means that he has understood the theory but isn't able to put it into practice – he must increase the skill's value).

Finally, if an individual whose primary class is that of a spellcaster gains levels as a merchant prince, he should calculate *his total spellcaster level* by adding the merchant prince levels to those of his primary class, only in order to determine the power, range or duration of those spells that are also on the list of the marine school

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<sup>8</sup> In the original rules the primary requisites were Intelligence and Dexterity, but given the mercantile character of the class it was chosen to replace Dexterity with Charisma.

(e.g. a 5<sup>th</sup>-level mage and 3<sup>rd</sup>-level merchant prince casts an 8d6 *fireball*, or a *fly* that lasts 1d6+8 turns.)

### WEAPONS & ARMOUR

The merchant prince can use any type of weapon that his original class allows. In fact, seeing as the merchant prince is an additional class, practically any individual human or elf belonging to another class (who satisfies the requisites listed above) can become a merchant prince and acquire the ability to cast arcane spells according to the progression shown in Table 4.13.

In regards to armour and shields, the merchant prince must not wear armour or carry shields when he wants to cast spells, as they interfere with the normal casting ability. If he wears armour, his magical ability is hampered and costs him the same spell failure chance rules as a mage who wears armour (see Table 1.1). This limitation doesn't apply to elves, as they have an innate magical nature and they are trained to cast magic whilst wearing heavy protections without difficulty. Moreover, any fighter (or similar martial class) who becomes a Merchant Prince doesn't suffer the penalty to his Dexterity and Attack Rolls due to the use of armour as he is already trained to fight encumbered.

### MERCHANT PRINCE PROGRESSION TABLE

As already mentioned, the merchant prince is an extra class in respect to the first class of any character. However, unlike the wokani and the humanoid shamans or the shadow shaman, it isn't necessary to add the merchant prince's XP to the XP of his first class, but that he should keep the XP earned as a merchant prince from that gained in his primary class. Indeed, every time he acquires new XP, the player can choose to add it to either of the classes (as long as he uses one of the merchant prince's powers or characteristics). The only limitation is that the merchant prince level cannot be higher than that of the primary class, at a maximum of equal and at least equal to one third of the original class.

For individuals without a first class, that of the merchant prince becomes their first and only class, and advance gaining the THAC0, ST, HD and restrictions of the mage.

Table 4.8 shows the merchant prince's progression in regards to XP<sup>9</sup> and the casting of spells (the list of useable spells is that of the Marine Tradition, see Table 1.17).

**TABLE 4.8 – MERCHANT PRINCE PROGRESSION TABLE**

Level	XP	Spells per Spell Level						
		1	2	3	4	5	6	7
1	1,500	1	–	–	–	–	–	–
2	3,500	2	–	–	–	–	–	–
3	7,000	2	1	–	–	–	–	–
4	15,000	2	2	–	–	–	–	–
5	30,000	2	2	1	–	–	–	–
6	60,000	3	2	2	–	–	–	–
7	120,000	3	2	2	1	–	–	–
8	240,000	4	3	2	2	–	–	–
9	360,000	4	4	3	2	–	–	–
10	500,000	5	4	3	2	1	–	–
11	700,000	6	5	3	3	2	–	–
12	900,000	6	5	4	3	2	1	–
13	1,100,000	7	6	4	4	3	2	–
14	1,300,000	7	6	5	4	3	2	1
15	1,500,000	8	7	5	5	4	3	1
16	1,700,000	8	7	6	5	4	3	2
17	1,900,000	8	8	6	6	5	3	2
18	2,100,000	8	8	7	6	5	4	3
19	2,300,000	8	8	7	7	6	4	3
20	2,500,000	8	8	8	7	6	5	4

<sup>9</sup> The amount of XP needed to go advance in levels as a merchant prince has been modified in respect to the amount given in GAZ9 as the values of that manual are decisively too high to justify the ability to cast arcane spells of up to 7<sup>th</sup>-level (considering also the characteristics needed to belong to this class).

## **SORCERER (WICCA)**

Primary Requisite: Charisma and Constitution.

Other Requisites: Charisma and Constitution greater or equal to 13, Wisdom greater or equal to 11.

Hit Dice: 1d4 hp per level up to 9<sup>th</sup> level, including any Constitution modifier. From 10<sup>th</sup> level, +1 Hit Point per level, and Constitution modifiers no longer apply.

XP & Maximum Level: The Sorcerer uses the mage's table of progression in regards to XP and spells.

Saving Throws: Mage of equal level.

THAC0: Mage of equal level.

Permitted Armour: No armour or shield.

Permitted Weapons: Any simple one-handed slashing or piercing weapon whose maximum base damage is 1d6 and any one-handed ranged weapon or firearm.

Special Abilities: Innate arcane spells, Bloodline, Blood Magic, Concentration, Spontaneous Casting

Weapon Mastery: As a mage of equal level.

Compulsory General Skill: Irresistible Spell (bonus), Concentration.

### **GENERAL DESCRIPTION**

Some races are particularly inclined towards the magic arts due to their intimate link to the arcane forces in the Multiverse. Dragons, fey and many creatures of the outer planes are able to evoke arcane powers instinctively, and the elves and pure Alphatians have such a tight link with the forces of magic who are able to evoke it much more easily than any race of spellcasters. For this reason, there are many exponents of these races that follow the path of innate magic, by becoming Sorcerers.

Unlike mages, sorcerers base their ability on an innate knowledge of magic: in them, the magic powers manifest themselves in a natural way, and if the individual is determined in focusing on his arcane ability, he is capable of becoming a formidable spellcaster. The sorcerer's main strength is indeed his innate knowledge of spells and the ability to cast them as he likes, without having to prepare and memorise them beforehand.

Even members of other races can manifest innate powers and become sorcerers, but this can only occur if in their bloodline is one or more ancestors from one of the magical races listed above. The human, halfling, lizardkin, goblinoid or any other race sorcerers always boast some illustrious fey, elven, draconic<sup>10</sup> or of planar origin (including the pure Alphatians!) relative among their ancestors. Their magical ability is linked to their blood, since they have ancestors who belonged to one of the races of natural spellcasters who have handed down this gift in a raw form.

Sorcerers (also called Wicca<sup>11</sup> within more primitive cultures) are able to tap the magical energies that comes from their soul and blood. They are often viewed on smugly by mages, as they are unable to master so vast a range of spells as other arcane spellcasters and aren't able to show they possess the encyclopaedic knowledge and the passion to study it that is typical of mages.

Sorcerers are free spirits and less attentive to magic research and the study of the arcane properties of items and places. To them the most important thing is discovering what new powers are hidden within their soul and trace with certainty their own bloodline: the presentation of some illustrious ancestor with memorable powers is in fact a common practice in the relationships between sorcerers. As such, sorcerers try most of all to gather information by travelling from one place to another and face ever new, stimulating challenges, to put themselves to the test and challenge the limits of their power.

Sorcerers are feared by their peers, as they possess a magic power of uncertain origin that makes them dangerous. Especially in human communities, when they discover that they have these powers, the sorcerers try to isolate themselves to protect themselves from the suspicions of their countrymen, and inevitably after some time leave in search of answers to their questions, often in the company of other adventurers with more open minds. Given that some civilisations can think that a sorcerer's powers derive from some dark pact with demonic creatures, sorcerers have always been very hesitant to reveal their true nature, preferring to pass themselves off as innocuous bards or erudite eccentrics. From the moment that a sorcerer feels himself sufficiently powerful instead, he usually flaunts his true power even defying the established powers, to demonstrate his superiority and power.

Among goblinoid populations instead, sorcerers enjoy great respect and incite fear, as the common belief is that in their veins flows the blood of dragons or demons; beings of legendary power. The life of the wicca is therefore much simpler and similar to that of the wokani. They actively participate in the life of the tribe to which they are bound, becoming figures of particular importance. The other beings fear their magical powers and the wicca exploits this fear to obtain what he wants by surrounding himself with a menacing aura. In some cases they can even compete with the chief or the wokan of the tribe, seeking to take over their power over his underlings to become the new, undisputed leader of the community and increase their. Other times they prefer to wander the wilderness, even pushing into areas occupied

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<sup>10</sup> What many ignore, for example, is that the elves and dragons have a common ancestor: the Eldar, an ancient and almost extinct people, who arrived on Mystara from a remote outer plane millennia before the appearance of the elves.

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<sup>11</sup> The wicca presented here is different from the one in the Mystaran manuals (which is instead identical to the Savage Mage or Wokan) and also from the D&D Third Edition Sorcerer.



by humans and demihumans, either to accumulate treasures and glory, or to terrorise weaker beings and demonstrate their power to all other beings.

### DETERMINING THE CHOSEN

It isn't possible for anyone to become a sorcerer, however every creature (except dwarves) has a small chance of being one. This means that a creature can try to discover if he possesses the ability to become a sorcerer even after 1<sup>st</sup>-level. Indeed, the class can even be added much later, and in such a case the XP needed to advance in level as a sorcerer are separate to the character's standard progression table, and are added to it (see the rules for the Savage Mage).

There are two ways to establish if a character has sorcerous blood in his veins: the first and most simple is of agreeing with the DM, a plausible background that reveals the character's origins and ancestors. The second instead is mathematic and depends on the character's Charisma and Constitution scores. If the character satisfies the minimum requisites of the class, it means that he has the potential to become a sorcerer, otherwise his bloodline isn't strong or pure enough to allow him to develop innate magic powers. This can also be a good method to explain the reason for the Alphasians' obsession for the purity of their blood. It is a widely known fact that while they lived on Old Alphasia, 99% of Alphasians exhibited innate magic gifts (i.e. sorcerous powers) derived from their close contact with the very essence of magic (given that Old Alphasia is found on an outer plane of Energy). However, from the moment that they transferred to Mystara, the number of natural spellcasters fell drastically and the Alphasians had to reinvent their magic traditions. It was that moment that began the mages' ascension over sorcerers, who became ever rarer, although among the Alphasian nobility there never been anything less than the greatest respect for sorcerers (regarded as the chosen) in respect to mages.

### POWERS OF THE SORCERER

From the moment that he first manifests his sorcerous powers, the character starts to discover his magic powers and begins to master *innate arcane spells*. Based on his bloodline (see below), the sorcerer has access to the spells of four predetermined schools of magic and spontaneously develops a number of spells per spell level equal to half his Charisma score, while the maximum number of spells that he can know of each level is equal to 10 + his Charisma bonus. The sorcerer has the chance of recognising with an Intelligence check all the effects related to the spells he knows (both on items and invoked by others), even without having any real instruction in magic; if instead he has the *Arcane Magic* skill, the check would be on that skill. His innate predisposition to magic also allows him use of the *Irresistible Spell* skill (free ability).

The type of *bloodline* to which he belongs strongly influences the character and expectations of a sorcerer. Indeed, a sorcerer with draconic blood is usually much more aggressive than one with fey blood, whilst a sorcerer with demonic blood is surely more ruthless and dedicated to evil rituals than a sorcerer of elven blood. In particular, the sorcerer's bloodline gives him certain bonuses and access to four defined schools of magic. From 9<sup>th</sup>-level it is possible for the sorcerer to add a fifth freely chosen school, but do so he must first perform an appropriate ritual the results in the permanent loss of 2 Constitution points. Below are the arcane bloodlines for Mystara: the DM can add others within the limits of game balance.

**Alphasian Blood:** +2 bonus to any Saving Throw against magical effects. Schools: Abjuration, Conjunction, Evocation, Elementalism of Air or of Fire (Flaem).

**Angelic Blood:** 20% magic resistance activated at will. Schools: Abjuration, Divination, Conjunction, Transmutation.

**Demonic Blood:** +2 bonus to any ST versus any type of poison or necromantic effect. Schools: Enchantment, Conjunction, Necromancy, Transmutation.

**Draconic Blood:** Automatically takes half damage (no ST to reduce it further) from a certain type of damage (cold, gas, fire, lightning, acid) based on their bloodline. Schools: Divination, Illusion, Evocation, Transmutation.

**Elemental Blood:** Automatically takes half damage (no ST to reduce it further) from a certain element (air, earth, fire or water) based on their bloodline. Schools: Abjuration, one type of elementalism, Conjunction, Transmutation.

**Elven Blood:** No arcane spell failure when wearing armour. Schools: Abjuration, Enchantment, Evocation, Transmutation.

**Fey Blood:** Has permanent *second sight* of the fey. Schools: Enchantment, Conjunction, Illusion and druidic spells.

The blood of a sorcerer doesn't only grant the bonus derived from his bloodline, but is in itself a most powerful vehicle to contain the arcane energies and shape them to his will. This ability takes the name *blood magic* and it is realised in practice typical of sorcerers that is considered disgusting or simply very dangerous by other spellcasters: self-mutilation. Indeed, every time a sorcerer sheds his own blood whilst invoking a spell, he is able to empower the spell as he likes by choosing one of the following effects:

- Empower the range: the range increases by 10 feet for every HP sacrificed by the sorcerer.
- Empower the area of effect: for every HP sacrificed by the sorcerer the spell affects one more person or increases the area of effect by 5%.
- Empower the damage: the damage caused by the spell increases by 1 dice by sacrificing 3 HP and

from 5<sup>th</sup>-level can increase by 2 dice by sacrificing 6 HP.

For this reason no sorcerer ever travels anywhere without carrying a small sharp weapon (slashing or piercing), which he can use whilst casting a spell to cut his wrist or some other body part and invoke the power of his blood. This practice has a further advantage for the sorcerer. If he is wounded before completing the spell (before his initiative turn), the sorcerer can use the wound given to empower the spell as if he had cut himself (as long as he remains sufficient concentration to maintain the spell – see below).

Due to this particularity, the sorcerer has an exceptional natural ability of *concentration* thanks to his higher pain threshold. This means that any damage that cause a *Concentration* test is reduced for the test by a value equal to half of his Constitution score. (e.g. a sorcerer with CON 14 suffers 7 damage and makes a skill check without penalty. If he suffers 15, he receives a –8 penalty to the check, seeing that from the 15 damage 7 points is subtracted due to his Constitution).

#### AVAILABLE SPELLS

Sorcerers use the mage's spell progression table, and need the usual eight hours of sleep and one hour of meditation each day to replenish the energies. To cast spells they must be able to speak and move freely. However, unlike mages, a sorcerer doesn't need to memorise his spells each day, as he has the ability to *spontaneously cast*: selecting from his known spells when he has need and exploit it, although he obviously cannot exceed the limit of spells he can cast each day. Naturally, the spellcaster can only use the spells relative to the spell level he has mastered within the limits of his experience level.

Sorcerers can enchant magic items by following the usual procedures for arcane spellcasters (see Volume 3), but can only use the powers they have learnt. A sorcerer can research new spells, as long as it belongs to an accessible school of magic and doesn't exceed the total limit of spell levels imposed by his Charisma. The sorcerer experiments for one week + 1 day per spell level and make a Charisma or *Arcane Magic* check with this rule:  $[Ability+(Level/5)] - (Spell\ Level+3)$ .

If successful, he gains the new spell and 1,000 XP per spell level, while if he fails he loses 1,000 XP per level and can try again with that spell only after going up a level.

#### WEAPONS & ARMOUR

The sorcerer risks interference in spellcasting if he wears any armour like mages (see Table 1.1), except for sorcerers of elven blood, and normally don't use shields.

In regards to usable weapons, sorcerers concentrate on simple piercing and slashing one-handed weapons whose maximum base damage is 1d6, easily wielded and concealed.

#### SORCERER'S PROGRESSION TABLE

As already mentioned, the sorcerer uses the mage's advancement table in regards to XP and the number of spells he can cast each day.

However, since it is possible for a creature to discover its sorcerous powers even at an advanced stage of its life, it is possible to assign that of the Sorcerer to the primary class simply by adding the XP needed to advance in the primary class to that needed to advance as a sorcerer (to gain first level, he needs to earn at least 1,200 XP). Obviously use the more restrictive rules as regards the armour allowed, as well as the progression in weapon use, although he can use all the weapons that he has mastered up to then (with a preference for one-handed weapons). However, the character benefits from the better THAC0, ST and HP (see the section on *Rules for multiclass characters* in the second chapter of Volume 3).

**Example:** Padraic is a 4<sup>th</sup>-level fighter who discovers he has draconic blood and chooses to develop the powers of a sorcerer. After having earned 1,200 XP he has reached first level as a sorcerer and gains all its powers. He now has two separate XP pools: those of the Fighter and those of the Sorcerer, and each time that he earns some he chooses which class to put them in (clearly if he didn't use his sorcerous abilities and earns XP thanks to actions as a fighter, he shouldn't be able to use it to advance as a sorcerer). Use the THAC0 and the ST of the Fighter (as they are better), and the HP of the fighter (without gaining others, given that as a sorcerer he would have 1d4 HP versus 4d8 HP as a fighter), while he would be restricted in the use of armour (if he doesn't want to risk spell failure) and can only use the weapons learnt up to now, gaining new ability in the use of weapons following the mage's progression (1 slot every 5 combined levels, adding together both mage and fighter levels). If Padraic achieves a level of sorcerer sufficient to exceed the advantages like THAC0, ST and HP of the fighter (e.g. if he becomes a 10<sup>th</sup>-level Sorcerer whilst remaining a 4<sup>th</sup>-level Fighter), immediately using the advantages granted by his sorcerer level as long as the situation remains unchanged.

Finally, it is possible for a creature to have levels both as a sorcerer and as a shaman, and it is possible to dualclass as wotan and wicca (with spellcasting progression kept separate).

## VIRTUOSO (*MUSICMANCER*)

Primary Requisite: Intelligence of at least 12 points.

Other Requisites: Dexterity of at least 12 points.

Hit Dice: 1d4 hp per level up to 9<sup>th</sup> level, including any Constitution modifier. From 10<sup>th</sup> level, +1 Hit Point per level, and Constitution modifiers no longer apply.

XP and Maximum Level: The Virtuoso uses the mage's table of progression in regards to XP and spells.

Saving Throws: Mage of equal level.

THACO: Mage of equal level.

Permitted Armour: Light armour, no shield.

Permitted Weapons: Simple or missile weapons of at least one size smaller.

Special Abilities: Arcane musical education, arcane creation, discordant sound, create arcane instruments.

Weapon Mastery: As a Mage of equal level.

Compulsory General Skill: Musical Arts (bonus), Play Instruments, Craft Instruments, Imitate Sounds.

### GENERAL DESCRIPTION

The Virtuoso (also called *Musicmancer*) is different from the mages because to evoke and shape the magical essence that permeates the Multiverse he doesn't use the magic tongue, but rather uses magical music. There is indeed a connection between some types of complex, hard-to-reproduce sounds and the magical effects commonly evoked by arcane spellcasters, and a virtuoso is able to reproduce these spells through a mix of sounds rather than words, symbols and gestures.

Each virtuoso considers that this is the purest form of magic that exists in the world, as it doesn't come from meditating on the magical symbology but is spontaneously born from the sound, which according to the musicmancer metaphysics incarnates the magical harmonics that permeate the universe; no arcane musician is therefore interested in undertaking the same studies as a mage, and vice versa. The musicmancers, however, also need a good memory to learn and remember all the sounds and harmonies of the magic music they evoke, and conduct lengthy, complicated research like their colleagues, in the hope of discovering ever more powerful and innovative music. It is also for this reason that they often leave on adventures, to gather funds for their studies or to encounter other musicmancers, in the hope of sharing their acquired knowledge to gain new knowledge.

Each apprentice that has the gifts necessary to become an arcane magician must find a master (a 5<sup>th</sup> level or higher Virtuoso) inclined to teach him the secrets of magical music, or seek to enter into one of the prestigious schools in which he studies the magical melodies: the Conservatories. Normally the conservatories are schools of normal music where wise masters and artists teach their students to play every type of instrument and to read music and the notes. In the nations in which magic is a rather common and visible affair, the conservatories

also openly train the students in the secrets of magical music as well as the mundane. In other cases instead, where the magical art is considered a more elitist and secret fact, the conservatories managed by the Virtuosos maintain a completely normal facade, but with maximum discretion they take care to recruit the best students to give them, if they are judged suitable, the secrets of the so-called Arcane Colleges. The Colleges are nothing other than a musical version of the Arcane Traditions: each one collects the characteristic magical melodies of a specific civilisation, culture or artistic tradition. The Colleges are divided into major and minor colleges and the difference between the two is very simple: in the major colleges it is possible to learn to use any instrument category, while in the minor colleges the choice is usually limited to one or two categories based on the techniques known and the civilisation level attained. The Colleges on Mystara are the following (the *minor colleges are shown in italics* and at the side of each College is shown the corresponding Tradition to establish the list of known spells that the members of that college have access to):

- Alphatian College (see Alphatian Tradition)
- Bellaynese College (see Herathian Tradition)
- Darokinian College (see Glantrian Tradition)
- *Elven College* (see Elven Tradition)
- *Milenian College* (see Milenian Tradition)
- *Ochalese College* (see Ochalese Tradition)
- Renardese College (see Hulean Tradition)
- Saragonese College (see Oltec Tradition)
- Thyatian College (see Thyatian Tradition)

So within a Conservatory run by musicmancers, as well as learning to compose and play mundane music, the virtuoso students are also trained to recognise the magical notes and melodies of a specific college (the *Musical Arts* skill they learn allows them to also interpret the special notes and understand the magical melodies), as well as to craft musical instruments able to replicate these notes (*Craft musical instruments* skill) and to play it effectively (*Play Instruments* skill). Moreover, like mages, the arcane musicians can also specialise in a type of magical melody (i.e. in one of the existing school of spells – see the rules concerning specialised mages presented in Chapter 1).

Unlike mages then, the virtuosos are always rather eager to meet with other colleagues and don't hesitate in sharing their discoveries and melodies which they possess with other musicians to learn something new. If the characters belong to the same College, this exchange is fairly automatic (a Charisma check is enough to convince the other), while if they belong to two different colleges it is possible to attempt a *Persuasion* check to obtain a Friendly result in the Reaction Rolls. If however the colleague has an opposing alignment or the moral descriptor of the alignment is Evil, the refusal is immediate (the subject isn't trusted or is simply too proud and conceited to "give it" to the character).

Sharing magical melodies works in the same way as copying a spell from the spellbook of another mage: the check succeeds automatically and takes 1 turn per level of the melody.

When a virtuoso attains name level and becomes powerful and famous enough, he can also build a conservatory in which he gathers promising musicians and teach them the secrets of his own College, or found a new College inventing at least 6 new spells for each spell level and teaching them to a dozen disciples to hand them down for at least a generation.

### WEAPONS & ARMOUR

The virtuoso is competent in the use of light armour and has no arcane spell failure with this type of armour, seeing as such protection doesn't represent a great impediment in playing his instrument as medium or heavy armour (the armour's Dexterity reduction affects his *Play Instruments* check). The virtuoso isn't trained to use shields, as he prefers to have his hands free to play.

In regards to the weapons he can use, thanks to his manual skills the musicmancer is competent in the use of simple or ranged weapons of at least one size smaller.

### SPECIAL ABILITIES

The special abilities of the virtuoso are his very specific *arcane musical education*, the ability to *craft arcane instruments* and with them produce *discordant sound*, as well as the knowledge of *arcane creation* to make magic items with musical powers.

### ARCANE MUSICAL EDUCATION

The virtuoso is able to evoke one arcane spell per round by playing magic melodies (the musical versions of spells) thanks to a purposely made instrument. Based on the instrument's size it can produce effects that are more powerful than normal spells, empowering its range and duration or making it more difficult to oppose (penalty to the Saving Throw and counterspell), as shown in the following table:

Instrument	Penalty	Range	Duration
Tiny (T)	–	–	–
Small (S)	–1	+1/3	–
Medium, (M)	–2	+2/3	+1/4
Large (L)	–4	×2	+1/2

It isn't possible to impose a ST penalty on spells that don't require a ST, nor augment the range of either a personal or touch spell, nor augment the duration of instantaneous or permanent spells.

**Example:** if he was to evoke a *fireball* using a flute (tiny instrument) there will be no variations, while using a cither (small instrument) the range would go from 240 ft. to 300 ft., while the ST to avoid it would have a –1 penalty. Using a guitar the range would be 360 ft., the duration remains instantaneous and the penalty to the ST –2, while with a piano the range would be 480 ft. and the ST would have a –4 penalty.

If the musicmancer is interrupted before he finishes evoking the spell, it is considered wasted (used but without effect). If he was injured, it is possible for him to maintain his concentration to evoke the spell only by making a *Play instruments* check with a penalty equal to the damage suffered in that round (rather than a *Concentration* check).

To record the melody needed to evoke a spell the virtuoso writes it in his Arcane Score, his version of a spellbook. He needs the usual eight hours of sleep and one hour of study each day to confidently gather the magic energy and can only memorise a certain number of melodies per level each day (6 + Intelligence bonus), like the mage. Naturally, the notes written in this score are very different to mundane notes (which he also knows thanks to the *Musical Arts* skill), by which any other musical expert who acquires a score of arcane melodies wouldn't be able to understand anything nor use it to evoke spells. Indeed, even if he were able to decipher the magic notes, he wouldn't be able to play them as they are outside the mundane musical scales (and he doesn't have the instruments purposely made to produce them), the best he could do is improvise a similar melody with no other effects.

The virtuoso can use all arcane items except for Wands and Staffs, while he can use magic scrolls and others items as long as he is able to understand how they work with an appropriate spell (*read magic* transforms the magic runes of a scroll into an arcane melody that he can reproduce, while *analyse* identifies the magic effect in a deeper manner, given that their knowledge of *Arcane magic* is limited to arcane music and arcane instruments).

### ARCANE CREATION

From 3<sup>rd</sup> level the virtuoso can research new arcane melodies, while from 9<sup>th</sup> level he can enchant musical instruments so that it can reproduce up to two different arcane melodies, exactly like all the other arcane spellcasters do with normal arcane items (see Volume 3). This is the only way in which a virtuoso can add a spell to an item: it must be a musical instrument (it can be either a mundane musical instrument or his arcane instrument).

### CRAFT ARCANE INSTRUMENTS

The virtuoso is only able to evoke magic melodies thanks to arcane musical instruments, i.e. those purposely modified to reproduce the magic sounds and harmonies. The techniques to create arcane instruments are naturally jealously guarded by the caste of musicians and only handed on to those able to play instruments of the same type. For example, a virtuoso skilled in wind instruments isn't able to modify different instruments, like brass or bows, to produce magic music, until he is able to find a virtuoso skilled in these instruments who is willing to teach him (thereby also acquiring the *Create musical instruments* and *Play instruments* skills of that type).

An arcane instrument doesn't emit any type of detectable aura, as it isn't intrinsically magical by itself, but has some modifications (e.g. a unique form of hole, or a case with particular acoustics, or special materials used to make parts of the instrument) that allow a virtuoso to play special harmonies and using them (the arcane melodies) evoke a specific spell.

To make a new arcane instrument (it isn't indeed possible to modify a mundane instrument to adapt it to evoke magic melodies), the virtuoso must make a *Craft musical instruments* skill check with a penalty equal to the maximum spell level that he will master with that instrument: the cost to make it is equal to double the value of a normal instrument because of the special materials used, and the construction requires a number of days equal to the instrument's value divided by five. If the skill check fails, the money has been spent but yields a poorly made instrument, suitable at best for playing normal tunes (the virtuoso only becomes aware of the problem at the end of the creation process). Moreover, to evoke arcane melodies of a higher level than the instrument is capable of, it will be necessary to find or construct a new one of greater power. Clearly, the musicancer is also able to play his arcane instrument to reproduce mundane melodies as well as arcane melodies (after all it is still an exceptionally well-made musical instrument).

### DISCORDANT SOUND

Thanks to his instrument the virtuoso can emit a discordant sound to counter a spell (it uses the same rules but requires a *Play instruments* check rather than an *Arcane magic* check), or to dispel an attempt of charm or mental domination made by creatures with similar powers based on hearing a voice or melody (*Play* check with a penalty equal to the creature's HD, no arcane energy is consumed in this case). It is possible to use discordant sound once per round as the virtuoso's attack action (like with a counterspell).

### MUSICAL INSTRUMENTS

A musical instrument is an item that has been built or modified with the aim of producing music. There are many musical instruments of various types and sizes available to musicians (the list below isn't exhaustive but includes the majority of the commonest instruments). These instruments are divided into four categories based on how they emit sound (some of which are subdivided into several families), and each has been given a specific power or modifier as shown below:

**Aerophones:** emit sound by means of a column of air that vibrates within the instrument.

**Free:** -1 to ST vs. Illusion effects.

**Flutes:** -1 to ST vs. Enchantment effects.

**Reeds:** -1 to ST vs. Evocation effects.

**Brass:** -1 to ST vs. Conjuraction effects.

**Cordophones:** the sound is emitted by the vibrations of a string actioned through the rubbing of a bow, the blow of a hammer, or picking of the string.

**Bowed:** increase the spell's area of effect by  $\frac{1}{3}$ .

**Picked:** increase the spell's duration by  $\frac{1}{3}$ .

**Struck:** increase the spell's range by  $\frac{1}{3}$ .

**Idiophones:** the sound is produced by the vibrations of the instrument's body. **Special:** -2 penalty to the ST to resist a specific spell per spell level chosen by the virtuoso.

**Membranophones:** the sound is produced by the vibrations of membranes, struck with hands or drumsticks. **Special:** once per day he can double one of the variables of a spell (max damage limit: 20d6).

The *Playing Music* skill allows the Virtuoso to know how to use all the instruments that belong to a specific family, while if he wants to play instruments of the same category but of a different family in which he isn't skilled he can still make a skill check with a -4 penalty; it isn't possible, however, to play instruments of an unknown category (e.g. a musician specialised in membranophones isn't able to use aerophones or cordophones).

### AEROPHONES

The aerophone musical instruments emit sound by means of a vibration of air, without the use of vibrating strings or membranes and without the instrument itself vibrating. The aerophones are divided into two families: the *free* and the *resonating* (also called winds) *aerophones*, which in turn are subdivided into flutes, brass and reeds.

In the *free aerophones* the vibrations are caused by an elastic plate, of cane, bamboo or metal, fixed to one end above a rectangular hole of the same size, through which the air is pushed. The plate vibrates, periodically interrupting the air flow and generating the sound. Each reed can only give one note, which depends on its size, and normally the air is blown by a set of bellows. The following are all free aerophone instruments:

- **Harmonica:** instrument made from three elements, these are a central body, two plates holding the reeds and the outer shells. A characteristic of the instrument is the ability to breathe in as well as out, a unique feature among the winds.
- **Concertina (Bandoneon):** instrument formed from two harmonic wooden cases with eight, ten or twelve sides of small size, separated by a folding bellows worked manually and with a fret joined to the reeds inserted in the instrument in a radial manner.
- **Accordion (Squeeze box):** instrument formed from two rectangular harmonic cases separated by a bellows and with two rows of buttons, one for each hand; also in this category is the Bayan (Russian accordion).
- **Barrel Organ:** a portable organ of medium size that works like the organ but can be played by resting it on a flat surface. The hand organ is played only with the

right hand, while the left is occupied by working the rear bellows that generates the air needed to play it; includes the Regal (with a double bellows).

- **Organ:** instrument worked by a keyboard where the air is introduced by the player with the action of his feet on two pedals that operate a bellows and that based on the keys pressed produce sounds that escape from the pipes placed at the top of the instrument. Also in this category are the Harmonium (organ used in churches) and two organs that work independently (without being worked by a human): the hydraulic organ (which produces sounds by means of air pushed by the force of water working the bellows) and the mechanical organ (organ with a roll of projections, similar to pins or points that correspond, based on their position, to a particular note and that is worked by a crank that runs the bellows and the roll). These two automatic organs are the only examples of magic items that a virtuoso can create, giving them only one type of permanent spell (otherwise they play a normal melody).

In the *resonating aerophones* the air is blown directly by the player, from his mouth or, in some cases, from a nostril; in instruments with bellows the air is pushed with a mechanical movement of the bellows. They are instruments with a cavity (tubes or spheres, in the case of tubes we have cylinders, cones and inverted cones) in which the air is made to vibrate (this class includes almost all western wind instruments). Numerous instruments of this class (reeds and flutes, not brass) are often classified as woodwind when the construction material is or was wood. In these instruments, the frequency of the generated vibrations, and therefore the note produced, depends mainly on the size of the cavity (the smaller the cavity the higher the note), but also by the presence of openings on the end or along the cavity, by its form (cylindrical or conical) and by its section. Minor influences on the timbre can be had by means of the method with which the sound is generated (with a reed, single or double, or without reeds) and by the specific construction of the instrument (materials, size, conicalness, weight). The resonating instruments are further divided into:

**Flutes:** made from the most varied materials, the cavity is cylindrical and the vibrations are induced simply by blowing on an edge of the cavity. The flutes are:

- **Recorder:** flute with the cavity placed at the top of the cylinder and with holes that can be closed with the fingers to obtain the different notes; only the longer flutes need keys, which are mechanisms to open the holes where the fingers of the hand cannot reach.
- **Transverse flute:** more complex metal flute with the cavity placed on the side of the cylinder, in which the keys and the holes are so numerous that they give a wide range of sounds; includes the Piccolo (smaller and with higher pitched sounds).
- **Ocarina:** terracotta flute of a stretched ovoid form that resembles a headless goose (hence the name). It has a lateral mouth from which is blown the air that escapes from small holes placed along the body that can be closed by the fingers.
- **Pan Pipes:** the simplest wind instrument, consisting of 3 to 9 side-by-side (tied or glued) pipes open at one end, which each produce a different note when hit by the player's breath.

**Reeds:** instruments with one or two reeds that strike each other. The reed is a small elastic leaf placed at one end of the cavity, which, under the effect of the air pressure, induces vibrations in the cavity, and therefore vibrates itself in resonance with the cavity, in the case of double reeds they strike each other periodically interrupting the flow that is blown into the cavity. When the reed is in contact with his lips, the player can modify the timbre and the volume of the note and, only slightly, its pitch. The various notes are obtained by pressing the numerous keys of the instrument, which open or close other openings in the cavity, determining the pitch of the note produced. The existing reeds are as follows (*in italics are instruments with two reeds*):

- **Aulos:** instrument formed from one or two diverging tubes of reed, wood, bone or ivory, on which are from 5 to 10 holes. The embouchure is bulbous and the mouthpiece is inserted in to the tubes. The aulos can have a simple or double reed that, lacking the mouthpiece, can be introduced directly into the tubes. To play it the aulete wears a leather strap (phorbeía) on his neck to cope with the continuous blowing.
- **Clarinet:** cylindrical cane tube with an incision in the upper part to hold the reed, with six holes and several keys.
- **Bagpipes:** instrument consisting of a skin sack from which emerge drones and a fingerable pipe (chanter) which supplies the melody. It is an instrument with a reservoir or bellows that can be used with wet air (bag fed by the blowing of air through a mouthpiece directly by the player) or with dry air (the inflation happens by means of bellows secured under the player's right elbow and worked by the movement of his arm). Among the types of bagpipes that exist now are the Bergamo Baghet, the Balkan Gaida, the Spanish Gaita, the Apennine Müsa, the French Musette, Piva of the Po Valley and the Irish Uilleann (only one to use dry air among those cited).
- **Crumhorn:** instrument with a double encapsulated reed, is made from maple wood with a 6-8 holed cylindrical pipe, which at the far end curves into a U.
- **Bassoon:** an instrument whose original form was similar to a folding bellows, it is composed of a long conical tube that bends back on itself to form a U, and has three different segments and a bell, from as many pieces of wood (pear, maple, rosewood, ebony etc.): the outer sections are grafted on the middle one, the

foot, made from a block of oval section in which are two parallel tubes, one ascending and the other descending, joined by an elbow like arrangement at the lower end. The reed is inserted on a small metallic pipe in turn inserted in the initial segment. The holes are drilled at an oblique angle, to reach the column of air contained in the tube, adapted for the reach of the fingers of one hand. The type also includes the Contrabassoon (a double bassoon of lower tones) and the Rancheetto (the medieval version of the bassoon).

- **Launeddas:** an instrument formed from three pipes that can have different measurements and thicknesses, and ends in the *cabitzina* where the reed is recessed. The longest pipe is the hole less bass, and emits a single note; the second pipe is linked to the first and produces the notes of accompaniment; the third pipe is free and produces the notes of the melody.
- **Oboe:** instrument in three parts with a slender silhouette, a conic inner chamber and a large bell that gives it a very harsh and powerful sound, similar to a trumpet, complete with keys and keyboard closed by small discs; includes the English Horn (with lower tones), the Shawm (the medieval version), the Turkish Zurna and the Fife (smallest oboe), the last three without keys nor closing discs.
- **Saxophone:** instrument that unites an embouchure with the simple reed of the clarinet to a system of keys inspired by the clarinet, oboe and flute and a conical metal reed. This hybrid, also belongs to the woodwind family and has its technical flexibility, allowing a great volume of sound, comparable to that of the brasses, and includes the Sarruxophone.
- **Zampogna:** instrument composed of an air-filled bag in sheep or goat skin in which the player introduces the air by means of a blower (reeds or bellows), and with two chanters with double reeds in the pipes (left for the accompaniment and right for the melody); the zampognas are from 3 to 6 feet long.

**Brass:** instruments in which the reed is formed by the player's lips, which vibrate at the embouchure of a pipe that is normally given a special mouthpiece and has a conical form. Generally made from brass, but also included in the brass are all those lip reed instruments, despite the materials with which they are made, where the timbre of the obtained sound and the method of use are similar. Based on the way the notes are obtained, brass is further divided into *natural brass* (forcing breath and/or lips to obtain the various harmonies) and *valved brass* (pistons that allow the cavity to grow, obtaining lower notes):

- **Clarion:** simple trumpet with high, clear sound.
- **Horn:** small horn of hollow bony material and of irregular form, with a tight embouchure and terminating in a flared mouth; also includes the Jewish Shofar (used by the Shadowelves).

- **Long horn:** horn of between 5 to 10 feet in length composed of just one material (usually wood, bone or metal) of variable form, the most common of which are conical, in which the inner bore is straight for the first part and then widens in the final part, or are perfectly cylindrical, while other examples present irregular, twisted or serpentine forms (like the Didgeeridoo of the Australian aborigines or the Mystaran wallara and the Norman Lur similar to a ram's horn), or in the form of a long, tight pipe with a very wide terminal part (like the Alphorn of the Swiss and Kogolor dwarves), or finally in a form in which the tube is curved into a C and reinforced with a bar that connects the curve and which is held by the player to stabilise the movement (like the Roman and Thyatian Buccina, carried across the player's body and supported on his shoulder).
- **Trumpet:** a metallic tube of about 24 inches long with a mouthpiece at the start and that terminates in a wide bell. The trumpet has a mechanism composed of cylinders and pistons, whose number can vary from 3 to 5, which allows it to produce a much superior range of sounds to that of the simple horns and clarions. The trumpets also include the Cornet (the postal horn with valves) and the French Horn (with a lateral mouthpiece).
- **Trombone:** instrument characterised by a moving U-shaped pump ("slide" or "draw") which uses two parallel tubes and extending in this way modifies the passage of the air and the intonation of the base harmonics.
- **Tuba:** trumpet with a conical tube coiled into an elliptical spiral with the cup-like hemispherical mouthpiece perpendicular to the final bell and with 3-6 cylinders or pistons.

## CHORDOPHONES

The chordophone musical instruments produce sound through the vibrations of their strings. The chordophones usually have a harmonic case whose function is to amplify the sound, a fret that allows to set the pitch of the executed note, the bridge that allows to anchor the strings on the instrument and the pegs or the keys or the mechanism (according to the type of instrument) with which the tension of the strings can be regulated in order to tune the instrument. The strings are made from steel, bronze, nickel or gut. The chordophones are divided into three families: ***bowed***, ***picked*** and ***struck***.

The ***bowed string*** chordophones are instruments in which the vibrations of the strings are caused by a bow on which is stretched a bundle of horsehair. The friction or the percussion of the bow on the string generates a sound and the harmonic case has a special recess on both sides, which allows the musician to easily work the bow on the strings. The bowed instruments are also defined as

belonging to the viola family. The family of violas sprang into being between the Middle Ages and the Renaissance, when the term “vielle” was used for all instruments played through the use of a bow, in particular the viola da gamba (violone) and the viola da braccio (similar to the modern one). The need however of an instrument with a higher pitched sound was satisfied when the skill of stringmakers developed to a point where they could make thinner strings. From there the first offshoot was born, the violin, and afterwards the violoncello (derived from the violone) increased in size, until it ended up as the double bass.

- **Violin:** wooden instrument with three to five strings held above a small, pear-shaped case with a neck that lacks a fret in the upper part in which are present the keys that tighten the strings. It is played by means of a bow that passes across on the strings, the case is held in the gap between the shoulder and neck; the category includes the medieval Vielle, the modern Viola, the Balkan Gusle and the Arabic Rebec.
- **Cello:** the bass viol (includes the Double bass or Contrabass) is a wooden instrument similar to a violin but of such size that it is only possible to play it by placing it vertically on the ground (so it is equipped with a support pin).

In the *picked string* chordophones the sound is produced by the vibrations of a string, triggering the picking with a plectrum or with the player’s fingers. Note that bowed instruments can be played by picking their strings (the skill check to play instruments of the bowed family by those skilled in picked instruments has a penalty of –2 instead of –4) with direct (by plectrum or finger) or indirect picking (via a keyboard):

- **Harp:** instrument composed of a number of strings perpendicular to the crosspiece that comes from the case and usually forms a triangle. It can be handheld like the smaller Celtic harp (Clàrsach), or on feet, like the large harps with a pillar that supports the entire structure in an upright position on the ground.
- **Cither:** instrument in which the strings don’t extend outside the case. Includes the Russian and Slavic Gusli, the Chinese Guzheng, the Lithuanian Kankles, the Finnish Kantele, the Arabic Kanun, the Latvian Kokle, the Japanese Koto, the Psalter, the Indian Swarmandal and the Balkan Zither.
- **Guitar:** instrument similar to the mandolin but of larger size, with a hollow resonating case. Includes the Banjo, the Bass, the Portuguese Cavaquinho, the Hawaiian Ukulele, the Chinese Sangen, the Japanese Samisen, the Indian Sitar and the Cuban Tres.
- **Harpsichord:** a stringed musical instrument with a keyboard similar to a piano but with pins that pick the strings rather than strike them. Smaller harpsichords are made from a parallelepipedal case without legs with a single string for each note, arranged in parallel (Virginal) or angled (Spinnet) in respect to the

keyboard. Also in this category is the Claviorgan, born from the fusion of an organ and a spinet.

- **Lyre:** instrument formed from a hollow case from which extends two curved arms, united at the top by a crosspiece or yoke; the strings are held in the space between the two arms, and held on the yoke, therefore extending to the outside of the case (unlike the cither). The small lyre is called lira da braccio, the larger ones (like the Greek Kithara) are called lirone.
- **Lute:** a picked string instrument comprising of a neck (with or without a fret) with the end bent at 90° with keys which the strings are tuned with and a hollow case with a rounded back. Also includes the Archlute (also called Chitarrone), the Russian Balalaika, the Persian Barbat, the Japanese Biwa, the Bolivian Charango, the Chinese Pipa, the Indian Sarod, the Persian Setar, the Italic Tiorba (or French Theorbo), the Arabic Ud, and the Spanish Vihuela.
- **Mandolin:** a necked instrument with a fret and capotasto to which the strings are attached and a tear-shaped empty case with a bulging back. Comprising the Pandura (Tricordon), the Greek Bouzouki, the African Dambura, and the Persian Tanbur.

The *struck string* chordophones are usually worked by a keyboard connected to some hammers that strike the instrument’s strings causing them to vibrate. In some, there is a device that lifts the hammer after the strike, to free the string and leave it to vibrate naturally. In the other instruments, where this device isn’t employed, it is the hammer that determines the pitch of the note produced, relative to the point where it struck the string. This category could also be considered to contain those instruments struck with the fingers. The list comprises:

- **Clavichord:** an instrument of medium size in which a wooden case contains strings connected to a keyboard. The strings are struck by tangents that can remain in contact with the string based on the duration of the striking of the key to produce discrete but well-modulated sounds; includes the Pantalon and the Dulcimer.
- **Piano:** available in two variants, grand or upright, the piano is made from wood with metal bracing and the strings, contained in a large wooden case, are struck by felt-covered hammers that immediately rebound, thereby allowing the strings to vibrate freely, until the release of the key connected to the hammer, which causes the intervention of the damper. The piano also has two pedals under the keyboard which if pressed allow the resulting sound to be modified; includes the Pianoforte (its precursor) which has skin-covered hammers and a completely wooden frame.

## IDIOPHONES

The idiophone musical instruments emit sound through the vibrations of the instrument’s, without the use of strings or membranes, and can have a specific sound (if



one can control the note) or an unspecific sound (if the sound is casual but remains within a very simple and defined range). Because of their simplicity, anyone can play them with a Dexterity check with a -4 penalty, but if not modified correctly will not be able to evoke spells. The majority of idiophones are able to produce a limited range of sounds, and because of this they can only evoke effects from just one of the following schools of magic Abjuration, Enchantment and Evocation decided when the Virtuoso creates that specific instrument. The *polyphonic idiophone instruments shown in italics* instead have a breadth of sound such that they can produce any magical effect.

- Bell (including Cowbell and Handbell)
- Chimes: series of tubular metallic or crystal bells arranged vertically.
- Gong
- Lamellophone (*Sansa*): the sound is produced by a series of thin sheets, each of which is fixed at just one end; the musician plays by depressing the free end of the plate and abruptly releasing it, to produce the vibrations; includes the Caribbean Kalimba and the African Mbira.
- Claves
- Castanets
- Cymbals
- Ratchet
- Jew's harp
- Scraper (includes the Guiro and the Quijada)
- Sistrum
- Rattle (includes the African Shekere)
- Triangle
- Xylophone: includes the small German Glockenspiel, and the large Marimba and African Balafon (in wood)

## MEMBRANOPHONES

The membranophone musical instruments (also called drums) emit sound by means of the vibrations of a stretched membrane made of synthetic or natural materials, which can be struck in numerous ways. There can be two membranes (double-skinned), or just one membrane with the drum closed at the opposite end (single-skinned). Below are the various types of membranophones:

- Bass drum: a type of extremely large drum with two membranes orientated perpendicularly to the ground (constituting the drum's sides) which can only be played through its built-in sticks.
- Kazoo: only membranophone that isn't a drum, in the form of a flattened metal tube, with a central hole closed by a membrane that vibrates with the player's voice.
- Drum: any membranophone which can be struck with either the hands or drumsticks. The size and form of the drum can be very varied: frame, cone, inverted cone, barrel, cylinder, boiler, etc. The striking of the

drum can also vary: in the rattle drum the membrane is struck by objects contained within the body of the drum that is shaken like a rattle; in the beaten drum the membrane is struck with the hands, drumsticks, with brushes of iron thread (beaters), with padded mallets; in the indirect percussion drum (Tibetan drum) the percussion is induced by the rotation of the drum itself that thus receives the percussion of the sticks tied to the outside which by the abrupt change in rotation are made to hit the membrane; in the friction drum the membrane is rubbed with the hands or with a stick attached in the middle of the membrane (e.g. Neapolitan puti pu).

- Tambourine: instrument that consists of a wooden crown (frame) on which is stretched a skin membrane; in the frame there are slots in which there are rattles, which with each blow enrich the sound with their tinkles (for which they are also called cymbals).
- Tympanum (*Kettledrum*): large drum with only one membrane stretched on a copper frame held parallel to the ground and played with two sticks with padded ends.

### *Alphabetical List of Musical Instruments*

Next is a list of all the previously listed instruments together with their cost in gp, encumbrance, size, type (Aerophone, Chordophone, Idiophone, Membranophone) and the Technological Level which are available (for an explanation of TL and a list of TL of the nations of Mystara refer to the *Armoury of Mystara* manual).

**TABLE 4.9 – MUSICAL INSTRUMENTS**

Instrument	Type	Size	Cost	Enc.	TL
Accordion	A	M	100	120	5
Archlute/Chitarrone	C	M	50	90	4
Aulos/Launeddas	A	S	15	20	2
Bagpipes	A	M	40	70	2
Bass drum	M	L	40	200	5
Bassoon	A	M	30	70	4
Cither	C	S	40	90	2
Clarinet	A	S	20	40	5
Clarion	A	S	30	40	3
Clavichord	C	M	120	200	5
Concertina	A	S	60	70	5
Crumhorn	A	S	20	20	2
Drum, medium	M	M	20	50-90	1
Drum, small	M	S	10	30-50	1
Fife	A	T	2	5	2
Flute, transverse	A	S	5	5	4
Guitar	C	M	50	90	5
Harmonica	A	T	5	1	5
Harp	C	L	80	200	3
Harp, handheld	C	S	30	40	2
Harpsichord	C	M	200	400	5
Horn	A	S	10	20	2
Idiophone, large	I	L	40-60	90-200	1-2
Idiophone, medium	I	M	10-30	40-80	1-2
Idiophone, small	I	S	2-10	10-30	1-2
Idiophone, tiny	I	T	1	1	1-2
Kazoo	M	T	2	1	2
Lira da braccio	C	S	30	40	2
Lirone	C	M	40	60	2
Long horn	A	L	40	150	2
Lute	C	S	35	60	3
Mandolin	C	S	40	50	4
Oboe	A	S	20	10	3
Ocarina	A	T	5	1	2
Organ	A	G	300	900	5
Organ, automatic	A	G	*	1500	5
Organ, hand	A	S	200	500	5
Pan pipes	A	T	1	10	1
Piano	C	L	500	2000	5
Piccolo	A	T	4	2	4
Recorder	A	T	2	2	2
Saxophone	A	M	60	100	5
Tambourine	M	T	5	20	2
Trombone	A	M	60	100	5
Trumpet	A	S	20	50	5
Tuba	A	S	40	70	6
Tympanum	M	M	30	150	2
Violin/Viola	C	S	60	40	3
Violoncello/Violone	C	L	80	150	4
Zampogna, long	A	L	45	80	2
Zampogna, short	A	M	30	50	2

\*the cost of the two automatic organs (mechanical or hydraulic) is equal to 1,000 gp if it plays a common melody, or 5,000 gp per spell level if it plays a permanent magical melody.

## APPENDIX 1

### ***ALPHABETICAL LIST OF ARCANES SPELLS***

Below listed in alphabetical order are all the arcane spells mentioned in this manual (except for the bards' magic songs and the merchants' magic tricks). The left column gives the name of each spell, followed by the level of spell (**Lvl** column), and by the school of magic it belongs to (**Sch** column) abbreviated as follows: Ab = Abjuration, Co = Conjunction, Di = Divination, En = Enchantment, Ev = Evocation, Il = Illusion, Ne = Necromancy, Tr = Transmutation. The *spells listed in italics* are the reverse versions of the corresponding reversible spells, marked by an asterisk (\*).

#### A

<b><i>Spell Name</i></b>	<b>Lvl</b>	<b>Sch</b>
Absorb Knowledge	8	Di
Acid Arrow	2	Co
Acid Rain	7	Co
Acidic Fog	6	Co
Acidic Spray	3	Co
Aestheticism	1	Tr
Affect Normal Fires	2	Tr
<i>Age</i>	9	Ne
<i>Agitate Water</i>	7	Tr
<i>Aid Undead</i>	2	Ne
Airy Water*	4	Tr
Alarm	2	Ab
Alter Ego	9	Ne
Alter Memories	6	En
Amnesia	3	En
Analyse	1	Di
Animal Form	3	Tr
Animal Tongue	2	Di
Animate Dead	5	Ne
Animate Rope	2	Co
Animate Weapons	6	Tr
Anti-Animal Barrier	4	Ab
Anti-Magic Barrier	6	Ab
Anti-Magic Ray	9	Ab
Apnea	2	Ab
Arcane Breath	2	Ev
Arcane Senses	2	Di
Arcane Sight	6	Di
Arcane Trap	8	Ne
Astral Body	7	Tr
Automatic Pilot	4	Tr

#### B

<b><i>Spell Name</i></b>	<b>Lvl</b>	<b>Sch</b>
Ball Lightning	4	Ev
Banish	7	Ab
Barkskin	3	Ab
Bastion	7	Ab
Bind Elemental	7	Co
Bind Golem	5	Ne
Bind the Soul*	9	Ne
Binding Chains	8	Co
<b>Bite of the Vampire</b>	4	Ne
Black Arrow	4	Ne
Blackbolt	5	Ev
<i>Bleach</i>	1	Tr
Blinding Bolt	2	Ev
Blinding Light	6	Ev
Blink	6	Co

Body Manipulation	4	Ne
Bonshatter	6	Tr
Break Enchantment	6	Ab
Breathe Element	3	Tr
Bull's Strength*	5	Tr
Burning Eyes	2	Tr
Burning Fury	9	Ev
Burning Hands	1	Ev
Burning Ray	1	Ev
Burning Stones	8	Tr
Burning Touch	6	Ev
Burning Web	7	Ev

#### C

<b><i>Spell Name</i></b>	<b>Lvl</b>	<b>Sch</b>
Call Upon Radiance	5	Tr
Calm Water*	7	Tr
Camouflage	2	Il
Careen	2	Tr
Cat's Grace*	5	Tr
Chain Lightning	7	Ev
Charm Animals	2	En
Charm Monsters	4	En
Charm Person	1	En
Charm Plants	7	En
Chill	1	Tr
Circle of Protection from Evil	3	Ab
Clairaudience/Clairvoyance	3	Di
Climate	3	Tr
Clone	8	Ne
Clothform	4	Co
Cloud Ship	8	Co
Cloudkill	5	Co
<i>Clumsiness</i>	5	Tr
Collar of Enslavement	7	En
Colour*	1	Tr
Command Word	1	En
Communicating Mirror	6	Tr
Communication	2	Di
Compass	1	Di
Concentration	3	Ab
Cone of Cold	3	Ev
Confusion	4	En
Consume Cinnabryl	5	Tr
Contact Outer Planes	5	Di
Contagion	4	Ne
Contingency	9	Ev
Control Animals	3	En
Control Constructs	7	Ne
Control Currents	6	Tr
Control Destiny	7	Tr

Control Dragons	6	En
Control Element	3	Co
Control Emotions	4	En
Control Giants	5	En
Control Gravity	7	Tr
Control Humanoids	2	En
Control Inertia	6	Tr
Control Liquids	6	Tr
Control Living Beings	8	En
Control Plants	4	En
Control Undead	6	Ne
Control Weather	7	Tr
Control Winds	6	Tr
Corpse Eyes	4	Di
Corpse Possession	4	Ne
Corrosive Cloud	8	Co
Cough	1	Ne
Create Air	3	Co
Create Any Monster	9	Co
Create Any Object	8	Co
Create Atmosphere	4	Co
Create Greater Undead	8	Ne
Create Hybrids	9	Ne
Create Magical Monsters	8	Co
Create Normal Monsters	7	Co
Create Phylactery*	8	Ne
Create Projectiles	4	Co
Create Undead	6	Ne
Creeping Shadow	3	Di
Crushing Despair	4	En
Crushing Hand	8	Ev
Crystalbrittle	9	Tr
Cure Disease or Blindness	3	Tr
Curse	4	Ne
<i>Cursed Container</i>	3	Co

#### D

<b><i>Spell Name</i></b>	<b>Lvl</b>	<b>Sch</b>
Dance	7	En
<i>Darkness</i>	1	Ev
<i>Darkness, Continual</i>	3	Ev
Deadly Bolt	5	Tr
Deadly Illusion	9	Il
Deadly Oath	6	Ne
Deadly Weapon	6	Tr
Death	6	Ne
Death Recall	3	Di
Deathmask	2	Il
Deep Slumber	3	En
Defensive Aura	4	Ab
Deflecting Shield	2	Ab

Déjà-vu	5	Di
Delay	8	Tr
Delusion	6	Il
Demand	7	En
<i>Destroy Phylactery</i>	8	Ne
Destroy Undead*	3	Ne
Detect Evil	2	Di
Detect Magic	1	Di
Detect Secret Passage	1	Di
Detect Shapechangers	1	Di
Detect Undead	1	Di
Devastating Attack	8	Tr
Devastating Touch	2	Ne
Dig	1	Tr
Dimension Door	4	Co
Dimensional Anchor	6	Ab
<i>Dimensional Prison</i>	7	Co
Dimensional Refuge*	7	Co
Dimensional Shield	7	Ab
Dimensional Tunnel	5	Co
Discharge	8	Ev
Disguise	5	Il
Disguise Self	1	Il
Disintegration	6	Tr
Disjunction	9	Ab
Dispel Immunity	9	Tr
Dispel Magic	3	Ab
<i>Disperse</i>	6	Co
Displacement	4	Il
Disrupt Undead*	2	Ne
Dissolve*	5	Tr
Dominate Monsters	9	En
Dominate Person	5	En
Dream*	5	Il
<i>Drown</i>	2	Tr
Duelling Shield	8	Ab
Duplicate Spell	7	Ev
Dying Breath	1	Ne

### E

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Earthmaw	4	Co
Ecstasy	2	En
Elasticity	2	Tr
Electric Barrier	3	Ab
Elemental Aura	8	Tr
Elemental Bolts	2	Ev
Elemental Explosion	1	Co
Elemental Form	5	Tr
Elemental Power	9	Tr
Elemental Protection	5	Ab
Elemental Travel	6	Co
Elemental Weapon	3	Tr
Empathic Resonance	8	En
Empathic Torture	5	Ne
Enchant Item	4	Tr
Enchanted Vehicle	4	Tr
Enchanted Vessel	7	Tr
Endure Elements	1	Ab
Enlarge*	3	Tr
Entangle	1	Tr

Entropic Shield	9	Ab
ESP	2	Di
Ethereal Form	6	Tr
Evaluate	1	Di
Evanescence	6	Tr
<i>Evaporate</i>	1	Tr
Exceptional Skill	4	Tr
Exchange Places	3	Co
Explosive Cloud	7	Co
Explosive Death	8	Ev
Explosive Runes	2	Ab
Extended Range	4	Tr
Extension	6	Tr
Eyebite	6	Ne

### F

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Fabricate	5	Co
Faerie Lights	1	Ev
Fairy Circle	7	Ab
Fairy Mount	1	Co
Faithful Copy	4	Co
False Life	3	Ne
False Thoughts	4	Il
False Vision	5	Il
Fear	2	En
Feather Fall	1	Tr
Feeblemind	5	En
Feign Death	2	Ne
Fertility*	3	Tr
Fiery Blast	5	Ev
Fiery Bolts	4	Ev
Fiery Tentacle	6	Co
Find Information	1	Di
Fire Shield	4	Ab
Fire Trap	3	Ab
Fireball	3	Ev
Fireball, Delayed Action	7	Ev
Fist of Rock	3	Co
Flame of Justice	6	Di
Flaming Sphere	2	Ev
Flesh to Stone*	6	Tr
Float	1	Tr
Float in Air	1	Tr
Floating Disc	1	Ev
Fly	3	Tr
Focused Map	4	Di
Force Field	8	Ab
Force Transformation	5	Tr
Forcecage	6	Ab
Forceful Hand	6	Ev
Foresight	9	Di
Fragment	5	Tr
Free Person	3	Ab
<i>Free the Soul</i>	9	Ne
Freedom	5	Ab
Freezing Sphere	6	Ev
Friendship	1	En

### G

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Gaseous Form	3	Tr
Gate	9	Co
Geas	5	En
Geographic Map	3	Di
Ghost Sound	1	Il
Ghoul Touch	1	Ne
Giant's Strength	8	Tr
Glassteel	8	Tr
Globe of Invulnerability	6	Ab
Glyph of Warding	4	Ab
Grease	1	Tr
Greater Shout	9	Ev
Gust of Wind	2	Ev

### H

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Hallucinatory Nightmare	7	Il
Hallucinatory Terrain	4	Il
<i>Harden</i>	5	Tr
Haste*	3	Tr
<i>Heal Undead</i>	3	Ne
Health Drain	5	Ne
Heat Air	1	Tr
Heroism	7	Tr
Hesitation	1	En
Hideous Laughter	2	En
Hivemind	7	Di
Hold Monster	5	En
Hold Person	3	En
Hold Undead	5	Ne
Home Help	1	Tr
Horrid Withering	8	Ne
Hurricane	9	Co
Hypnotic Pattern	2	Il

### I

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Ice Spear	4	Ev
Ice Storm	4	Ev
<i>Ice to Water</i>	4	Tr
Icy Blast	5	Ev
Identify Species	3	Di
Illusionary Reality	9	Il
Illusionary Wall	3	Il
Immunity	9	Ab
Impersonate	8	Il
Incendiary Darts	3	Tr
Infravision	3	Tr
Interposing Hand	4	Ev
Intuition	1	Di
Invisibility	2	Il
Invisibility Purge	7	Ab
Invisibility to Undead	1	Il
Invisibility, Improved	4	Il
Invisibility, Mass	7	Il
Invisible Servant	1	Co
Invulnerability	8	Ab
Iron Constitution	5	Tr
Ironform	7	Co

Ironwood	6	Tr
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## J

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Jump	1	Tr

## K

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Knock	2	Tr

## L

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Levitate	2	Tr
Lie	1	Il
Light Sword	9	Ev
Light*	1	Ev
Light, Continual*	3	Ev
Lightning Bolt	3	Ev
Lightning Reflexes	3	Tr
Lightning Storm	9	Ev
Lightning Strike	5	Ev
<i>Liquid Air</i>	4	Tr
Liquid Assassin	3	Co
Liquid Form	3	Tr
Locate Creature	4	Di
Locate Metals	1	Di
Locate Object	2	Di
Locate Species	1	Di
Longevity*	9	Ne
Longsight	1	Di
Longstride	1	Tr
Lore	7	Di

## M

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Mage Armour	7	Ab
Magic Container*	3	Co
Magic Door	6	Tr
Magic Drain	7	En
Magic Exchange	4	Tr
Magic Flame	2	Ev
Magic Jar	5	Ne
Magic Lock	6	Ab
Magic Missile	1	Ev
Magic Mouth	2	Il
Magic Muzzle	4	Co
Magic Preparation	9	Tr
Magic Sanctum	5	Ab
Magic Weapon	2	Tr
Magical Double	7	Co
Magnetism	4	Tr
Mass Charm	8	En
Mass Paralysis	9	En
Massmorph	4	Il
Maze	9	Co
Melding	2	Tr
Memory	5	Ev
Memory Visions	1	Di
Memory, Greater	9	Ev
Mental Decay	6	En
Meteor Swarm	9	Ev

Mind Fog	5	En
Mind Shield	2	Ab
Mindblank	8	Ab
Mirage Arcana	8	Il
Mirror Image	2	Il
Mirror of the Past	7	Di
Mislead	6	Il
Moment of Prescience	8	Di
<i>Moonbeam</i>	2	Ev
Move Earth	6	Tr
Mystic Aura	1	Il
Mystic Circle	4	Ab

## N

<i>Spell Name</i>	<i>Lvl</i>	<i>Sc</i>
Necromantic Frenzy	7	Ne
Necromantic Fusion	7	Ne
Necromantic Healing	1	Ne
Necromorph	5	Ne
Night Terrors	4	Il
Nightmare	5	Il
Nocturnal Guard	2	Tr

## O

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Oblivion	5	Ne
Oilskin	1	Ab
Omen	3	Di
Open Mind	8	En
Orb of Knowledge	9	Di

## P

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Pass Rock	4	Co
Pass without Trace	1	Il
Passwall	4	Tr
Pebbles to Rock*	3	Tr
Penetrate Defences	5	Tr
Permanence	8	Tr
Perpetual Ice	8	Ev
Persistent Image	5	Il
Phantasmal Force	2	Il
Phantasmal Killer	3	Il
Phantasmal Lover	6	Co
Phoenix Wings	4	Co
Planeshift	7	Co
Plant Growth*	4	Tr
Poisonous Cloud	6	Co
Polar Ray	9	Ev
Polymorph Any Object	8	Tr
Polymorph Others	4	Tr
Polymorph Self	4	Tr
Polymorph, Greater	7	Tr
Power Word Blind	8	En
Power Word Death	9	Ne
Power Word Sleep	9	En
Power Word Stun	7	En
Precipitation*	1	Tr
Preservation	7	Tr
Primal Form	4	Tr
Prismatic Spray	8	Ev

Prismatic Wall	9	Ab
Programmed Illusion	6	Il
Projected Image	6	Il
Prot. from Normal Missiles	3	Ab
Protection from Evil	1	Ab
Psychokinesis	1	Tr
Purifying Flame	5	Ev
Push	1	Ev
Pyrokinesis	2	Ev

## R

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Rain of Terror	5	Co
Rainbow Pattern	4	Il
Ray of Enfeeblement	2	Ne
Read Languages	1	Di
Read Magic	1	Di
<i>Reanimate</i>	8	Tr
Reflection	2	Ab
Reincarnation	6	Ne
Remove Charm	8	Ab
Remove Curse	4	Ab
Repair	2	Tr
Resistance	1	Ab
Retain Power	7	Tr
Returning Weapon	1	Tr
Reveal Location	8	Di
Revealing Map	9	Di
Revealing Shell	4	Ab
River of Sand	9	Co
Rock	7	Tr
Rock Door	5	Tr
Rock to Lava	6	Tr
<i>Rock to Pebbles</i>	3	Tr
Rod of the Wyrms	6	Tr
Rot	2	Tr

## S

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Sandform	8	Ne
Saturation	8	Tr
Scintillating Pattern	8	Il
Scrying	4	Di
<i>Sea Legs</i>	1	Tr
Sea Sickness*	1	Tr
Seal Passage	4	Co
Searing Light	4	Ev
Second Sight	4	Di
Secret Writing	3	Il
Secure Shelter	3	Ab
See Invisibility	2	Di
Sever the Tie	9	Tr
Shadow Evocation	5	Il
Shadow Evocation, Greater	8	Il
Shadow Monster	4	Il
Shadow Twin	7	Il
Shapechange	9	Tr
Shield	1	Ab
Shocking Grasp	1	Ev
<i>Shrink</i>	3	Tr
<i>Shrink Plants</i>	4	Tr

Siege Fire	5	Tr
Silence	2	Il
Silver Tongue	1	En
Simulation Circle	2	Ab
Sixth Sense	4	Di
Sleep	1	En
Sleep Curse	9	Ne
Sleepwalking	4	En
<i>Slow</i>	3	Tr
Snake Sigil	3	Co
Soaring Fire	7	Ev
Solar Ray*	2	Ev
Solid Fog	4	Co
Sonic Wave	1	Ev
Soul Binding	4	Ne
Sound Barrier	2	Ev
Spacial Distortion	5	Tr
Spectral Hand	2	Ne
Spellbinding Barrier	5	Ab
Spellbinding Barrier, Greater	9	Ab
Spellturning Barrier	7	Ab
Sphere of Elemental Prot.	6	Ab
Sphere of Invisibility	3	Il
Sphere of Prot. from Magic	8	Ab
Spider Climb	1	Tr
Spirit Weapon	4	Ab
Steal the Breath	3	Ne
Steelform	8	Co
Steelskin	7	Ab
<i>Sterility</i>	3	Tr
Still Skill	4	En
Stinking Cloud	2	Co
Stone Bolts	1	Tr
Stone Grip	2	Co
Stone Hands	2	Tr
Stone Shape	4	Tr
<i>Stone to Flesh</i>	6	Tr
Stoneform	6	Co
Stoneskin	5	Ab
Stun	1	En
Succour	7	Co
Suffocate	1	Ne
Suggestion	3	En
Suggestion, Mass	6	En
Summon Animal Ally	2	Co
Summon Elementals	5	Co
Summon Monstrous Ally	4	Co
Summon Object	7	Co
Summon Planar Ally	6	Co
Summon Radiance	6	Ev
Summon Refuge	4	Co
Summons*	6	Co
Sure Strike	2	Tr
Sustenance	3	Tr
Swim*	2	Tr
Sword	7	Ev
Symbol of Amnesia	4	En
Symbol of Death	9	Ne
Symbol of Discord	5	En
Symbol of Fainting	1	Ne

Symbol of Fear	3	En
Symbol of Insanity	8	En
Symbol of Pain	6	Ne
Symbol of Sleep	7	En
Symbol of Stun	2	En

### T

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Tar	1	Co
Telekinesis	5	Tr
Telepathic Recall	6	Di
Telepathy	5	Di
Teleport	5	Co
Teleport Any Object	7	Co
Teleportation Circle	9	Co
Temporal Stasis*	8	Tr
Temporary Skill	2	Tr
Thunderclap	3	Ev
Time Marker	1	Di
Timestop	9	Tr
Tongues	3	Di
Tracks of Fire	5	Di
Transcend Life Force	9	-
Transfer Enchantment	6	Ev
Transmute Liquids	3	Tr
Transmute Solids	6	Tr
Transparency	5	Tr
Transport Via Rock	7	Co
Trip	1	Tr
Trueseeing	5	Di
Truth of Blood	3	Di
Tsunami	9	Co

### U

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Ubiquity	9	Il
Ultimate Divination	8	Di
Unbearable Pain	3	Ne
Unconscious Command	5	En
Universal Tongue	5	Di
Unmissable Shot	1	Tr

### V

<i>Spell Name</i>	<i>Lvl</i>	<i>Sc</i>
Veil	7	Il
Ventriloquism	1	Il
Vigilant Guardian	3	Di

### W

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
Wail of the Banshee	7	Ne
Walking Dead	2	Ne
Wall of Fire	4	Ev
Wall of Ice	4	Ev
Wall of Iron	6	Co
Wall of Stone	5	Co
Wall of Water	4	Ev
Wall of Wind	3	Ev
Warding Sigil	1	Ab
Watcher	1	Ab
Water to Ice*	4	Tr
<i>Weakness</i>	5	Tr
<i>Weariness</i>	5	Tr
Web	2	Co
Whirlwind	4	Co
Whispering Wind	2	Di
Windwhip	5	Ev
Wish	9	-
Wizard Eye	4	Di
Wizard Lock	2	Ab
Woodform	5	Co

### X

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
X-Ray Vision	4	Di

### Z

<i>Spell Name</i>	<i>Lvl</i>	<i>Sch</i>
<i>Zone of Deceit</i>	2	En
Zone of Interdiction	8	Ab
Zone of Truth*	2	En

## APPENDIX 2

### ***LIST OF ARCANE SPELLS BY LEVEL***

Below are listed the 589 arcane spells (including the magic of the fey), mentioned in this manual, divided by spell level.

#	<i>First Level</i>
1	Aestheticism
2	Analyze
3	Bleach
4	Burning Hands
5	Burning Ray
6	Charm Person
7	Chill
8	Colour
9	Command Word
10	Compass
11	Cough
12	Darkness
13	Detect Magic
14	Detect Secret Passages
15	Detect Shapechangers
16	Detect Undead
17	Dig
18	Disguise self
19	Dying Breath
20	Elemental Explosion
21	Endure Elements
22	Entangle
23	Evaluate
24	Evaporate
25	Faerie Lights
26	Fairy Mount
27	Feather Fall
28	Find Information
29	Float
30	Float in Air
31	Floating Disc
32	Friendship
33	Ghost Sound
34	Ghoul Touch
35	Grease
36	Heat Air
37	Hesitation
38	Home Help
39	Intuition
40	Invisibility to Undead
41	Invisible Servant
42	Jump
43	Lie
44	Light
45	Locate Metals
46	Locate Species
47	Longsight
48	Silver Tongue
49	Longstride
50	Magic Missile
51	Memory Visions
52	Mystic Aura
53	Necromantic Healing
54	Oilskin

55	Pass without Trace
56	Precipitation
57	Protection from Evil
58	Psychokinesis
59	Push
60	Read Languages
61	Read Magic
62	Resistance
63	Returning Weapon
64	Sea Legs
65	Seasickness
66	Shield
67	Shocking Grasp
68	Sleep
69	Sonic Wave
70	Spider Climb
71	Stone Bolts
72	Stun
73	Suffocate
74	Symbol of Fainting
75	Tar
76	Time Marker
77	Trip
78	Unmissable Shot
79	Ventriloquism
80	Warding Sigil
81	Watcher

#	<i>Second Level</i>
1	Acid Arrow
2	Affect Normal Fires
3	Aid Undead
4	Alarm
5	Animate Rope
6	Apnea
7	Arcane Breath
8	Arcane Senses
9	Blinding Bolt
10	Burning Eyes
11	Camouflage
12	Careen
13	Charm Animals
14	Communication
15	Control Humanoids
16	Deathmask
17	Deflecting Shield
18	Detect Evil
19	Devastating Touch
20	Disrupt Undead
21	Drown
22	Ecstasy
23	Elasticity
24	Elemental Bolts
25	ESP

26	Explosive Runes
27	Fear
28	Feign Death
29	Flaming Sphere
30	Gust of Wind
31	Hideous Laughter
32	Hypnotic Pattern
33	Invisibility
34	Knock
35	Levitate
36	Locate Object
37	Magic Flame
38	Magic Mouth
39	Magic Weapon
40	Melding
41	Mind Shield
42	Mirror Image
43	Moonbeam
44	Nocturnal Guard
45	Phantasmal Force
46	Pyrokinesis
47	Ray of Enfeeblement
48	Reflection
49	Repair
50	Rot
51	See Invisibility
52	Silence
53	Simulation Circle
54	Solar ray
55	Sound Barrier
56	Speak with Animals
57	Spectral Hand
58	Stinking Cloud
59	Stone Grip
60	Stone Hands
61	Summon Animal Ally
62	Sure Strike
63	Swim
64	Symbol of Stun
65	Temporary Skill
66	Walking Dead
67	Web
68	Whispering Wind
69	Wizard Lock
70	Zone of Deceit
71	Zone of Truth

#	<i>Third Level</i>
1	Acidic Spray
2	Amnesia
3	Animal Form
4	Barkskin
5	Breathe Element
6	Circle of Prot vs. Evil

7	Clairaudience/Clairvoyance
8	Climate
9	Concentration
10	Cone of Cold
11	<i>Continual Darkness</i>
12	Continual Light
13	Control Animals
14	Control Element
15	Create Air
16	Creeping Shadow
17	Cure Disease or Blindness
18	<i>Cursed Container</i>
19	Death Recall
20	Deep Slumber
21	Destroy Undead
22	Dispel Magic
23	Electric Barrier
24	Elemental Weapon
25	Enlarge
26	Exchange Places
27	False Life
28	Fertility
29	Fire Trap
30	Fireball
31	Fist of Rock
32	Fly
33	Free Person
34	Gaseous Form
35	Geographic Map
36	Haste
37	<i>Heal Undead</i>
38	Hold Person
39	Identify Species
40	Illusionary Wall
41	Incendiary Darts
42	Infravision
43	Lightning Bolt
44	Lightning Reflexes
45	<i>Liquid Assassin</i>
46	Liquid Form
47	Magic Container
48	Omen
49	Pebbles to Rock
50	Phantasmal Killer
51	Protection from Normal Missiles
52	<i>Rock to Pebbles</i>
53	Secret Writing
54	Secure Shelter
55	<i>Shrink</i>
56	<i>Slow</i>
57	Snake Sigil
58	Sphere of Invisibility
59	Steal the Breath
60	<i>Sterility</i>
61	Suggestion
62	Sustenance
63	Symbol of Fear
64	Thunderclap
65	Tongues
66	Transmute Liquids

67	Truth of Blood
68	<i>Unbearable Pain</i>
69	Vigilant Guardian
70	Wall of Wind

#	<i>Fourth Level</i>
1	Airy Water
2	Anti-Animal Barrier
3	Automatic Pilot
4	Ball Lightning
5	Bite of the Vampire
6	Black Arrow
7	Body Manipulation
8	Charm Monsters
9	Clothform
10	Confusion
11	Contagion
12	Control Emotions
13	Control Plants
14	Corpse Eyes
15	Corpse Possession
16	Create Atmosphere
17	Create Projectiles
18	Crushing Despair
19	Curse
20	Defensive Aura
21	Dimension Door
22	Displacement
23	Earthmaw
24	Enchant Item
25	Enchanted Vehicle
26	Exceptional Skill
27	Extended Range
28	Faithful Copy
29	False Thoughts
30	Fiery Bolts
31	Fire Shield
32	Focused Map
33	Glyph of Warding
34	Hallucinatory Terrain
35	Ice Spear
36	Ice Storm
37	<i>Ice to Water</i>
38	Improved Invisibility
39	Interposing Hand
40	<i>Liquid Air</i>
41	Locate Creature
42	Magic Exchange
43	Magic Muzzle
44	Magnetism
45	Massmorph
46	Mystic Circle
47	Night Terrors
48	Pass Rock
49	Passwall
50	<i>Phoenix Wings</i>
51	Plant Growth
52	Polymorph Others
53	Polymorph Self
54	Primal Form

55	Rainbow Pattern
56	Remove Curse
57	Revealing Shell
58	Scrying
59	Seal Passage
60	Searing Light
61	Second Sight
62	Shadow Monster
63	<i>Shrink Plants</i>
64	Sixth Sense
65	Sleepwalking
66	Solid Fog
67	Soul Binding
68	Spirit Armor
69	Steal Skill
70	Stone Shape
71	Summon Monstrous Ally
72	Summon Refuge
73	Symbol of Amnesia
74	Wall of Fire
75	Wall of Ice
76	Wall of Water
77	Water to Ice
78	Whirlwind
79	Wizard Eye
80	X-ray Vision

#	<i>Fifth Level</i>
1	Animate Dead
2	Bind Golem
3	Blackbolt
4	Bull's Strength
5	Call Upon Radiance
6	Cat's Grace
7	Cloudkill
8	<i>Clumsiness</i>
9	Consume Cinnabryl
10	Contact Outer Planes
11	Control Giants
12	Deadly Bolt
13	Déjà-vu
14	Dimensional Tunnel
15	Disguise
16	Dissolve
17	Dominate Person
18	Dream
19	Elemental Form
20	Elemental Protection
21	Empathic Torture
22	Fabricate
23	False Vision
24	Feeblemind
25	Fiery Blast
26	Force Transformation
27	Fragment
28	Freedom
29	Geas
30	<i>Harden</i>
31	Health Drain
32	Hold Monster



33	Hold Undead
34	Icy Blast
35	Iron Constitution
36	Lightning Strike
37	Magic Jar
38	Magic Sanctum
39	Memory
40	Mind Fog
41	Necromorph
42	<i>Nightmare</i>
43	Oblivion
44	Penetrate Defences
45	Persistent Image
46	Purifying Flame
47	Rain of Terror
48	Rock Door
49	Shadow Evocation
50	Siege Fire
51	Spatial Distortion
52	Spellbinding Barrier
53	Stoneskin
54	Summon Elementals
55	Symbol of Discord
56	Telekinesis
57	Telepathy
58	Teleport
59	Tracks of Fire
60	Transparency
61	Trueseeing
62	Unconscious Command
63	Universal Tongue
64	Wall of Stone
65	<i>Weakness</i>
66	<i>Weariness</i>
67	Windwhip
68	Woodform

#	<i>Sixth Level</i>
1	Acidic Fog
2	Alter Memories
3	Animate Weapons
4	Anti-magic Barrier
5	Arcane Sight
6	Blinding Light
7	Blink
8	Boneshatter
9	Break Enchantment
10	Burning Touch
11	Communicating Mirror
12	Control Currents
13	Control Dragons
14	Control Inertia
15	Control Liquids
16	Control Undead
17	Control Winds
18	Create Undead
19	Deadly Oath
20	Deadly Weapon
21	Death
22	Delusion

23	Dimensional Anchor
24	Disintegration
25	<i>Disperse</i>
26	Elemental Travel
27	Ethereal Form
28	Evanescence
29	Extension
30	Eyebite
31	Fiery Tentacle
32	Flame of Justice
33	Flesh to Stone
34	Forcecage
35	Forceful Hand
36	Freezing Sphere
37	Globe of Invulnerability
38	Ironwood
39	Magic Door
40	Magic Lock
41	Mass Suggestion
42	Mental Decay
43	Mislead
44	Move Earth
45	Phantasmal Lover
46	Poisonous Cloud
47	Programmed Illusion
48	Projected Image
49	Reincarnation
50	Rock to Lava
51	Rod of the Wyrms
52	Sphere of Elemental Protection
53	<i>Stone to Flesh</i>
54	Stoneform
55	Summon Planar Ally
56	Summon Radiance
57	Summons
58	Symbol of Pain
59	Telepathic Recall
60	Transfer Enchantment
61	Transmute Solids
62	Wall of Iron

#	<i>Seventh Level</i>
1	Acid Rain
2	<i>Agitate Water</i>
3	Astral Body
4	Banish
5	Barrier of Spell Turning
6	Bastion
7	Bind Elementals
8	Burning Web
9	Calm Water
10	Chain Lightning
11	Charm Plants
12	Collar of Enslavement
13	Control Constructs
14	Control Destiny
15	Control Gravity
16	Control Weather
17	Create Normal Monsters
18	Dance

19	Delayed Fireball
20	Demand
21	<i>Dimensional Prison</i>
22	Dimensional Refuge
23	Dimensional Shield
24	Duplicate Spell
25	Enchanted Vessel
26	Energy Drain
27	Explosive Cloud
28	Faerie Circle
29	Greater Polymorph
30	Hallucinatory Nightmare
31	Heroism
32	Hivemind
33	Invisibility Purge
34	Ironform
35	Lore
36	Mage Armour
37	Magic Drain
38	Magical Double
39	Mass Invisibility
40	Mirror of the Past
41	Necromantic Frenzy
42	Necromantic Fusion
43	Planeshift
44	Power Word Stun
45	Preservation
46	Purifying Energy
47	Retain Power
48	Rock
49	Shadow Twin
50	Soaring Fire
51	Steelskin
52	Succour
53	Summon Object
54	Sword
55	Symbol of Sleep
56	Teleport Any Object
57	Transport Via Rock
58	Veil
59	Wail of the Banshee

#	<i>Eighth Level</i>
1	Absorb Knowledge
2	Arcane Trap
3	Binding Chains
4	Burning Stones
5	Clone
6	Cloud Ship
7	Control Living Beings
8	Corrosive Cloud
9	Create Any Object
10	Create Greater Undead
11	Create Magical Monsters
12	Create Phylactery
13	Crushing Hand
14	Delay
15	<i>Destroy Phylactery</i>
16	Devastating Attack
17	Discharge

18	Duelling Shield
19	Elemental Aura
20	Empathic Resonance
21	Explosive Death
22	Force Field
23	Giants' Strength
24	Glassteel
25	Greater Shadow Evocation
26	Horrid Withering
27	Impersonate
28	Invulnerability
29	Mass Charm
30	Mindblank
31	Mirage Arcana
32	Moment of Prescience
33	Open Mind
34	Permanency
35	Perpetual Ice
36	Polymorph Any Object
37	Power Word Blind
38	Prismatic Spray
39	<i>Reanimate</i>
40	Remove Charm
41	Reveal Location
42	Sandform
43	Saturation
44	Scintillating Pattern
45	Sphere of Protection from Magic
46	Steelform

47	Symbol of Insanity
48	Temporal Stasis
49	Ultimate Divination
50	Zone of Interdiction

#	<i>Ninth Level</i>
1	<i>Age</i>
2	Alter Ego
3	Anti-Magic Ray
4	Bind the Soul
5	Burning Fury
6	Contingency
7	Create Any Monster
8	Create Hybrids
9	Crystalbrittle
10	Deadly Illusion
11	Disjunction
12	Dispel Immunity
13	Dominate Monsters
14	Elemental Power
15	Entropic Shield
16	Foresight
17	<i>Free the Soul</i>
18	Gate
19	Greater Memory
20	Greater Shout
21	Greater Spellbinding Barrier
22	Hurricane
23	Illusionary Reality

24	Immunity
25	Light Sword
26	Lightning Storm
27	Longevity
28	Magic Preparation
29	Mass Paralysis
30	Maze
31	Meteor Swarm
32	Orb of Knowledge
33	Polar Ray
34	Power Word <del>Kill</del> Death
35	Power Word Sleep
36	Prismatic Wall
37	Revealing Map
38	River of Sand
39	Sever the Tie
40	Shapechange
41	Sleep Curse
42	Symbol of Death
43	Teleportation Circle
44	Timestop
45	Transcend Life Force
46	Tsunami
47	Ubiquity
48	Wish

## APPENDIX 3

### ***ARCANE SPELLS THAT ARE INEFFECTIVE IN THE HOLLOW WORLD***

This appendix shows which arcane spells don't work within the Hollow World because of the Spell of Preservation. The list is based on the original list presented in the *Hollow World – Player's Guide* (pages 4 & 5) but also includes those arcane spells added in this manual with characteristics or effects similar to those of the ineffective spells in the above manual.

In the Hollow World the *Spell of Preservation* nullifies any mortal spell (excluding effects produced by Immortals or artefacts) of these types:

- All types of charm and mental domination, control of the soul and of the life force.
- All types of invisibility and effects that penetrate invisibility (like *trueseeing*).
- Any spell that sees into the future or the past, *lore* and *divination*.
- Any form of viewing at distance.
- Holding effects.
- Effects that read the minds of subjects.
- Effects that permit speaking with the dead.
- Effects that put you in contact with outer planes or the outer world.
- Effects of instantaneous or between the planes transport.
- Effects that summon creatures from other planes or places.
- Effects that create living beings.
- Effects that possess another's body.
- Any type of reincarnation or resurrection.
- *Wish* and any effect of similar power.

#### **SPELLS BY SPELL LEVEL**

1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Arcane Senses	Charm Animals	Clairaudience/Clairvoyance	Charm Monsters	Bind Golem
Charm Person	Control Humanoids	Control Animals	Control Emotion	Contact Outer Planes
Command Word	ESP	Creeping Shadow	Control Plants	Control Giants
Friendship	Invisibility	Death Recall	Corpse Eyes	Déjà-vu
Intuition	See Invisibility	Exchange Places	Corpse Possession	Dominate Person
Invisibility to Undead	Summon Animal Ally	Hold Person	Dimension Door	Dream
Suggestion		Magic Container*	Improved Invisibility	Geas
Zone of Truth*		Omen	Pass Rock	Hold Monsters
		Secret Writing	Scrying	Hold Undead
		Sphere of Invisibility	Second Sight	Magic Jar
			Sleepwalking	Summon Elemental
			Summon Monstrous Ally	Telepathy
			Wizard Eye	Teleport
				Trueseeing
				Dimensional Tunnel
				Unconscious Command

6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Alter Memories	Astral Body	Absorb Knowledge	Bind the Soul*
Phantasmal Lover	Banish	Arcane Trap	Create Hybrids
Control Dragons	Bind Elemental	Charm, Mass	Create Any Monster
Control Undead	Charm Plant	Clone	Dominate Monsters
Summons*	Collar of Enslavement	Control Living Beings	Gate
Summon Planar Ally	Control Constructs	Create Magical Monsters	Maze
Ethereal Form	Create Normal Monsters	Create Phylactery*	Paralysis, Mass
Mislead	Demand	Empathic Resonance	Revealing Map
Reincarnatione	Dimensional Refuge*	Ultimate Divination	Teleportation Circle
Telepathic Recall	Hivemind		Transcend Life Force
Blink	Invisibility, Mass		Wish
Deadly Oath	Lore		
Communicating Mirror	Mirror of the Past		
Suggestion, Mass	Necromantic Fusion		
Elemental Travel	Planeshift		
	Succour		
	Summon Object		
	Teleport Any Object		
	Transport via Rock		

## APPENDIX 4

### ***MAGE PROGRESSION TABLE***

Level	XP	Spells per Spell Level								
		1	2	3	4	5	6	7	8	9
1	0	1	–	–	–	–	–	–	–	–
2	2,500	2	–	–	–	–	–	–	–	–
3	5,000	2	1	–	–	–	–	–	–	–
4	10,000	2	2	–	–	–	–	–	–	–
5	20,000	2	2	1	–	–	–	–	–	–
6	40,000	2	2	2	–	–	–	–	–	–
7	80,000	3	2	2	1	–	–	–	–	–
8	150,000	3	3	2	2	–	–	–	–	–
9	300,000	3	3	3	2	1	–	–	–	–
10	450,000	3	3	3	3	2	–	–	–	–
11	600,000	4	3	3	3	2	1	–	–	–
12	750,000	4	4	4	3	2	1	–	–	–
13	900,000	4	4	4	3	2	2	–	–	–
14	1,050,000	4	4	4	4	3	2	–	–	–
15	1,200,000	5	4	4	4	3	2	1	–	–
16	1,350,000	5	5	5	4	3	2	2	–	–
17	1,500,000	6	5	5	4	4	3	2	–	–
18	1,650,000	6	5	5	4	4	3	2	1	–
19	1,800,000	6	5	5	5	4	3	2	2	–
20	1,950,000	6	5	5	5	4	4	3	2	–
21	2,100,000	6	5	5	5	4	4	3	2	1
22	2,250,000	6	6	5	5	5	4	3	2	2
23	2,400,000	6	6	6	6	5	4	3	3	2
24	2,550,000	7	7	6	6	5	5	4	3	2
25	2,700,000	7	7	6	6	5	5	4	4	3
26	2,850,000	7	7	7	6	6	5	5	4	3
27	3,000,000	7	7	7	6	6	5	5	5	4
28	3,150,000	8	8	7	6	6	6	6	5	4
29	3,300,000	8	8	7	7	7	6	6	5	5
30	3,450,000	8	8	8	7	7	7	6	6	5
31	3,600,000	8	8	8	7	7	7	7	6	6
32	3,750,000	9	8	8	8	8	7	7	7	6
33	3,900,000	9	9	9	8	8	8	7	7	7
34	4,050,000	9	9	9	9	8	8	8	8	7
35	4,200,000	9	9	9	9	9	9	8	8	8
36	4,350,000	9	9	9	9	9	9	9	9	9

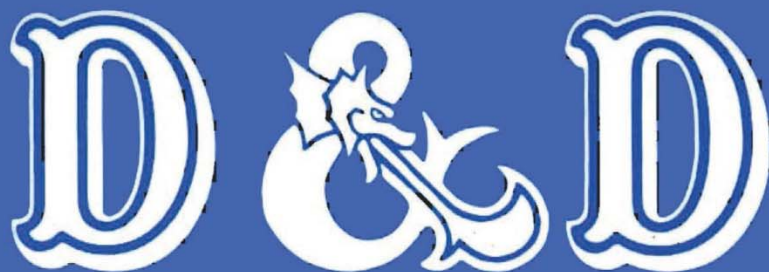
## APPENDIX 5

### ***ELF PROGRESSION TABLE***

Level	Attack Class	XP	Spells per Spell Level				
			1	2	3	4	5
1		0	1	–	–	–	–
2		4,000	2	–	–	–	–
3		8,000	2	1	–	–	–
4		16,000	2	2	–	–	–
5		32,000	2	2	1	–	–
6		64,000	2	2	2	–	–
7		120,000	3	2	2	1	–
8		240,000	3	3	2	2	–
9		400,000	3	3	3	2	1
10	C	600,000	3	3	3	3	2
	D*	850,000					
	E	1,100,000					
	F	1,350,000					
	G**	1,600,000					
	H	1,850,000					
	I	2,100,000					
	J	2,350,000					
	K	2,600,000					
	L	2,850,000					
	M***	3,100,000					

***Notes:***

- \* At Attack Class D, the elf lord acquires the Fighter's fighting options and can make two attacks per round.
- \*\* At Attack Class G, the elf lord automatically suffers half damage from breath weapons and other saveable attacks.
- \*\*\* At Attack Class M, the elf lord can make three attacks per round.



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# **Tome of the Magic of Mystara**

## **Volume 1 – Arcane Magic**

**Ver. 2.9**

**By Marco Dalmonte & Matteo Barnabè**

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