

# Glantrian spells adapted from previously published spells

## BECMI Spells from other official products

In addition to the core BECMI spells found in the rulebooks additional products written for Mystara introduced other BECMI spells to the spell catalog of the rulebooks.

### Spells from Gaz5: The Elves of Alfheim



Most of the spells introduced in Gaz5 were either straight bogarting of druid spells or slight alterations of magical or druid spells but some of the spell were new and only could be cast by elves. For the sake of completeness, we are including summations of all the new and slightly altered spells introduced in Gaz5 to ease reference in the master spell lists for BECMI. Please refer back to Gaz5 for the full explanation of the spells. Spells notated with the (T) are only available to elven Treekeepers.

#### **1<sup>st</sup> Level Spells:**

##### **Ceremony (T)**

Range: 0' (touch)

Duration: Permanent

Area of Effect: Consecration of one creature, item, or area

Saving Throw: None

This is an all-purpose spell an elven Treekeeper must perform as a part of a process to take another elf through some part of their life. These ceremonies include:

*Adopt*: a ceremony which transfers an elf (or on rare occasion a human or other demi-human) from one clan to another.

*Anathematize*: a ceremony that is performed when an elf has acted totally against the precepts of the elven way of life and must now be banished.

*Consecrate*: a ceremony that allows the elf to dedicate an area of ground to the growing of a Tree of Life.

*Induct*: a ceremony that brings a young elf into full standing within a clan as an adult.

*Invest*: a ceremony that is performed when an elf become a Treekeeper.

### **Command Word**

Range: 10'

Duration: 1 round

Area of Effect: 1 Creature

Saving Throw: Negates when allowed

This spell allows the elf to utter a command of one word. The word must be in a language that the recipient is able to understand. The recipient obeys to the best of their ability as long as the command is clear and unequivocal. Undead are not affected. Creatures with an Intelligence of 13 or with 6 or more HD or levels are allowed to a saving throw vs. Spells.

### **Faerie Lights**

Range: 40' + 10'/level

Duration: 2 round/level

Area of Effect: Illuminates an area

Saving Throw: None

This spell creates from 1 to 4 lights which resemble either torches or lanterns and cast a similar amount of light. The actual intensity of the light can be dimmed by the caster if they spend a round concentrating.

### **Fellowship**

Range: 0' (elf only)

Duration: 1 round/level

Area of Effect: Increases Charisma

Saving Throw: Special

This spell causes the elf to either gain a temporary increase of 2-8 points of charisma in the eyes of the target or a loss of 1-4 points of charisma if the target makes a saving throw versus magic.

### **Longstride**

Range: 0' (touch)

Duration: 5-8 hours

Area of Effect: Doubles normal movement speed

Saving Throw: None

This spell allows the elf or other recipient of the spell to move at twice normal walking speed for d4+4 hours without tiring. However, after this the recipient must spend the same amount of time resting or lose 2-8 Constitution points until they have rested.

### **Precipitation**

Range: 10'/level

Duration: 1 round/level

Area of Effect: 30' + 10'/level diameter

Saving Throw: None

This spell takes all the water vapor from the area of effect and turns it into a light rain. If the temperature is between 33 and 31 degrees, the precipitation will be in the form of sleet and if 30 degrees or below the precipitation will be in the form of snow.

### **Watcher**

Range: 10'

Duration: 2-8 Turns + 1 Turn/level

Area of Effect: Plants or animals give warning

Saving Throw: None

When this spell is cast the elf causes a specific plant or local animal to emit a loud keening sound to the presence of any living creature bigger than a rat.

## **2<sup>nd</sup> Level Spells:**

### **Entangle**

Range: 30'

Duration: 1 round/level

Area of Effect: Controls ropes

Saving Throw: None

This spell allows the elf the use any rope-like object of living or once-living material to behave as he or she orders. The commands to be given must be simple one word such as *coil*, *coil and knot*, *loop*, *loop and knot*.

### **Know Alignment\* (T)**

Range: 10'

Duration: 1 Turn

Area of Effect: tells Alignment of others/obscures casters

Saving Throw: None

The Know Alignment spell is similar to the 2<sup>nd</sup> level cleric spell but instead of telling the alignment of any one creature the elven version tells the alignment of up to 10 creatures. The reverse of the spell, Confuse Alignment, is handled exactly like the clerical spell.

### **Purify Food and Water**

Range: 10'

Duration: Permanent

Area of Effect: Makes food and water safe to consume

Saving Throw: None

This spell is just like the 1<sup>st</sup> level clerical spell except that any food or water must be in its natural state and not cooked or preserved.

### **Silence**

Range: 0' (touch)

Duration: 12 Turn

Area of Effect: All movement is silenced

Saving Throw: None

This spell is similar to the 2<sup>nd</sup> level clerical spell but due to its restricted range is used primarily to enhance (silence) movement through the woods rather than silencing enemy spellcasters.

### **3<sup>rd</sup> Level Spells:**

#### **Cure Disease**

Range: 0' (touch)

Duration: Permanent

Area of Effect: One living creature

Saving Throw: None

The same spell as the 3<sup>rd</sup> level clerical spell except for the shortened range.

#### **Cure Light Wounds (T)**

Range: 0' (touch)

Duration: Permanent

Area of Effect: One living creature

Saving Throw: None

The same spell as the 1<sup>st</sup> level clerical spell except it does not cure paralysis (which elves do not need).

### **4<sup>th</sup> Level Spells:**

#### **Enchanted Weapon**

Range: 0' (touch)

Duration: 5 rounds/level

Area of Effect: One weapon

Saving Throw: None

A weapon of any kind that this spell is cast upon becomes magical for the duration of the spell. It has no bonuses to hit or for damage but allows the weapon to be used creatures invulnerable to normal weapons.

#### **Fear**

Range: 0' (touch)

Duration: Instantaneous

Area of Effect: One living creature

Saving Throw: Negate

This spell has the effect on one living creature that is touched as a wand of fear. A target once touched can negate the spell effect if they make a save vs. Magic (note: not vs. Wands)

### **Summon Animals (T)**

Range: 360'

Duration: 3 Turns

Area of Effect: Calls and befriends normal animals

Saving Throw: None

The same spell as the 4<sup>th</sup> level druidic spell but only able to be cast by elven Treekeepers and with the highly unlikely to ever be needed stipulation that abuse of the spell (slaying the summoned animals) gains them *The Curse of Ilsundal* which is said by Gaz5 to forever deny use of druidic type spells (ie.. nearly all Treekeeper spells).

### **5<sup>th</sup> Level Spells:**

#### **Insect Plague (T)**

Range: 480'

Duration: 1 day

Area of Effect: 30' radius

Saving Throw: None

The same spell as the 5<sup>th</sup> level cleric spell with the limitation that the elven spell only works in woodlands or forests.

#### **Neutralize Poison (T)**

Range: 0' (touch)

Duration: 5 rounds/level

Area of Effect: One weapon

Saving Throw: None

The same spell as the 4<sup>th</sup> level cleric spell with the limitation that the elven spell only works on victims poisoned by plant or creature/monster poisons.

### **7<sup>th</sup> Level Spells:**

#### **Dispel Evil (T)**

Range: 30'

Duration: 1 turn

Area of Effect: enchanted or undead monsters or one curse or charm

Saving Throw: Negate

The same spell as the 5<sup>th</sup> level cleric spell but does not work upon the undead unless they are elven undead.

### **Rock**

Range: 0' (self)

Duration: 2 turns/level

Area of Effect: caster

Saving Throw: None

The same spell as the 7<sup>th</sup> level magic-user spell statue with the difference that the elven caster turns not into a statue but a rock similar to any found in the area.

## **8<sup>th</sup> Level Spells:**

### **Polymorph Natural Object (T)**

Range: 240'

Duration: Permanent

Area of Effect: changes form of one natural object or creature

Saving Throw: Negate

A similar spell to the 8<sup>th</sup> level magic-user spell polymorph any object except that the object must be made of wood, flesh, or natural minerals. Metal alloys are not affected.

## **9<sup>th</sup> Level Spells:**

### **Sword**

Range: 30'

Duration: 6 rounds + 1 level/caster

Area of Effect: creates a sword of force

Saving Throw: None

A similar spell to the 7<sup>th</sup> level magic-user spell of the same name but with some differences. The spell has a longer duration but only affects creatures normally struck by up to +3 weapons. The spell does not attack twice per round but does more damage per successful hit with 4-24 points of damage with the additional condition that a roll of 19 or 20 will hit any AC.

## Spells from Gaz11: The Republic of Darokin



Most of the spells introduced in Gaz11 were quite basic and had regular uses and wouldn't be necessarily used for only mercantile reasons or by merchants and some were covered in Cab's excellent list of spells and are not listed here. The notion of the Gaz11 Merchant Princes as written is highly debatable and slightly dubious in its theory as well as its execution but that is a separate topic in itself. Regarding the spells Gaz11 introduced I am taking the position with the remaining spells that they are handled differently as presented in that Gazetteer. Much like the spells that Cab already detailed, the vast majority of the remaining spells have wider use than just for merchants and are common enough in purpose that it is *highly* improbable that Darokinse merchants would have a monopoly on the vast majority of these magic spells. One can argue their success as merchants came the old-fashioned way: hard work and location, location, location, but not through magical edges they didn't need and were extremely unlikely to possess

### 1<sup>st</sup> Level Spells:

#### **Calm Animal** (Enchantment)

Range: Touch

Duration: 1 Turn/experience level

Area of Effect: 3 times/day

Saving Throw: None

This spell is used to calm domestic (not wild) animals such as horse or donkeys spooked by normal circumstance such as falling branches, smells or noises. It takes a full turn to calm an animal using this spell and does not apply to extraordinary occurrences of animals being spooked such as being so when it is being attacked.

**Clear Sight** (Divination) - *Also detailed in Champions of Mystara : Designer Notes*

#### **Count Coins** (Enchantment)

Range: Touch

Duration: 1 turn



Area of Effect: Special

Saving Throw: The caster

With this spell the caster can tell the exact amount of coins in a specific location (a bag or chest) with the following restrictions: the coins must be all of the same type and issued from the same nation and the caster must physically have contact with them and run his hands through them. The maximum number of coins a caster can count with this spell is 2000 coins per level of experience.

**Evaluate** (Divination)

Range: 10'

Duration: 1 turn

Area of Effect: 1 item

Saving Throw: None

With this spell a caster gains the ability to determine the value of a certain object. Unlike the skill 'appraisal' the spell will render a faultless and accurate valuation of the object. The spell will tell the general quality, quantity, and value of the object as is good for spotting shoddy workmanship, interior materials, forgeries, imitations, and other frauds.

**Ignore Bad Road Conditions** (Divination) (*Uber Diety note: revised name of original Ignore Road spell and combined with Gaz11's Resist Climate as they are pretty much the same spell and easily combined*)

Range: Special

Duration: 12 hours

Area of Effect: 1 target

Saving Throw: None

This spell is used to counteract the slowing effects of bad roads due to climatic conditions. The spell can be cast on an individual or animal. This spell counters the slowing effects of cold, heat, storms, and similar ecological hazards by allowing the target to pick out solid footing and making better time. The use of this spell reduces any daily movements penalties by 1 mile per level of the caster.

## **2<sup>nd</sup> Level Spells:**

**Symon's Load Check** (Divination)

Range: 10 feet

Duration: 1 turn/experience level

Area of Effect: Special

Saving Throw: None

This rare spell was created by Symon Sazz a rich Darokinean merchant of House Toney and powerful wizard who eventually became the Arch Master of Divination at the Great School of Magic from 893 to 956. While the spell is taught at the Great School of Magic is a very rare spell only taught by the masters of Divination and generally only taught to Darokinians studying at the Great School, who are well aware of the existence of these spells due to the fame of Sazz back in Darokin, and to successful and well-connected Glantrian merchants who had the right connections with Darokineans or dug up the information to clue them of existence of rare and very rare specialty Mercantile spells which are mostly taught by the School of Divination but are unknown to most Glantrians.

With Symon's Check Load the caster can tell if a cart or wagon is properly packed for travel. If this spell is used before a trip starts and once every ten days thereafter, a merchant can ignore a 'Load Shift' result (see Gaz11's 'Merchantile Trade' section for further explanation). It takes a full turn for a merchant to check a wagon or cart with this spell, and he can check as many wagons/carts as the duration of the spell allows.

**Detect Ambush** (Divination)- *Deleted for IMO not being a well written spell. Especially for being a low 2<sup>nd</sup> level spell to not just allow being able to divine presence but also intent. Substituted in part with the existing 1<sup>st</sup> level [Sense Life](#) Spell which would warn traveler of the potential for an ambush. As written could possibly be a much higher-level spell, perhaps a 4<sup>th</sup> or 5<sup>th</sup> level warning spell combining the low level sense life and detect evil (intent) spells.*

**Detect Magic** (Divination) - *Deleted Gaz11's version of the spell for being redundant with the existing basic spell*

**Silver Tongue** (Enchantment) (UD note: changed nature of spell for general agreement is was a poorly written spell)

Range: 0'

Duration: 1 turn

Area of Effect: all those who can hear or are listening to the speaker

Saving Throw: None

This spell gives the caster the ability, similar to both the [Persuasion](#) skill as well as the [Silver Tongue](#) ability of the Secret Craft of Witchcraft, to persuade NPC's of one honesty and sincerity. Unlike the previously poorly written very of this spell it is NOT a liar's spell. The caster must honestly believe the truth of their statements and arguments. There is no Saving Throw for listening as casting the spell is the same as a character passing a skill check and will result in the speaker's words and arguments being given great weight than they otherwise might have been given .

### **3<sup>rd</sup> Level Spells:**

**Command Beast of Burden** (Enchantment) (UD note: Renamed to better reflect the nature and scope of spell)

Range: 30'

Duration: 1 day/level of experience

Area of Effect: 1 HD/level of experience

Saving Throw: Negates effect

With this spell a caster can take untrained, untamed animals and use them to plow fields, carry loads or even pull wagons. The caster may charm 1 Hit Die of animals per level. Magical beasts and monsters are not affected by this spell and animals do get a saving throw to resist the caster's attempt to set tasks for them.

**Detect Lie** (Divination)

Range: 10'

Duration: 1 turn/level of experience

Area of Effect: Any creature in range of the spell

Saving Throw: Negates effect

With this spell the caster can tell whether someone within the spells range is lying, whether directly to the caster or to someone else. A subject who is lying under spell range is allowed a saving throw to negate detection by the spellcaster.

**Find Traps** (Divination) - identical to the 2<sup>nd</sup> level Clerical spell

**Hold Animal/Free Animal** (Enchantment) - *Deleted Gaz11's limited 3<sup>rd</sup> level version of the Druidic spell and raised to 4<sup>th</sup> level and made a full arcane version of the Druidic spell. Mainly used by elves but not restricted to humans like most arcane/druid spell crossovers)*

**Infraision** (Alteration) - *Deleted Gaz11's version of the spell for being redundant with the existing basic spell*

#### **4<sup>th</sup> Level Spells:**

**Accounting** (Divination)

Range: 0'

Duration: 1 turn

Area of Effect: The caster

Saving Throw: None

With this special spell the caster can go over financial records very quickly and check for evidence of accidental errors or deliberate theft.

**Charm Person** (Enchantment) - *Deleted spell for being redundant with the existing basic spell*

### **Symon's Caravan Check (Divination)**

Range: Special

Duration: 1 hour

Area of Effect: The caster

Saving Throw: None

With this spell, which was also created by Arch Master Symon, a merchant can detect sabotage or hidden flaws in a caravan and its cargo. The merchant will 'sense' something wrong and can home in on the problem until he finds it. Anything from cracked wheels, frayed ropes, and sick animals to mispacked crates, leaking barrels, or false documentation can be found with this spell.

### **Embezzle (Alteration)**

Range: 0'

Duration: Instantaneous

Area of Effect: 1 object

Saving Throw: Negates effect

With this spell the caster can falsify financial records to attempt to conceal their business transactions. It can be cast upon a scroll, or ledger and used to try to fool tax investigators, trick customs agents or hide theft. The maximum amount of the money which the caster attempt to have 'vanish' is 100 gold pieces per level of experience. The agent or investigator being fooled or tricked is allowed a saving throw with a -2 modifier and if they pass their saving throw, they 'sense' something is wrong and will often investigate further perhaps using other means such as *ESP* or *detect lie* spells to investigate the spellcaster.

The spell is a very rarely taught at the Great School of Magic for obvious reasons, and the very existence of the spell is known to few Glantrian spellcasters but occasionally the Arch Mistress of Alteration receives a 'request' from the Treasurer of the Council or the Minister of Coin via the Grandmaster to have Agents of Reckoning from the Department of Collections and Adjusters from the Department of Trade taught this spell to familiarize them with it to better recognize its use especially with merchants from Darokin where it is known that the spell is far more common and widely used.

**Resist Magic** (Abjuration) - last but not least is this interesting spell which is an outlier among BECMI spells in conferring any kind of *general magic resistance* upon a recipient. Deleted for now but by far the most interesting of the Gaz11 spells and might make a reappearance if the Uber-Diety finds a higher level AD&D or fandom spell to import to the spell lists then which this one would be kid brother to.

## **From Dawn of the Emperors, Champions of Mystara and module CM8**



While it can be safely assumed that most Mystara fans have the Dawn of the Emperors set, the Champions of Mystara set, and the CM8 The Endless Stairs adventure module which all introduced new spells to the Mystaran setting it was decided best to include them on the list as a reference in case one saw one of these unlinked spells on the list and did not remember from where they might have from.

### *Dawn of the Emperors Book Three: Players Guide to Alphatia*

#### **1<sup>st</sup> Level Spell**

**Bleach** (Alteration) - Commonly used for household uses or occasionally by artists. A common spell known throughout the Known World

#### **2<sup>nd</sup> Level Spell**

**Color** (Alteration) - Commonly used by artists. An Uncommon spell but still largely known throughout the Known World but treated as a common spell in Alphatia/NACE

#### **3<sup>rd</sup> Level Spells**

**Climate** (Alteration) - widely used for personal comforts in homes, towers and buildings. Common spell in Thyatis, Glantri and Alphatia. Uncommon elsewhere.

**Create Air** (Alteration) - an infrequently used spell except in relation to airship enchantment. Common spell in Alphatia, uncommon in Glantri and Thyatis. Very Rare elsewhere.

#### **4<sup>th</sup> Level Spell**

**Clothwall** (Evocation) - used mainly by artisans in highly magical settings with some use naval uses. Common spell in Alphatia, Uncommon spell in Glantri, Minrothad, and Thyatis. Rare to Very Rare elsewhere

#### **5<sup>th</sup> Level Spells**

**Fabricate** (Alteration) - a good catch all creation spell that has uses across the board. A Common spell known throughout the Known World

**Woodwall** (Evocation) - a good quick construction material kind of spell most often found in highly magical settings. Common spell in Alphatian and Glantri. Uncommon in Thyatis. Rare to Very Rare elsewhere.

## 6<sup>th</sup> Level Spells

**Disguise** (Illusion) - A common spell in magical settings such as Alphatia and Glantri. Uncommon in Thyatis and Rare to Very Rare elsewhere.

**Stonewall** (Evocation) - A good quick basic construction material spell also most often found in highly magical settings. Common spell in Alphatia and Glantri. Uncommon in Thyatis and Rare to Very Rare elsewhere.

## 7<sup>th</sup> Level Spell

**Ironwall** (Evocation) - a more unusual construction material spell most often used in Alphatian skyship construction. Common spell in Alphatia, Uncommon in Glantri, Rare in Thyatis and Very Rare elsewhere.

## 8<sup>th</sup> Level Spells

**Duel-Shield** (Evocation) - Specialized Alphatian dueling spell. Uncommon in Alphatia. Very rare in Glantri and Thyatis. Off the charts elsewhere.

**Impersonate** (Illusion) - A common spell in magical settings such as Alphatia and Glantri. Uncommon in Thyatis and Rare to Very Rare elsewhere

**Steelwall** (Evocation) - a more unusual construction material spell most often used in Alphatian skyship construction. Uncommon spell in Alphatia, Rare in Glantri and Thyatis, and Very Rare elsewhere

## 9<sup>th</sup> Level Spell

**Sleep-Curse** (Alteration) - a bad nasty spell that is very rare even in Alphatia and is thankfully unknown everywhere else even with the Alphatians of Glantri and Thyatis.

## *From Champions of Mystara: Designer's Manuel*

## 1<sup>st</sup> Level Spells

**Clear Sight** (Divination) - a commonly used and found spell throughout the Known World

**Float in Air** (Alteration) - A classic Alphatian air magic. A basic spell in Alphatia, a Common spell to Alphatians outside of Alphatia, an uncommon spell in non-Alphatian Glantri/Thyatis and Rare to Very Rare elsewhere

**Heat Air** (Alteration) - A common spell in Alphatia, an uncommon spell in Glantri and Rare to Very Rare elsewhere

**Oilskin** (Evocation) - An anti-rain spell popular with navies. Common spell in Alphatia and Thyatis, Uncommon in Minrothad and Darokin, Rare in Glantri, Very Rare elsewhere.

### 2<sup>nd</sup> Level Spell

**Displacer Field** (Alteration) - A multi-faceted spell known in various measures throughout the world. A common spell in Alphatia and Glantri, an uncommon spell elsewhere.

### 3<sup>rd</sup> Level Spell

**Dispel Fog** (Abjuration) - A common spell throughout the Known World.

### 4<sup>th</sup> Level Spell

**Create Atmosphere** (Alteration) - A classic Alphatian air magic. A basic spell in Alphatia, a Common spell to Alphatians outside of Alphatia, an uncommon spell in non-Alphatian Glantri/Thyatis and Rare to Very Rare elsewhere

### 5<sup>th</sup> Level Spells

**Automatic Pilot** (Enchantment) - A specialized Alphatian skyship spell. Uncommon in Alphatia. Very rare in Glantri and Thyatis. Unknown elsewhere.

**Prepare Enchantment** (Enchantment) - A common spell throughout the Known World.

**Spell Turning** (Abjuration) - A common spell throughout the Known World.

### 6<sup>th</sup> Level Spells

**Calm Wind** (Alteration) - A classic Alphatian air magic. A basic spell in Alphatia, a Common spell to Alphatians outside of Alphatia, an uncommon spell in non-Alphatian Glantri/Thyatis and Rare to Very Rare elsewhere

## *Module CM8: The Endless Stairs*

### 3<sup>rd</sup> Level Spell

**Stone Bolt** (Evocation) - A common spell throughout the Known World.

### 4<sup>th</sup> Level Spells

**Control Bats** (Enchantment) - An uncommon spell throughout the Known World mainly due to its narrow scope.

**Cheiromar's Warning Trumpet** (Evocation) - A unique spell created by Glantrian Arch Mage. Rare in Glantri. Unknown elsewhere.

### 5<sup>th</sup> Level Spell

**Control Gargoyle** (Enchantment) - A rare spell throughout the Known World mainly due to its narrow scope on such a relatively rarely found creature.

### 8<sup>th</sup> Level Spell

**Symbol** (Conjuration) - introduced two new symbols

## Spells From AD&D 1<sup>st</sup> and 2<sup>nd</sup> Edition

Compared to BECMI, AD&D has a plethora of various spells including many common ones that do feel as if they are missing in the BECMI game. While many are listed on the internet and accessible for those who want to infuse their BECMI campaigns with greater variety (thus differentiation) for their spellcasters there are a good number of AD&D spells not referenced on the internet thus unavailable for those that do not own the products. Here is a selection of some written for the Mystaran setting/Glantri and others that fit perfectly in the Glantrian setting

### Mystaran AD&D Spells from *Glantri: ~~Kingdom~~ of Magic*



The less said the better....but it had great artwork.. and did have some interesting spells.

#### 1<sup>st</sup> Level Spells:

**Dance Macabre** (Necromancy)

Range: 30 feet

Duration: 1 round/experience level

Area of Effect: 1 corpse

Saving Throw: None

A low-level version of the *Animate Dead* spell. Dance Macabre causes a single dead body to become animate, moving according to the caster's wishes, like a marionette. The body's crude and clumsy movements do not allow it to attack, nor perform precise or delicate actions. However, it can lift and drop large objects with both hands.



The corpse has 1d8 hit points and an Armor Class appropriate to its clothing or armor. A successful turning attempt vs. zombies effectively dispels this enchantment, causing the corpse to drop to the ground.

**Swiftly Devour the Written Word** (Alteration)

Range: 0

Duration: 1 hour/experience level

Area of Effect: The caster

Saving Throw: None

This spell aids in mundane research by allowing the caster to read normal, nonmagical books at five times normal reading rate. However, the spell does not help wizards read magical tomes or memorize spells. *(UD note: does not shorten the time needed to be spent in spell research)*

**2<sup>nd</sup> Level Spells:**

**Balliard's** (who??)

**Etienne's Rejuvenating Touch** (Enchantment)

Range: Touch

Duration: special

Area of Effect: 1 creature

Saving Throw: None

This spell, created by the Grand Master himself, and taught to all his masters revives an exhausted recipient (often a student). Those under its effect feel as though they have had an appropriate rest period (a good night's sleep), and they can easily operate for 16 more hours before resting. This spell does not allow for the recovery of lost spells or hit points, nor does it alleviate hunger, thirst, or illness.

A recipient of this spell can remain active longer without sleep if they receive a 2<sup>nd</sup> spell before the duration of the first elapses. However, the recipient has to make up all the sleep they missed when the duration of the 2<sup>nd</sup> spell ends. Say a human, needing 8 hours of sleep every 24 hours, stays active for 48 hours under the influence of two castings of this spell (16 hours of wakefulness from a normal night's sleep) they would need to sleep for 16 hours to make up for two lost sleep periods. Due to the stringent schedule the Great School of Magic keeps this spell is used more to cure normal exhaustion rather than grant students a wakeful night but its use outside of the Great School, especially to adventurers, to remain wakeful at night has proven to be very beneficial.

**Finery and Freshness** (Abjuration)

Range: Touch

Duration: 1 day/experience level

Area of Effect: 1 creature

Saving Throw: None

Using this spell wizards (or their targets) can resist dirt, blood, sweat, and other undesirable substances that otherwise would soil their persons or clothing. Although this spell in no way protects characters from damage, it keeps them looking good. It also preserves metal items from rust and tarnish and keeps clothing (and Glantrian clothing can get very expensive haha) from tearing or wearing thin.

### **3<sup>rd</sup> Level Spells:**

#### **Brannart's Acid Grip** (Evocation)

Range: 0

Duration: 1 round/experience level

Area of Effect: caster's hand

Saving Throw: None

This spell, developed by Prince Brannart, coats a caster's hand with a highly potent acid. The caster's hand remains immune to the effects of this acid for the spell's duration. Any creature the wizard touches (using normal attack against a targets AC with no saving throw against a successful hit/touch) suffers damage. A successful To Hit attempt means the target will suffer 1d6/2 points of damage for each round of the duration of the spell unless the target is able to immerse themselves or cleanse themselves with large amounts of water (equivalent of 1 water skin/1 quart).

The caster can also use this spell to destroy inanimate material, it burns a hand-sized hole through 2 inches of wood or 1 inch of metal in a single round. Magical material remains immune to the effects of this acid attack.

#### **Cloak Against All Peril** (Abjuration)

Range: 0

Duration: Special

Area of Effect: The caster

Saving Throw: None

This spell creates an invisible energy shield to absorb damage from all attacks against the caster. The cloak absorbs 3d4 points of damage plus 1 point per experience level of the caster. It can deflect damage from a single attack or from a number of successive attacks, although the spell has a maximum duration of only 1 round per level of the caster. The cloak dissipates when this duration ends or when the cloak has absorbed all the damage it can.

### **4<sup>th</sup> Level Spells:**

### **Counterspell Immunity (Abjuration)**

Range: Touch

Duration: 1d6 rounds + 1 round/level of caster

Area of Effect: 1 creature

Saving Throw: None

A character (or other spell recipient) enchanted with this spell becomes immune to the effects of one specific spell which must be spoken at the time of casting. The spell may only be of level 1-4 and the spellcaster must personally know the spell and have it in their own spellbook. A recipient of this spell can only be enchanted with a single instance of this spell at one time. A 2<sup>nd</sup> casting of this spell upon a target already under the effect of the spell, even if providing immunity to a different spell, renders the spell ineffective as well as cancelling the first spell.

This spell lasts 1d6 rounds, plus one round per level of the caster and will provide immunity to the specific spell for the duration of the spell. A countered spell has a percentage chance equal to the casters level of being reflected back to the spellcaster whose spell was countered. Ie A Counterspell Immunity spell cast by a 25<sup>th</sup> level wizard has a 25% chance of reflecting a countered spell back upon the caster whose spell was countered.

### **Everpresent Record (Conjuration)**

Range: 15 feet

Duration: 1 day/experience level

Area of Effect: 1 creature

Saving Throw: None

This spell which is often used at Parliament and at the Great School of Magic and when cast will have a magical quill pen appear beside the caster which begins writing all that the targets say. Once the spell is cast the target can move away from the quill but as long as the spell target remains within sight (and sound) of the quill it will continue to transcribe. The caster of the spell may end the spell at any time otherwise only a successful *Dispel Magic*, *Wish*, the target of the spell leaving the immediate area of the quill, or the quill simply running out of paper or ink will halt the writing before the spell's duration ends.

The caster of the spell would need to provide 100 sheets of parchment and a full bottle of ink for each day the spell might last. The spell makes the parchment extremely resistant to damage and the ink put upon it permanent.

### **5<sup>th</sup> Level Spells:**

**Boris's Unholy Blessing (Necromancy)** (*UD note: giving a little love to Boris, as Morphail does not participate in Secret Craft activities much less share spells, but this is one of the few 'custom' spells that would be shared among members of the Secret Craft*)

Range: 50'

Duration: 1 day/experience level

Area of Effect: Special

Saving Throw: None

With the passage in Glantri of the *Clerical Act of 1008* and with clerics now being more widespread in Glantri Sir Boris Gorevitch-Wozslany, brother of the reclusive High Master of Death thus one of the most prominent members of the Secret Craft of Necromancy, recently created this spell to protect any undead minions (or undead casters) from clerical abilities.

This spell affects 1 Hit Dice of undead creatures per experience level of the caster. When a cleric attempts to turn a creature so 'blessed' by the spell, the target undead may make a saving throw to resist based upon the level of the wizard who cast the blessing. Failing the saving throw means the turning attempt is handled normally.

### **Jaggar's Strengthened Bastion** (Abjuration)

Range: Touch

Duration: 1 hour/experience level

Area of Effect: 100 cubic feet/experience level

Saving Throw: None

This spell was created by Prince Jaggar to protect the Citadel during the war with Alpathia as well as his own castle of Ritterburg. This spell makes inanimate objects resistant to magic, giving the target(s) a saving throw against spells that normally allow none. The spell allows targets such as portions of walls, doors, or similar areas a saving throw against vs. *knock, dig, distance distortion, passwall, transmute, glasse, move earth, stone to flesh, teleport Any Object, crystalbrittle* and other spells that affect inanimate objects.

The target object(s) makes a saving throw attempt based on the casters level. This spell was made available to the Council of Princes as well as the Grand Army of Glantri and many important buildings and military installations, such as Castles Monteleone and Tchernovodsk have not only had this spell applied but made permanent via *Permanency* spells.

### **Lapis Bonds** (Evocation)

Range: 30 feet

Duration: 1 turn + 1 round/experience level

Area of Effect: 10-foot radius

Saving Throw: Negates effects

With this spell a wizard can conjure blue rings of magical energy that encircle creatures or objects. A caster can create one ring for every five levels of experience levels. While the wizard dictates the size of these magical rings upon casting the spell, they cannot exceed a radius of 1 foot per level and all the rings must be together in a 10-foot radius sphere. Creatures the caster wishes to bind in the rings may make saving throws to avoid them.

Once created, these azure rings stay fixed in space. They remain immune to all forces, including gravity. Nothing short of a wish can cause them to change size or position, although they can be dispelled. A ring that tightly encircles even one leg or arm pins the affected to the spot of the ring. The caster can try to place the rings so that they completely bind a target's legs and arms but the target receives a +1 bonus to their saving throw for each additional ring cast in an attempt to bind them. While often used to restrain targets they do not have to be cast at a specific target and can be cast in open air and are often used for anchoring ropes or for climbing.

### 6<sup>th</sup> Level Spells:

#### **Seek the Traveler** (Divination)

Range: Unlimited

Duration: Instantaneous

Area of Effect: 100-foot radius from caster

Saving Throw: None

A caster who casts this spell within one round of another's *teleport* spell can learn the exact destination of the teleporter. The teleporter must have been within the spell's area of effect when they cast their *teleport* spell. A caster of *Seek the Traveler* could choose to follow the teleporter if they chose but the normal rules for teleportation spells do apply ie: if the caster is not familiar with the location where the teleporter arrived, they only have 50% chance of a successful teleportation.

**Vansarie's Safe Room** (Abjuration) *(UD note: this spell, Room with No Doors, had great promise but as written was a complete mess. Substituted this with the original AD&D spell which this appears to have been some variant upon and is sorely missing in the core BEMCI spell. The AD&D spell: Forbiddance)*

Range: touch

Duration: 1 day

Area of Effect: 60-foot cube per level of experience

Saving Throw: negate effect/damage

The target area is warded against planar travel, preventing teleportation, dimension door/plane shifting, and ethereal penetration. Anyone can simply physically walk into the protected area, *Vansarie's Room* only prevents accessing the area from beyond or from a distance thus does not prevent leaving the cube using planar travel. Anyone attempting to gain entry using spells, magic, or planar travel must take a Saving Throw versus Spells with a -2 penalty. Those that fail are denied entry and returned to where

they came and suffer 2d6 hit points of damage. The caster has the option to make a password for the protected area and if done then there is no saving throw allowed and the attempt to enter will fail and the intruder takes the 2d6 hit points of damages.

### **7<sup>th</sup> Level Spells:**

#### **Alizé's Guardian Mantle (Abjuration)**

Range: 0

Duration: 1 turn + 1 round/level of spellcaster

Area of Effect: The caster

Saving Throw: None

This spell, created by the Arch Master of Abjuration herself and taught only to her most favored of students, creates a blanket of translucent blueish energy that encases the caster's body as protection from melee and missile attacks. Anyone attempting to attack the caster must roll a successful saving throw versus spell with a -4 penalty or find their attack foiled by the spell. Attackers who are using magical weapons may add the weapon bonuses to the saving throw modifier.

The spell does not affect spells or spell like powers and does not move with the caster but does not require concentration by the master to maintain which means they can cast spells and cast through the mantle at their attackers if desired.

### **8<sup>th</sup> Level Spell:**

#### **Andrea's Return the Traveler (Alteration) (UD note: renamed from Grasp the Magic Since Used)**

Range: 100 feet

Duration: Instantaneous

Area of Effect: Special

Saving Throw: Negates effect

This spell is an advanced version of *seek the traveler* which was discovered by the Kerendian arch-mage and later Arch Master of Alteration. A caster who casts this spell within one round of another's *teleport* spell can attempt to pull the teleporter right back to his original location. The teleporter must have been within the spells area of effect when they cast their *teleport* spell. The teleporter is allowed a saving throw vs. Spells to negate the spell.

### **9<sup>th</sup> Level Spell:**

#### **Jaggar's Pierce Any Shield (Alteration)**

Range: 0

Duration: 1 round

Area of Effect: Special

Saving Throw: None

This powerful combat spell was developed by Prince Jaggar and is commonly taught to military officers and Divisional wizards at the Great School and select others who are favorites of the spellcraft masters of Alteration. This spell must be cast one round before an offensive spell the caster intends to cast. Once cast the spell that follows immediately afterward can not be stopped by any magic item or spells such as *spell turning*, *anti-magic shell*, *counterspell immunities*, or stopped even by a *force field* or *prismatic wall* spell. An offensive spell when proceeded by this spell which allows a saving throw to the target is penalized with a -5 modifier.

## Non BECMI/non Mystara spells taken from AD&D



## Spells from AD&D Players Handbooks (1e and 2e)

### **2<sup>nd</sup> Level Spell:**

**Detect Basic Illusions** (Divination) *(UD note: modified slightly from AD&D version)*

Range: 30 feet

Duration: 1 turn + 1 turn/level

Area of Effect: The caster

Saving Throw: None

This spell enables the caster to recognize the existence of any illusions within range of the spell created by 1<sup>st</sup>-3<sup>rd</sup> level spell effects and also ignore the effects of illusions created by those 1<sup>st</sup>-3<sup>rd</sup> level spells/effects.

## Spells from The Complete Wizard's Handbook (PHBR4)

### 1<sup>st</sup> Level Spells:

#### **Copy** (Evocation)

Range: Special

Duration: Instantaneous

Area of Effect: 1 object

Saving Throw: None

This spell enables the caster to make a perfect copy of a map, letter or any written or drawn document. The caster must have a blank parchment or book with blank pages of sufficient size to hold the copy. Once the spell is cast the object being copied immediately appears on the blank sheet or page and is permanent. Copy can also be used to copy spells from a scroll or spell book but only if the caster already knows the spell.

#### **Corpse Visage** (Illusion/Necromancy)

Range: Touch

Duration: 1 round/level

Area of Effect: one creature

Saving Throw: Negates effect

This rare spell is known to few outside of those interested in the Necromantic arts and high-ranking masters of illusion and transforms the caster/recipients face (saving throw allowed if target is not willing) into the horrifying visage of a rotting corpse. The effect of the illusion is so startling that it can allow the caster/recipient advantages in surprise and/or initiative rolls. Those with low intelligence (Int 5 or less) or with 1 HD or less must make a saving throw when first seeing the caster/recipient or they will flee in terror for 1-4 rounds.

#### **Protection from Hunger and Thirst** (Abjuration)

Range: Touch

Duration: 1 day

Area of Effect: one creature

Saving Throw: None



When this spell is cast the recipient requires no food, water, or nourishment of any kind for the day. The recipient can either be the caster or anyone he touches. At the end of the spell's duration the recipient is no more hungry or thirsty than they were before the spell was cast.

### **3<sup>rd</sup> Level Spells:**

#### **Delay Death (Necromancy)**

Range: 30 feet

Duration: 1 turn/level

Area of Effect: one creature

Saving Throw: None

This spell enables one person or creature to postpone death. If *delay death* is cast before the indicated creature reaches 0 hit points, he is able to fight, cast spells, communicate, and take all other normal actions until they reach -10 hit points. However, from the time they reach 0 hit points until they are reduced to -10 hit points, the affected creature makes all attack rolls and saving throws at a -2 penalty and has their movement rate reduced by half.

When the creature reaches -10 hit points, he is dead, and the spell is not longer in effect. If the spell expires after the affected creature has reached 0 hit points but before he has been reduced to -10 hit points, the creature dies instantly.

#### **Invisible Mail (Abjuration)**

Range: 0'

Duration: Special

Area of Effect: The caster

Saving Throw: None

This spell enables the caster to cover his body with an invisible suit of plate mail giving the caster a AC of 3. Its effects are not cumulative with other armor, spells, or magic items and can not further lower the casters AC, but dexterity bonuses still apply. *Invisible Mail* offers no protection against magical weapons or attacks, but the spell will absorb 1 hit point of damage per level of the caster of non-magical attacks. When the *invisible mail* has absorbed as many hit points as the caster has levels the *invisible mail* will disappear. The *invisible mail* does not hinder movement, increase encumbrance, nor interfere with spell casting.

### **4<sup>th</sup> Level Spells:**

#### **Halo of Eyes (Conjuration)**

Range: 0'

Duration: 1 Turn/level

Area of Effect: Special

Saving Throw: None

This spell creates a halo of functional eyeballs that sits atop the caster's head, enabling the caster to see in all directions at the same time. These magic eyes also have infravision to a distance of 60 yards. The caster can see opponents on all sides of him, providing they are not invisible, and therefore can never be struck from behind and suffer a backstabbing attack. Any spells or natural effects that would affect the caster's normal sight also affect the magical eyeballs.

**Wind Breath** (Evocation)

Range: 0'

Duration: Instantaneous

Area of Effect: Cone 60 yards long and 30 yards wide at the base

Saving Throw: ½ damage

A traditional Alaphatian enhancement on the traditional *gust of wind* spell allows the caster to fill his lungs with air and expel a powerful wind. The strength of this wind is about 5mph for every level of the caster. Those outside the area of effect do not notice the increased winds, though objects may be blown out of the spell's area into their path.

If the *wind breath* is between 30-50mph there is a 10 percent chance that small boats could capsize, a 1 percent chance that ships capsize, and a 10 percent chance that a man-sized figure is knocked down. Creatures caught in a cone of wind of this speed suffer 1 hit point in damage from blown grit and debris.

If the *wind breath* is between 50-70mph there is a 70 percent chance that small boats capsize, a 20 percent chance that ships capsize, and a 50 percent chance that a man-sized figure is knocked down. Creatures caught in a cone of wind of this speed suffer 1d4 points of damage from blown grit and debris. Any flying creatures caught in the cone of a *wind breath* are blown back 10-40 feet.

If the *wind breath* is 70mph or greater there is a 100 percent chance that small boats capsize, a 70 percent chance that ships capsize, and a 70 percent chance that a man-sized figure is knocked down and blown 10-40 feet to suffer 1d6 hit points of damage per 10 feet blown. Creatures caught in a cone of wind of this speed suffer 1d8 points of damage from blown grit and debris. Any flying creatures caught in the cone of a *wind breath* are blown back 50-100 (40+10d6) feet. There is a 20 percent chance of common buildings are blown down.

### **5<sup>th</sup> Level Spells:**

**Angus's Rotting Touch** (Necromancy)

Range: Touch

Duration: 1 round/level

Area of Effect: One victim

Saving Throw: Special

This spell developed by Angus McGregor when he was 14 years old after years of patient 'experimentation' deep in bowels of Castle Crownguard allows the caster to attack with a rotting touch similar to that of a mummy. If the caster makes a successful T/H attempt and touches an opponent/victim they immediately lose 2-12 hit points and are infected with a rotting disease which if not cured is fatal in 1-6 months. For each month the rot progresses the victim permanently loses 2 points of Charisma. While infected the victim recovers lost hit points, naturally and magically, at 10 percent of normal rates

The rotting disease can be cured only with a *cure disease* or *heal* spell. If a victim makes a successful saving throw against the spell, they avoid the rotting disease but still suffer the 2-12 hit points of damage.

**Know Value** (Divination)

Range: 10 yards

Duration: Instantaneous

Area of Effect: 10-foot cube

Saving Throw: None

This spell enables the caster to know the total value of all coins, gems, and jewelry within the area of effect within the following limits.

The items must be clearly visible to the caster and not concealed, not within a chest or buried in the ground. The items must be fully in range of the of the caster, 10 yards, and fully contained within the area of effect. The spell does not detect the presence or value of any magical items.

**Willen's Wall of Bones** (Necromancy)

Range: 60'

Duration: Special

Area of Effect: 10-foot square/level; 6-inch thickness/level

Saving Throw: None

This spell, a ghastly Necromantic twist on the *wall of stone* spell, causes a wall of bones to erupt from the ground. The wall must rest upon a firm foundation, or it will collapse. The wall is made of the bones of many different types of creatures and is not a solid wall but one with many small opening and gaps. Thus, it only provides 50% cover but allows the caster to cast spells or fire off missiles from partial cover.

Creatures of small size (less that 4 feet tall) can wiggle through openings in the wall at a rate of 10 feet per round but due to the many sharp edges of the often-broken bones any creature wiggling through the wall will suffer 1d8 hit points of damage for every 10 feet traveled. The wall lasts until it is dispelled or physically broken or collapsed. The wall can be broken only by blunt weapons. Every 10 hit points of damage a wall takes (AC 5) will a 5-foot x 5-foot x 6-inch section of the wall to collapse.

### **6<sup>th</sup> Level Spell:**

**Blackmantle** (Necromancy)

Range: 60'

Duration: 1 turn/level

Area of Effect: 15' radius

Saving Throw: Negates effect

This spell which is a standard part of the necromantic spellcasters education creates a shimmering aura around all creatures within the affected area that negates all healing and regeneration, both natural and magical. For instance, a *Potion of Healing* has no effect in the area of effect, a troll can not regenerate lost hit points and magical healing spells fail to work. The spell effect is negated by a successful saving throw vs. spells

### **8<sup>th</sup> Level Spells:**

**Angus's Get Off My Lawn!** (Necromancy)

Range: 0'

Duration: 1 round/level

Area of Effect: The caster

Saving Throw: None

Created by great magical prodigy Angus McGregor after several tests and field experiments in the bordering grasslands of northwest Ethengar this spell when cast causes all vegetation within the area of effect to wither and die, crumbling into black ashes. All vegetation is affected, from the tallest tree to the tiniest blade of grass. Intelligent and magical creatures or plant life are also affected but are allowed a saving throw vs. magic to negate the effect them however the spell continues to affect any other vegetation (or any that fail to save vs. spells) as normal even if a successful saving throw is made by any intelligent or magical creatures or vegetation in the area of effect.

**Fear Ward** (Abjuration)

Range: 0'

Duration: 1 round/level

Area of Effect: One victim

Saving Throw: Special

This spell creates an aura around the caster that makes them immune to all forms of fear. Additionally, the spell protects the caster from physical attacks by all forms of undead. *Dispel magic* has no effect on *fear ward* and only a *wish* spell will negate it.

### **9<sup>th</sup> Level Spell:**

**Johann's Dragon Scales** (Abjuration) (*UD note: upleveled and adjusted protection level of published spell which though exotic but nothing more than flashy shield spell that did little else than decrease AC*)

Range: 0'

Duration: 1 round/level

Area of Effect: The caster

Saving Throw: None

This spell was created many years ago by the former Grand Master of the Great School of Magic and most powerful wizard of his day, Johann Von Drachenfels. When the spell is cast the caster must choose the color of the scales corresponding to dragon type. This spell causes the body of the caster to become completely covered with dragon scales effectively raised the caster's Armor Class by 2 for the duration of the spell. This modification is in addition to the caster's normal AC and any previous magical lowering by spell or device. The AC modification is not affected by the choice of the color of the dragon scales, but the choice is vital for the real value of the spell is that the dragon scales provide complete immunity to the breath weapons of the chosen dragon scale. *Dispel magic* can affect the dragon scales at normal chances of success.

This is a very rare spell to very few Glantrians and with few exceptions only taught only to those at the highest levels of the Secret Craft of Dracology. At present only 7 spellcasters in Glantri know this spell. The High Master of Dracology (and Johann's grandson) Jaggar von Drachenfels, the Arch Master of Social Sciences Heinrich Schneider, Colonel General Hans Grüber, the Arch Mistress of Abjuration Alizé Chanfreau, and three other high ranking Arch Mages of the Secret Craft of Dracology. Schneider discovered the spell as the 2<sup>nd</sup> highest ranking member of the Secret Craft while several other high level Dracologists were taught the spell by Prince Jaggar. The two non-Dracologists who know the spell learned the spell directly from Prince Jaggar. Grüber was taught the spell as reward for his services to Jaggar's army division and Chanfreau as an enticement to teach Jaggar her *guardian mantle* spell with him which she agreed to do.

## Spells from The Complete Book of Necromancers (DMGR7)

### **1<sup>st</sup> Level Spell:**

**Locate Remains** (Necromancy)

Range: 0'

Duration: 6 rounds + 3 rounds/level

Area of Effect: 30' long + 5'/level

Saving Throw: None

This spell which is one of the first spells a new Necromancer is often taught attunes the caster to the physical remains of dead beings in the area of effect and will detect the presence of unburied corpses or corporeal undead (such as skeletons or zombies), but has no effect on noncorporeal undead (such as ghosts or spectres). The area of effect extends in a 10' wide path, facing the in the caster's current direction. Scanning in a direction requires one round, during which time the caster remains motionless in concentration.

This spell does not impart any knowledge regarding the identity (or undead nature) of the remains; only the current locations of corpses within the area of effect are learned. If a personal item or a small fragment of the deceased individual is available at the time of casting, the spell can be used to locate the remains of that specific individual. In that case, the spell does not register the presence of any remains except those of the desired individual. Both the general and specific versions of the spell have no effect if cast on a living creature of any kind.

#### **4<sup>th</sup> Level Spell:**

##### **Winnie's Wound Transfer (Necromancy)**

Range: Touch

Duration: Permanent

Area of Effect: 1 Human, Humanoid, or Demi-Human

Saving Throw: None

This spell, a necromantic healing spell, was developed years ago by the current High Mistress of Necromancy Winnie Duncan- Shaw while serving as the Mistress of the Healing Arts at the Great School of Magic. By casting this spell, the caster transfers some of the wounds of another creature to him- or herself, thereby partially curing the recipient.

Up to 2 hp per level of the caster may be transferred, so a 10th level necromancer could cure an ally of a 20-hp wound (but the wizard will then take 20 hp in damage). This spell cannot restore amputated limbs or drained life levels, or lost life. The caster cannot drain his or her own life. Hit points lost by the wizard may be regained by normal healing or other magic. Finally, after the transfer is complete, the wizard temporarily loses four points of Constitution due to extreme exhaustion; each point may be recovered by six turns of complete rest. If the caster's Constitution drops below 3, unconsciousness results, and full Constitution is not regained for 24 hours.

#### **7<sup>th</sup> Level Spell:**

### **Winnie's Wound Conferral (Necromancy)**

Range: Touch

Duration: Permanent

Area of Effect: 1 Human, Humanoid, or Demi-Human

Saving Throw: Negates effect

A more powerful version of *Winnie's wound transfer* this spell was also created by Winnie Duncan-Shaw during the siege of Glantri City in 1008 by the Orc King Thar. Winnie, who was now a Mistress of Necromancy, had volunteered to serve as a front-line physician and came up with this spell in a desperate attempt to save the life of a teenage boy (who reminded her of her long dead son) who had been manning the outer wall but had been impaled right through the chest by a Ogre spear.

This spell enables the caster to transfer the wounds (up to 3 hp per level of the caster) between any two creatures, excluding the caster. The wizard must be able to grasp both the wounded creature and the creature about to receive the wounds. The two beings must either be willing to undergo the spell, or else be sleeping, unconscious, or otherwise bound and secured from escaping the caster's grasp. The recipient of the disability is entitled to a saving throw vs. spells if unwilling. If the recipient's saving throw succeeds, the transfer is incomplete, and nothing further happens.

If a save is failed, or both subjects are willing, the recipient gains the wounds of the wounded creature, subject to a few limitations. The total amount of transferred hit points is limited to the caster's current hit points (or 3 hp per level, whichever is smaller). The spell functions by conveying the wounds from the disabled creature to the caster (during the first round of casting) and then from the caster to the final recipient (during the second round of the spell). If interrupted during the two rounds of casting, the spell merely fails without any transfer of wounds from the wounded creature. After the exchange is complete, the wizard temporarily loses seven points of Constitution; each point may be recovered by two hours of complete rest. If the caster's Constitution drops below 3, unconsciousness results, and the full Constitution is not regained for 24 hours.

### **9th-Level Spell:**

#### **Death Ward (Necromancy)**

Range: 0'

Duration: Special

Area of Effect: 1 Doorway, portal, or small object

Saving Throw: Negates effect

This spell can cover a doorway, or similar portal like a shuttered window, with the most forbidden and lethal of necromantic runes. Any creature that tries to pass through the warded area without first speaking a word of command is immediately subjected to a modified death spell. A death ward may also be cast on an item (usually a spell book or phylactery)

A single application of this spell can kill up to twice as many hit dice or levels of creatures as the wizard who cast the spell has levels of experience (thus a 30<sup>th</sup> level wizard can slay up to 60 hit dice/levels with a single death ward). Each creature passing through the ward is entitled to a saving throw vs. death magic with a -4 penalty; if successful, the individual survives, and the ward loses none of its lethality. However, those who fail their saves are immediately slain (as per a death spell) and their levels or hit dice are subtracted from the potency of the ward. Those with greater hit dice than the current power of the death ward are unaffected by the spell. For example, an 18th-level lich has cast the death ward (which can slay up to 36 levels) on the entrance to her inner sanctum. A party of four characters, each 15th level, enter her lair and foolishly traverse the warding. The first member fails his save and perishes, reducing the ward's effectiveness to 21 levels. The second character makes her save and thus escapes any ill effects (the ward remains unaffected, however). The third character fails the save and dies also, reducing the ward to 6 levels of potency. The fourth 15th-level character has too many levels of experience to be affected by the weakened ward, which remains in effect until drained by a less powerful being.

Despite its lethality, this is not a subtle warding. The protected area or object is literally covered with intricate, arcane runes and symbols at the time of casting. These glyphs may flash ominously with pale red or blue light when approached within 10 feet. The entire area radiates a magical aura of lethal necromancy. Provided that he or she is on the same plane of existence, the caster will be immediately aware if the death ward has been triggered. By concentrating, the wizard who cast the ward may determine its current level of lethality, regardless of distance.

## Existing Fandom Spells Altered by Micky the Mage



### 2<sup>nd</sup> Level Spells:

**Improved Magic Missile** (Evocation) Originally published by [Aozy Markov](#) as **Big Magic Missile**

Range: 60 feet + 10 feet/level

Duration: 1 round/experience level

Area of Effect: Creates 1 spear sized missile

Saving Throw: None



This spell creates one big missile and is treated as a basic *magic missile* spell except as follows. The spell only creates one missile but instead of creating more missiles as the spellcaster gains levels, the single improved missile increased damage. The improved missile starts at  $2d4+2$  points of damage. For every two extra levels of experience, the wizard gains  $+1d4+1$  damage--he has  $3d4+3$  at 5<sup>th</sup> level,  $4d4+4$  at 7<sup>th</sup> level,  $5d4+5$  at 9th level, and  $6d4+6$  at 11<sup>th</sup> level at which the spell reaches its maximum damage.