

New Radiance Spells Developed During The War of the Immortals And The War With Alphatia

6th Level Radiance Spells

[Etienne's Morsal of Mortal Detection](#)

Range: 0'

Duration: 2 Turns

Effect: Everything within 120' feet

History: This spell was created by Etienne d'Ambreville, the *mortal form* of the Immortal Rad, as one of the first Radiance spells members of the Brotherhood of the Radiance could use in AC 871. The spell is a far more limited version of the Immortal level spell Rad had created that allowed him to detect use of the Radiance and trace it to individuals allowing him to detect unauthorized users as well as abuses of the Order of Radiance by members of the Brotherhood restricting its use per the noble's rank. This spell is known by all but the newest and least experienced members of the Brotherhood and is currently being used to try to find unknown, unauthorized users and also to avoid accidentally violating other Radiance Wizards private libraries or laboratories while hunting down leads. (*see Osanna's Reticent Radiance Marker*)

Description: This mortal version of the spell has a far more limited range and duration than the Immortal spell Rad uses. The caster will sense that a Radiance spell has been cast or the effects of a Radiance spell are in effect with the area of effect of the spell. The caster of this spell need not see the other caster of a Radiance spell or even have the area of effect in his sight. He will merely sense the presence of Radiance magic being used and will have a general sense of what direction the Radiance magic is coming from in relation to the caster's location.

[Osanna's Reticent Radiance Marker](#)

Range: Touch (Radiance Receptacle)

Duration: 1 day + 1 hour/level of caster

Effect: 100' radius from Radiance Receptacle

History: This spell was created in AC 1013 by the Viscount of Amboise, Michel Leconte (Brother Osanna) to help the Brotherhood of the Radiance in their efforts to remove reference to the Radiance after the disappearance of Raf after the end of the war with Alphatia. As the members of the brotherhood use codenames and do not know each other's identities it was entirely possible members investigating leads of Radiance knowledge could unwittingly penetrate another Radiance wizard's inner most secret areas in search of those Radiance related references. With this spell at least an investigating Radiance wizard would be warned and know before they violated another member's private areas. While the spell would likely give away the wizards identity, as the location could easily be traced to the Radiance wizard, the Brotherhood had run out of ideas in the years since Rad disappeared to keep identities secret yet try to keep unauthorized and unknown wizards from discovering or using the Radiance. This spell is known by all Radiance wizards of the appropriate level as the existence of the newly created spell was shared by Brother Osanna for all the members to us to protect their secrets if not their identities. (*see the Glantrian Almanac vol. 3; AC 1010 – AC 1011 for a much fuller exploration of the difficulties and challenges facing the Brotherhood after Rad's disappearance*).

Description: This spell once cast creates an invisible Radiance bubble centered on the Radiance users Receptacle. The bubble has a radius of 100 feet and is not blocked by any material, other than lead or water. The bubble has no effects and cannot be dispelled, nor can it be detected by any common magical spells such as Detect Magic or Detect Invisible nor any common Clerical spells such as Truesight. Only a Wish or the 6th level Radiance spell *Etienne's Morsal of Mortal Detection* can detect the presence of the Radiance bubble.

7th Level Radiance Spells

[Mori's Radiance Skimming](#)

Range: 30'

Duration: One Turn per level of the caster

Effect: Opens a gateway to another point on Mystara

History: This spell was discovered in AC 912 by the powerful Radiance wizard, Grandmaster of the Great School of Magic and Prince of Krondahar Momai Virayana (Brother Mori). The spell is not commonly known by most Radiance wizards as while it offers a bit more flexibility than the standard 5th and 7th level Teleport spells it does come with more risk of error in addition to the ever-present danger a Radiance wizard has of Radiance corruption. Only two current members of the Brotherhood know this spell; Prince Brannart McGregor has been a member of the Brotherhood since AC 961 and Prince Harald Haaskinz who is the Brotherhoods 2nd longest serving member.

Description: This spell allows the caster to open a gate to any point on the surface of Mystara. The spell operates generally like a normal Teleport spell but offers two varied opportunities using the Radiance to instantaneously travel.

Destination Is:	Probability of Teleporting:		
	On Target	High	Low
Intimately Familiar	01-98	99	00
Exact	01-95	96-99	00
General	01-80	81-90	91-00
Casual	01-50	51-75	76-00
Seen or been once	01-30	31-62	63-00

While Exact, General and Casual are handled the same as a normal Teleport spell, Mori's Skimming the Radiance spell allows a wizard with intimate knowledge of his destination spot, such as his bedroom or a laboratory or study to travel with less than half the chance of error as a Teleport spell will allow. However, unlike a Teleport spell or even the 7th level Teleport Without Error spell this spell will allow a chance, risky as it might be, for the wizard to teleport to a location he has not studied nor visualized as they must even attempt to travel with 'casual' knowledge. The main benefit is the spell can be used as an emergency reactive escape spell where split seconds and memory and visual recall might be the difference between escape or death/capture.

8th Level Radiance Spell

[Vuurzee's Radical Radiance Ray of Absorption](#)

Range: 60'

Duration: 1 Turn/ level of caster

Effect: One targeted creature or at a specific item

History: This powerful new spell was created in AC 1008 by Colonel General Chanash Teval (Brother Vuurzee) as part of Rad's program to have the Brotherhood of the Radiance (especially its newly recruited military/combat wizards such as Teval) discover ways to use the Radiance to defend Glantri against an attack by Alphatia. Per Rad's mandates to his special (non-noble) wartime recruits into the Brotherhood the discovery of this spell was freely shared to the other members of the Brotherhood for them to allow them to be able to learn the spell at normal rates of success (as opposed to discovering a 'new' spell). The spell proved to be a resounding success in action as shown during the massed Alphatian wizard attack upon Glantri City. Several of the members of the Brotherhood effectively used the spell upon Alphatian archmages removing them from the fighting.

Description: When this spell is cast, the caster strips all magic from the target of the spell. Cast upon a non-Artifact magical item, the spell produces an effect identical to that of a Rod of Cancellation for the duration of the spell. Cast upon a spellcaster, it instantly dispels any spells in place upon his person and does not allow spellcasting by the target for the duration of the spell. If cast upon a spellcaster any magic items possessed by the spellcaster are not affected and would have to be targeted individually by additional spells. Due to the higher order of Radiance magic to standard magic there are no saving throws allowed. The spell can cripple wizards, destroy constructs, and return conjured creatures to their place of origin among other things. After the spell's duration has ended magic items regain their powers and spellcaster can cast spells again.

9th Level Radiance Spell

[Morningsun's Shade of Uninvited Instantaneous Ingress](#)

Range: 50'

Duration: 1 hour/level of caster

Effect: 1000' radius per level of caster

History: This spell was rediscovered in AC 1010 just after the end of the Great War with Alphatia by Lord Angus McGregor (Brother Morningsun). The spell was first discovered and used by the great draconic wizards during the invasion of the Highlands by the Overlord in AC 512 and though the stories had persisted for generations of the great feats the wizards were able to do with the Radiance the knowledge of that magic was lost for nearly five centuries as most Radiance wizards were focused on their personal knowledge and aspirations to power to try to recreate what the Dragon wizards were able to do with the Radiance. That changed when war broke out between Glantri and Alphatia and Rad directed members, including recruiting new members, to see how to use the Radiance to protect Glantri. Though discovered several months too late to prevent the massed attack of teleporting wizards over Glantri City the spell has been rediscovered at last and is known by several members of the Brotherhood including the Grand Master of the Great School Harald Haaskinz and can protect the city in times of war in the future.

Description: This spell creates a hemispheric bubble that prevents any teleportation, dimension door or similar means of instantaneous transport from outside the bubble to the area inside the bubble. Any spell which attempts to do so will automatically fail and leave the caster safely where they were but losing the spell from memory. The spell does not, however, affect such spells cast from inside to areas outside the dome which extends upward as well as outward. A Radiance wizard of 21st level (the minimum level to cast the spell would have dome of 21,000 feet high and wide around him which is more than enough to protect the entirety of both inner and outer Glantri.

Crabbit's Ungentle Severing of the Tie

Range: 60'

Duration: Permanent

Effect: One targeted creature or at a specific item

History: After the discovery of Vuurzee's Radical Radiance Ray of Absorption in AC 1008 several members of the Brotherhood explored the possibility of a spell to permanently disable wizards or destroy (non-Artifact) magic items. It wasn't until AC 1011 however that the first member of the Brotherhood, Duke Alasdair McAllister of Fenswick (Brother Crabbit), discovered how to permanently drain a magic item of its magic or permanently render a magic user without access to magic. Rientha corrected theorized that the harmful nature of the Radiance could in fact kill the very thing that gave magic users the ability to use magic (see The Citadel Quarter, Great School of Magic page 40) thus making the magic user the same as 80-90 percent of Mystara's population and unable, no matter their intelligence, to use magic. The testing, upon several captured Alphas and humanoid wicca, was brutal not just to the test subjects but to brother Crabbit who has, though his hard use of the Radiance, developed additional rotting disease to his back, and left leg and now has five parts of his body afflicted with the horrid disease. Halfway to the fate Prince Brannart suffered. Though tempted to keep the spell to himself Brother Crabbit knew he had discovered an important spell that would cement his legacy as a Radiance wizard thus he shared the news of the discovery with the Brotherhood but did not go as far as to share his notes, leaving the other members to their own devices to discover this powerful spell. In the three years since Brother Crabbit announced his discovery only two of the members of the Brotherhood of the Radiance have managed to successfully research and learn the spell; Brothers Bluelight, and Snape, Prince Harald Haaskinz and General Hans Grüber.

Description: The Radiance is the source of all magic in the multiverse, once you have discovered this truth, you may in turn discover sever the tie. If successful, the target of this spell is cut totally off from the Radiance. Next to the spell to attain Immortality this might be the most powerful spell the Radiance can grant mortal users.

Constructs and Undead that are targeted by this spell are destroyed instantly. Conjured creatures are dispelled. Non-Artifact magical items this spell is cast upon become non magical. Magic users that are targeted by the spell are no longer able to cast any arcane spells, regardless of class, level, and ability scores. Magic items carried by the target are not affected and must be targeted specifically by a spell to be affected. A saving throw is allowed for magic users only if their level matches or exceeds the caster of the spell. Those who have their ability to cast spells taken away may only have it restored by a wish spell. A magic user who has his ability to cast spells taken away remains as his was in character level, Hit Points, and Saving Throws, they simply cannot cast spells or use magic items as Magic Users can.

This extremely powerful spell is not without risk to the caster though as Brother Crabbit would attest. Due to the *immense* flow of the Radiance through the caster to the target needed to permanently kill the magic of a device or a magic user; the caster will have a 20% chance of suffering Radiance corruption to one part of his body as detailed in Gaz3 each time he casts this spell.

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