

# New Spells of the Shepherds of the Temple of Rad

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

Meditation (new spell by [Micky the Mage](#))

Range: 0' (caster only)

Duration: 12 turns + 1 turn/level of caster

Effect: Provides a temporary boost in Intelligence

Description: This spell is exactly like the Meditation ability introduced in Gaz3 except it allows the Shepherd to either bypass the actual hour spent in mediation or, as is used most cases by Great School of Magic educated Shepherds, to duplicate the effect when casting the spell after an hour spent in mediation. Thus, when the spell is cast for those possessing and using the special meditation ability the Shepherd gains a doubling of the modifier to ones intelligence (+2 up to level 5, +4 up to level 10, all the way up to +16 at level 36). Needless to say, the modified intelligence can exceed the maximum of 18 during the duration of the spell and is cumulative with any other temporary modifiers to a caster's Intelligence such as the 4<sup>th</sup> level spell *Get Smart*.

Removal of Hair\*

Range: Touch

Duration: Permanent

Effect: One creature or object

Description: This spell causes hair or hair like growth to diminish. Up to six feet of hair like material can be removed in this manner. The exact amount is up to the caster.

The reverse of this spell, Growth of Hair, causes hair or hair like material to grow up to six feet in length. The exact amount is up to the caster.

This spell has limited to use in combat. At the DM's discretion this spell could, if cleverly used, have some minor impact on a melee. For example, it could be used to force an unwilling recipient to either loose initiative or make a dexterity check to avoid being momentarily entangled. Unwilling recipients of this spell are entitled a saving throw vs. spells to avoid the effect.

Summon Blackboard (new spell by [Micky the Mage](#))

Range: 10'

Duration: 12 turns + 1 turn/level of caster

Effect: Creates a special chalkboard for teaching purposes

Description: This spell creates a magical tool for Shepherds when serving as teachers or instructors. Many Shepherds of Rad serve as the primary academic teacher and magical educator in rural and wilderness settlements in Glantri thus it is inconvenient for the Shepherds to lug the heavy and bulky boards to the far-flung settlements they hold classes in. With this spell a Shepherd not only creates a 3' high by 4' wide blackboard (with a stand of course) but allows the caster to have his words, as he chooses, appear on the blackboard. A command word will erase the entire board.

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

Charm Speech (new spell by [Micky the Mage](#))

Range: 100''

Duration: 12 turns

Effect: A limited form of *charm person* upon listeners

Description: This spell affects all listeners within the range of the spell who fail their saving throw against spells. To all listeners who fail their save the Shepherd gains a +6 to a DR on the Reactions Table and upon a friendly result, much as a charmed person, will often follow the directions or orders a Shepherd confers upon his audience. As the spell is not a true Charm Person spell there is no dispelling the effect of a failed save.

This spell is often used during morning services at the Temple, often when calling for tithes, or in more extreme cases as in crowd control of unruly or rioting groups of people.

Increased Perception

Range: 0' (caster only)

Duration: 3 rounds/level of caster

Effect: Allows caster to detect any physical presence within 100' of their person.

Description: This spell allows the caster to become aware of all living creatures up to 100' away in all directions. The caster is able to determine the general direction of travel and location of all creatures detected by this spell, but he or she will not be able to determine their size, alignment, velocity, level of ability, or whether or not they are on an upper or lower level of the place they are in (this is especially apparent in a dungeon or cavern). This spell detects only living creatures; undead beings are not detected, and neither are any creatures not native to the Prime Plane. As this spell detects living things, it will also detect fungi, plants, mundane insects, and normal animals in addition to humanoids and other creatures. As a result, an area registered as being full of creatures may in fact contain a large patch of toadstools and an ant colony. Finally, though this spell does indicate where other living creatures are in relation to the caster, it does not provide any information concerning the layout of the place he or she is in; it does not, therefore, provide a map of the surrounding area.

Whisper

Range: 60' + 10'/level

Duration: 3 round + 1 round/level

Effect: Pass a whispered message to one other creature

Description: When this spell is cast, the magic-user can whisper a message while concentrating on one other creature in view and within range, and the whisper will travel in a straight line to be audible to that creature. The message spoken during the whisper must fit into the spell duration to be completely heard. If there is time remaining once the caster has completed her message, the creature who received the whisper can make a whispered reply that will be heard by the spell caster. Note that there must be an open unobstructed path, of at least 1' width, between the spell caster and the recipient of the spell.

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

Detect the Potential (new spell by [Micky the Mage](#))

Range: Touch

Duration: 6 Turns

Effect: One living creature at a single two round long touch

Description: This special spell is known only to Shepherds of Rad within Glantri but has a similar spell in the old Alphatian Empire and has been exported by Glantri to their friends and allies in Thyatis. The spell will establish whether a living being has the presence of Magacromagamorons which are microscopic life forms (binomial name Stultus Proditor) in the blood of those with the latent ability, with proper training, to learn and cast magic spells and become magic users. Upon touching and holding a testee for two rounds a Shepherd can tell with 99.9% accuracy if the testee is 5 years or older if they possess the ability to learn and cast magical spells. Since the latent ability is not fully manifested until age 5 testing by the Temple of Rad is not officially done before age 5 though for nobles and the very influential exceptions are often made.

Get Wise (new spell by [Micky the Mage](#))

Range: 0' (caster only)

Duration: 12 turns + 1 turn/level of caster

Effect: Provides a temporary boost in Wisdom

Description: This spell allows the caster to gain a temporary +5 point increase to their Wisdom and is often used when providing guidance or advice to members of the flock or when faced with challenging academic questions that require the Shepherd to make a skill check to successfully answer. There is no max Wisdom value (ie. 18) for this spell and the Shepherd can temporarily exceed 18 Wisdom due to the teachings and guidance of Rad.

[Undeniable Truth](#)

Range: Touch

Duration: 1 turn

Effect: forces one other being to answer one or several questions truthfully

Description: To cast this spell the caster must touch the recipient, if the recipient is an unwilling one then a to-hit roll must be made. Once cast the recipient of the spell must answer a number of questions, depending on the table below, that the caster asks. The recipient is not forced to answer the question by the spell, but if they choose to answer then they must answer the question truthfully. The definition of truth understandably only extends as far as the recipients perception of the truth exists, though if the recipient knows nothing about the thing question, then if they answer they must answer that they know nothing. The questioner must be caster of the spell and no effect is gained by questions being asked by any other person. The spell does not give the ability for the casters question, nor the recipients answer to be understood, other means must be used to ensure this if needed. The number of questions which are allowed within the duration of the spell is dependent on the recipients intelligence depending on the table below.

Intelligence	Number of Questions
20 and above	10% chance for one question
18 - 19	50% chance for one question
16 - 17	one question
13 - 15	two questions
9 - 12	three questions
6 - 8	four questions
1 - 5	five questions
0	is the recipient capable of contact?

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

### Bang

Range: 240'

Duration: Instantaneous

Effect: 40' sphere of Sound

Description: Upon completion of this spell, a ball that in all respects resembles a fireball flies from the caster's hand to a target within range. However, it does not release any heat or light when it explodes, instead it produces an ear shattering bang. The noise can be heard for a huge distance (DM's judgement, but this may attract or scare off wandering monsters), and all within the 40' sphere area of effect must make a saving throw versus spells or be deafened for 1d4 hours. All windows, bottles, pottery, etc. (including potion bottles) are automatically destroyed.

### Neutralize Pain

Range: 0' (caster only)

Duration: 1 hour/level of caster

Effect: Allows the caster to ignore all pain for the duration of the spell

Description: This spell allows the Shepherd to call upon Rad's protection and ignore all pain (but not damage) for the spell's duration. As a result, the Shepherd, if he or she has suffered grievous injuries (from falling, fire, freezing, spells, or any other damage) will be able to carry out actions without suffering any penalties as a result of pain (although modifiers due to pain are often at the discretion of the DM). This spell therefore renders the Shepherd effectively immune to physical torture. Additionally, the Shepherd will be able to perform such minor (i.e., non-combat related) acts as grasping a red-hot brand, walking on a bed of coals, and pulling something out of a fire, without sustaining any damage or feeling any pain. Finally, any poisons or illnesses that cause pain (which could otherwise debilitate the victim) will not affect the Shepherd for the duration of the spell, although they can still receive damage and/or other penalties (such as decreased attributes) from them and could die as a result.

It should be noted that the Shepherd's possessions and clothing are not protected in this manner, and once the spell expires, any ignored pain (if it still exists) will become noticeable once more.

Get Smart (new spell by [Micky the Mage](#))

Range: 0' (caster only)

Duration: 12 turns + 1 turn/level of caster

Effect: Provides a temporary boost in Intelligence

Description: This spell allows the caster to gain a temporary +5 point increase to their Intelligence and is often used in researching of spells, creation of magic items or when faced with challenging academic questions that require the Shepherd to make a skill check to successfully answer. There is no max Intelligence value (ie. 18) for this spell and the Shepherd can temporarily exceed 18 Intelligence due to the teachings and guidance of Rad.

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

Body Clock

Range: 0' (caster only)

Duration: 6 turns + 1 turn/level of caster

Effect: Special

Description: This spell has three different aspects but has no effect on movement, spellcasting or any other normal activities.

1) The subject's need for sleep is reduced. For every hour that a subject sleeps, he is as refreshed as if he slept 10 hours. For every two hours that a subject sleeps during the spell (20 hours of rest), he regains hit points as if he spent a complete rest. However, wizards are not able to memorize spells; "real" time must pass for this to occur.

2) The subject's need to breathe is reduced. He breathes only 10% as often as normal for the duration of the spell, enabling him to hold his breath 10 times longer than normal and use less air in enclosed situations.

3) The subject can set an internal "alarm clock" to alert him when a specific amount of time has passed. The subject then hears a brief ringing in his ears, audible only to him. The ringing is loud enough to wake the subject. He can set as many internal alarm clocks as he wishes, as long as they all occur within the duration of the spell.

Silence 30' Radius (new spell by [Micky the Mage](#))

Range: 180'

Duration: 12 turns

Effect: Sphere of silence 60' across

Description: This variant of the 2<sup>nd</sup> level generic clerical spell was created by Rad for use by his Shepherds to reign in unruly students in the classroom or crowds in public and functions exactly as the clerical spell by for the greater area of effect of the spell.

Just as the clerical spell the spell also has combat applications as a way to attempt to neutralize opposing spellcasters but as Shepherds of Rad are rarely involved in combat the spell is rarely used as was intended in the BECMI rules but is used to subdue unruly students or crowds.

Damnit Rad, I'm a Wizard not a Miracle Worker (new spell by [Micky the Mage](#))

Range: Touch

Duration: 12 rounds + 1 round/level of caster

Effect: One creature or object

Description: This spell draws power from the Shepherds Talisman and allows the Shepherd to heal damage, providing 2-7 (1d6+1) points of temporary healing. The Shepherd can cast it upon himself as well as upon others and is often used to provide temporary lifesaving healing until the gravely wounded recipient of the spell can receive more permanent healing.

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

[Alter Gravity](#)

Range: 50'

Duration: 6 turns + 1 turn/level of caster

Effect: Alters the gravitational forces affecting one object or person

Description: Originally created by Etienne d'Ambreville over 200 years ago as a means to amuse himself, the alter gravity spell has become very useful in many different situations. It enables the caster to "fool" an object into believing that another direction is "down" for the duration of the spell, with predictable results. Living beings are also affected, with their bodies suddenly finding a wall or the ceiling to be a floor and falling sideways - or upwards - in that direction. This spell can be quite deadly in large rooms, where the walls and ceiling can be quite a distance away. Normal falling damage rules apply for any living being affected by this spell.

[Detect Magic Use](#) (by [Micky the Mage](#))

Range: 20' + 10'/level of spellcaster

Duration: 1 turn

Effect: detects the casting of any magical spells within the range of the spell

Description: With this spell a Shepherd of Rad can, with the duration and range of the spell, tell when a magical spell has been cast. When a Shepherd casts the spell they, but no one else, will see a glow surround any caster of a magical magic spell if the caster is or comes within sight of the Shepherd during the duration of the spell. No saving throw for the Magic-User/Elf is allowed.

[Regeneration](#)

Range: Touch

Duration: 2 rounds/level

Effect: One character or monster

Description: The recipient of this spell recovers subsequently lost hit points at the rate of one hit point per round. Hit points lost prior to the casting of this spell are not regenerated by this spell.

For every ten levels of experience beyond what is required for the spell caster to cast regeneration, the recipient recovers an additional lost hit point every round. Thus, the recipient of a regeneration spell casts by a 5<sup>th</sup> level magic-user subsequently recovers one lost hit point per round; while the recipient of a regeneration spell cast by a 15<sup>th</sup> level magic-user subsequently recovers two lost hit points per round.

While a troll is incapable of regenerating damage inflicted by fire or acid, the regeneration spell does not share this limitation. Also, unlike a troll, the recipient of this spell does not regain lost limbs.

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

Detect Clerical Use (new spell by [Micky the Mage](#))

Range: 20' + 10'/level of caster

Duration: 1 turn

Effect: detects the casting of clerical spells with the range of the spell

Description: With this spell a Shepherd of Rad can, with the duration and range of the spell, tell when a clerical spell has been cast. When a Shepherd casts the spell they, but no one else, will see a glow surround the caster of a clerical spell if the caster is, or comes within, sight of the Shepherd during the duration of the spell. No saving throw for the Cleric is allowed.

Note that that with the distinction with clerical spells this only applies to spells granted by immortals to traditional clerics and not magical spells cast by clerics (ie. Clerics of IIsundal or Rad or any other immortal whose clerical spells are magical spells in nature)

### Reintegration

Range: 60'

Duration: Permanent

Effect: Restores one *disintegrated* creature or object

Description: This spell affects the particles ('dust') resulting when one creature or object has been subjected to the *Disintegrate* spell (level 6) or similar effect. If it is cast upon the area in which the Disintegration occurred, *and* (most importantly) within 1 hour of that event, then the subject reappears instantly, in the same condition as when Disintegrated (*i.e.* if wounded, diseased, poisoned, *etc.* that still applies). If a creature is slain and then Disintegrated, the slain corpse appears, and can be then restored further with either a *Raise Dead* or *Raise Dead Fully* clerical spell (q.v.) as applicable.

If the above 1-hour limit has passed, then the spell will have no effect unless preceded by a *Wish* (9th level spell or equivalent) used specifically to retrieve the 'dust' (residue of the disintegration) that has scattered. If this applies, the Dust can be gathered at any location on the same planet, and the Reintegration occurs there.

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

Locate Magic Use (new spell by [Micky the Mage](#))

Range: 20' + 10'/level of caster

Duration: 2 turn + 1 round/level of caster

Effect: detects the casting and direction of magical spells with the range of the spell

Description: With this spell a Shepherd of Rad can, with the duration and range of the spell, tell when and the general direction a magical spell has been cast. When a Shepherd casts the spell they, but no one else, will see a glow surround the caster of a magic spell and know in what direction the caster is located if the spellcaster is not directly in sight. No saving throw for the Magic-User/Elf is allowed.

### Share Consciousness

Range: 200'

Duration: Special

Effect: Allows the caster to share the consciousness of another

Description: This spell allows the caster to enter into another person's mind, and see, hear, taste, smell, and touch what that person does. The range for the spell applies only to distance at the time of casting - the target may travel farther after the spell succeeds and the caster may still remain "inside". If the target in question is willing to co-operate, the spell is automatically successful, and the caster may remain "inside" the other person's mind until that person wishes them to leave, or until the caster wishes to return to his or her body. If the intended target is either unwilling to co-operate, or is unaware of what is intended, then he or she can make a successful Save vs. Spells to maintain a "closed" mind. Even if the caster succeeds in getting in, the duration of the spell is one hour/level of caster in this case. In either case, if the "host" body is killed, the caster must make a Save vs. Spells or die, with a successful check indicating a safe return to the original body. While this spell is in effect, the caster's original body is in a trance-like state.

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

### Locate Clerical Use (new spell by [Micky the Mage](#))

Range: 20' + 10'/level of caster

Duration: 2 turn + 1 round/level of caster

Effect: detects the casting and direction of clerical spells with the range of the spell

Description: With this spell a Shepherd of Rad can, with the duration and range of the spell, tell when and the general direction a clerical spell has been cast. When a Shepherd casts the spell they, but no one else, will see a glow surround the caster of a clerical magic spell and know in what direction the caster is located if the spellcaster is not directly in sight. No saving throw for the Cleric is allowed.

Note that that with the distinction with clerical spells this only applies to spells granted by immortals to traditional clerics and not magical spells cast by Clerics such as Clerics of Ilsundal or Rad or any other immortal whose clerical spells are magical spells in nature.

### Magical Resistance (new spell by [Micky the Mage](#))

Range: 0' (caster only)

Duration: 1 turn per level

Effect: Confers 50% *magic resistance* upon the caster

Description: This spell confers 50% magic resistance upon the caster. Before any saving throw to a spell's effects is rolled the spells target rolls d100 has a 50% chance of the spell having no effect on them. Every difference in level between the spellcasters add or subtracts 5% from the base 50% the spell confers upon the caster.



Ex: A 26<sup>th</sup> level Shepherd of Rad casts this spell upon himself before a 30<sup>th</sup> level Alphantian wizard casts a Power Word Kill at her. The resistance becomes 30%, so now there's a 30% chance the spell fails completely, doing no damage at all; even if the spell works, the Shepherd gets the standard saving throw against the spell (though at -4 per the spell).