

Additional Wizard Spells

A quick note – I don't know where all of these spells came from. This is an updated list of the mage spells introduced to my campaign over many years by myself and many players, and until the recent Covid restrictions I've never intended to share them all online. Some are heavily modified versions of spells introduced in the D&D GAZ series, some are adapted from AD&D, others no doubt gleaned from and modified from online sources. I don't claim ownership of this work, many of these spells were developed by players in my campaign. So for what its worth, here they are. Enjoy.

First Level

Bummer!

Range: 10' per level of the caster

Duration: 1 turn, + 1 turn per five levels of the caster Effect: 1 Individual

This spell, invaluable for those on flying ships, will slow the rate of falling of the recipient to 2' per second, thus preventing any damage being suffered due to falling. Note that at really high altitude, the duration of this spell may be a critical factor in determining the survival (or not) of the recipient.

Bullseye

Range: 120'

Duration: 3 rounds

Effect: One or more target missiles

This spell creates 1 missile, plus 2 more per 5 levels of experience of the caster. Each one immediately flies towards and hits targets within range, and temporarily creates a 'bullseye' target with 3 concentric rings on them. The target lasts for 3 rounds, and confers a +1 bonus to all creatures engaging the victims in ranged combat (missiles or missile fire weapons) during that time.

Dictation

Range: 5'

Duration: 1 turn per level of the caster

Effect: Creates a dictation elemental

For the duration of the spell a small air elemental is summoned, carrying paper, pen and ink. The elemental will write down everything the caster says during the spells duration, word perfectly. The caster can dismiss the elemental at any time.

Dimensional Tool

Range: Caster only

Duration: Special

Effect: Secretly stores 1 tool

This spell allows the caster to indefinitely store one tool, anything that would fit inside the hand (lockpicks, a tiny blade, a rubber ball, a small screwdriver etc.) in an extradimensional space. The item immediately disappears from view, only reappearing when the caster chooses. This requires the longer term investment of the spell level – the caster can memorise and cast one fewer level 1 spells for as long as the item is hidden. The caster may have multiple dimensional tools – by casting the spell numerous times (and investing multiple first level spell slots) the caster may hide numerous items. If this spell is dispelled the item becomes unavailable for 1d6 turns, but is neither forced out of the extradimensional space, or lost.

Feign Invisibility

Range: Touch

Duration: Until broken

Effect: Makes the creature believe he is invisible

The target of this spell, if they fail a saving throw against spells, becomes absolutely, totally convinced that they are invisible until such a time as they make an attack against another creature. It does nothing of the sort.

Firestick

Range: Caster Only

Duration: 2 rounds per level of the caster

Effect: One stick or staff

By means of this spell, the caster makes the ends of one stick or non-magical staff to burst into flame. The flame is ordinary fire, and can be used to start other fires, but will not damage the stick. This adds 1d4 damage to that inflicted normally.

Flattery

Range: 20'

Duration: Special (as per *Charm Person*)

Effect: 1 individual

This peculiar variant of *Charm Person* causes one individual, if they fail a saving throw vs. spells, to become fascinated with the caster to the point of imitation and impersonation. They will attempt to emulate the caster in dress, mannerisms, speech, etc. They may even follow the caster around and mimic them. The spell lasts for as long as *Charm Person*, with further saving throws being allowed at the same time intervals, and is of course broken if the victim is attacked.

Fumble

Range: 180'

Duration: Instant

Effect: Makes one target drop what they're holding.

The target of this spell may make a save versus spells; if he fails he will drop whatever he is holding. Only items held in the hand, such as weapons, drinks vessels, wands, etc. are dropped. Worn items or things that are strapped on such as shields are safe from being dropped.

Grease Sheet

Range: 240'

Duration: 1 round per level of the caster

Effect: Makes an area 10' across slippery

The caster of this spell must specify one 10' area within range, the ground there will immediately become slippery and hard to walk in. All creatures in or entering the area must make a saving throw against spells (with a -1 penalty to the roll and also modified by their dexterity bonus or penalty) or fall over. Huge creatures that take up more than 10' space are not affected, nor are incorporeal or floating creatures. Any fallen creature must make another saving throw (similarly modified) to stand up.

Guiding Light

Range: Special

Duration: 1d2 hours

Effect: one small floating light

This spell creates a small, glowing orb of light that will follow a path, determined at time of casting by the caster, at walking pace, for the duration of the spell. It will not deviate from this path, and unless commanded to 'stop' by the caster it will continue until it reaches its destination or the duration ends. If it reaches its destination it will pulse twice before disappearing. The caster must know the location, and the route, and the location must be accessible – the orb cannot go through a closed door or window, for example.

Hair Growth*

Range: Touch
Duration: Permanence
Effect: 1 subject

The caster of this spell must touch 1 recipient, who will immediately grow 1d6 feet of hair on their heads. This will not restore a permanent bald patch, but otherwise perfectly normal hair (ready for cutting and styling) is created. An unwilling recipient may make a save vs. spells to avoid the effect of the spell. The reverse of this spell, *Delapidation*, causes a victims hair to fall out entirely. Again, a save vs. spells allows the victim avoid this.

Lethargy

Range: 120'
Duration: 2d6 turns
Effect: Tires 2d8 hd of creatures

This spell works similarly to *sleep* with the same constraints on victim type and power level. But instead of making the victims sleep it merely makes them feel lethargic and tired. They suffer a -1 penalty to hit and damage in combat, and a -2 penalty to all wisdom and intelligence based checks. Subjects are typically inattentive and tend to miss what is happening around them. This is a useful spell to use before sneaking past guards.

Magic Quiver

Range: Touch
Duration: 1 turn
Effect: 1d6 arrows

The caster of this spell must touch a quiver or other container in which ordinary, non-magical arrows are stored. For 1 turn, 1d6 arrows therein will take on a faint glow, and be magical (with +0 bonus) until the spells duration ends. No bonus to hit or damage is gained, but the arrows can hit creatures immune to up to +3 weapons.

Mental Block

Range: Touch
Duration: Special
Effect: 1 individual

This spell embeds a single message in the mind of a willing recipient. It becomes completely blocked off to him until a specific set trigger is met. Interrogation or torture will not reveal the message. The trigger may be as simple as 'when the church bell in the village square sounds six' or 'when you are in the presence of the king', or it can be incredibly specific, 'when your friend Elodriel the Elf asks you to pass him the salt at the dinner celebrating your victory over the Kopru'. The recipient is unable to recover the message by any other means.

Obsidians Arc

Range: 5'
Duration: Instant
Effect: One bolt of electricity.

This spell causes a single bolt of glowing blue electricity to arc from the caster to one target within 5'. This causes 1d4 damage per level of the caster, the target saving versus spells to take half damage.

Protection from Sleep

Range: Touch
Duration: 2 turns per level of the caster
Effect: 1 individual

Upon casting a willing recipient is protected from sleep (magical or otherwise) and normal unconsciousness (such as from being punched) for the duration of the spell, and gives a +1 bonus to saves against knock out or paralysis for the duration of the spell.

Remove Hangover*

Range: Touch

Duration: Instant

Effect: One Individual

This spell will remove one hangover. The reverse, Bestow Hangover will, as the name implies, give a stinking, awful hangover, but the target may make a save versus spells. While this has no specific impact on the victims capacity to fight or do other tasks, it is very annoying.

Scent

Range: 5'

Duration: 1 turn per level of the caster + 1d6 turns Effect: one 5' square area

Upon completion of this spell, a 5' by 5' area adjacent to the caster is sprayed with the pleasant aroma of some kind of perfume (casters choice). Any creature not expecting this to happen and who is in this area at the time of casting must make a save versus spells or lose their sense of smell for the duration of the spell. This handy spell can be used for confusing monsters, hiding from creatures that navigate by means of smell, and of course a malodorous party member a lot easier to tolerate.

Seethrough

Range: Touch

Duration: 1 round

Effect: 5' square

This spell makes a single surface see-through to the caster. An area about the size of the window is affected, and only the caster can see through. A wall, door, partition *etc.* can be seen through. This does not work on living matter or inert metals such as lead or gold, but otherwise any wall up to 4' thick can be seen through.

Shiny Kit*

Range: Touch

Duration: Instant

Effect: 1 individual

The recipient of this spell is cleaned, buffed, brushed, washed polished and blow dried to within an inch of his life. The process isn't comfortable, but it is brief, and at the end the recipient is clean enough to be presented anywhere. The reverse of this spell, Mucky Pup throws random globs of grease, dirt, phlegm and the like at the target whilst simultaneously tangling hair *etc.* The recipient of either version may, if so desired, make a save versus spells to avoid all effects.

Sicken

Range: 10'

Duration: 12 hours

Effect: One victim

This spell allows the caster to target one individual within range, who must make saving throw against spells or become sick. Symptoms are not debilitating – sneezing, feeling nauseous, a little sick, coughing, *etc.* but they are unpleasant.

Take That, You Fiend!

Range: 60'

Duration: Instantaneous
Effect: 1 bolt of energy

This spell weaponises the intelligence of the caster against a single target within range. Upon casting a searing bolt of energy flies from the casters hand, in a straight line, to a single visible target. That target must make a saving throw versus spells or take 1+ the casters intelligence bonus in damage, multiplied by the level of the caster (up to 10). For example if this spell is cast by a tenth level magic user with an intelligence of 17 the damage is 3x10, or 30 points of damage. A successful saving throw will half the damage inflicted. Like Magic Missile, this spell can be entirely negated by a Shield spell.

Tattoo

Range: Touch
Duration: 1 day, or 1 day per level of the caster
Effect: 1 Individual

This cosmetic spell will create one tattoo on one individual; for it to be a 'good' one it's handy if the caster has some artistic ability. Upon casting the magic user must specify whether the spell is to last for one day, or for one day per caster level. An unwilling recipient may make a save versus spells to avoid the effect. A second application of the same spell can render the tattoo permanent for a willing recipient.

Tragic Missile

Range: 180'
Duration: Instant (see below)
Effect: 1 arrow of pure misery

This unusual spell creates a dull brown missile of depression. The missile can hit any target in range. The target must save versus spells or suffer a -1 to morale, saving throws, hit and damage rolls for 1d6 rounds. Two extra missiles are created per five levels of experience of the caster, these missiles can be aimed at the same target or multiple targets. Any subject hit by multiple missiles must make more saving throws, the duration of effect being cumulative, but the effect is the same (still a -1 penalty).

Trust

Range: Caster only
Duration: 1 turn per level of the caster
Effect: Makes the caster seem trustworthy

Upon casting this spell a caster is enchanted with an aura of trustworthiness. In order to maintain this trust, the caster must not do anything that violates the trust of anyone being dealt with. Any reaction rolls made with creatures that have no reason to distrust the caster are made with a +2 bonus during the duration of the spell.

Trusty Steed

Range: Touch
Duration: 1 turn per level of the caster
Effect: Makes one mount

Upon casting this spell, a mount appears; this can be a horse, mule, donkey or camel, depending on the casters choice. The mount has tack and saddle, and will faithfully allow the caster (and only the caster) to ride for the duration of the spell.

Truth

Range: 10'
Duration: 1 round
Effect: 1 target

Upon casting, a single creature within 10' may be selected to be forced to answer a single yes or no question as honestly as they can. If the target wishes to lie, they must make a saving throw vs. spells to be allowed to do so.

Wideawake

Range: Touch

Duration: 2 turns per level of the caster Effect: Keeps the target awake

This spell protects the recipient from drowsiness, making him effectively immune to magical sleep, and giving a +1 to all saves versus petrification, charm, and paralysis for the duration.

Second Level Spells

Bar Fight

Range: 90'

Duration: 1 round per level of the caster

Effect: 1 individual

Any unsuspecting recipient of this spell will, upon failing a saving throw versus spells, become convinced that the nearest person to him who is unknown is trying to start a fight by means of giving gross insults. A reaction roll must be made, modified by the casters charisma modifier.

Battlecry

Range: 20'

Duration: 1 round per level of the caster, or until used

Effect: 1 weapon

The magic user casting this spell must specify one weapon within range; the weapon must be wielded, and the wielder must be willing. The weapon will glow with an intense magical energy, meaning that if the next attack made with the weapon hits 1 point of damage per level of the caster (up to a maximum of 20) is added to the damage inflicted. Whether or not the next attack hits, the magical energy is expended in the attack.

Cleaner

Range: 20'

Duration: Special

Effect: Up to 60 square feet per level

A small air elemental is summoned by this spell. Said elemental will tidy, clean and polish until things look fairly tidy, typically taking 2d10 minutes to complete its task

Create Gremlin

Range: 60'

Duration: 1 turn per level of the caster

Effect: Summons 1 gremlin

The gremlin (see RC for details of this critter) summoned by this spell will, typically, look around to see what's happening, pick its nose and rapidly become bored. Then it's quite likely to get playful and plague whoever or whatever is nearby. Or it might wander off. It is, in effect, its own gremlin. It will remain until killed, dispelled or the spell duration ends.

Crowd Summoning

Range: 25' per level of experience

Duration: 1 turn per level of experience

Effect: Summon a crowd

After casting this spell, all those who can hear and understand the caster within range will be drawn towards the merchant. All creatures of 2HD or levels or less will be attracted to attend any speech or sale pitch the caster cares to make (although they may resist by making a save vs. Spells if they wish).

Dark Bolt

Range: 5' per level of the caster

Duration: Instant

Effect: One target

This spell fires a dark, shadowy bolt of force at a single target. This inflicts 1d6 damage +1 per level of the caster, and in the next round inflicts a -1 penalty to hit, damage, saving throws and morale. If the target makes a save versus spells this effect is negated, and only a single point of damage is taken.

Delouse

Range: 0

Duration: 2 hours per level of the caster

Effect: 60' radius

This spell creates an area 60' in diameter, initially centred on the caster but subsequently immobile, in which any normal insects (non-magical, non-summoned, non-giant) will instantly perish.

Dimensional Weapon

Range: Caster only

Duration: Special

Effect: Secretly stores 1 tool

This spell allows the caster to indefinitely store one large tool or small weapon, (a dagger, wand, baton, small saw, *etc.*) in an extradimensional space. The item immediately disappears from view, only reappearing when the caster chooses. This requires the longer term investment of the spell levels – the caster can memorise and cast one fewer level 2 spells or two fewer level 1 spells for as long as the item is hidden. The caster may have multiple dimensional weapons (or *dimensional tools*) – by casting the spell numerous times (and investing multiple spell slots) the caster may hide numerous items. If this spell is dispelled the item becomes unavailable for 1d6 turns, but is neither forced out of the extradimensional space, nor lost.

Echo

Range: 10'

Duration: Special

Effect: Leaves one auditory message

This spell sets a 25 word audible message to a specific location. If a listed event happens within 10' of that location (a specified door is opened, a chest touched, *etc.*) the message is heard by all present, loudly and in a language spoken by (and chosen at time of casting) by the caster. The trigger cannot be a specific person, but it can be a specific event.

Frosting*

Range: Touch

Duration: Instant

Effect: Up to 2 gallons/18lbs

Up to the stated quantity/volume of material touched by the caster is immediately reduced to a temperature chosen, down to freezing point, or a little higher if preferred. The material will then warm normally. This is useful for cooling beer, chilling food to keep it fresh all day, *etc.* At a push it can be used as an attack, if the caster hits a target with this spell it will inflict up to 1d6 cold damage.

The reverse of this spell, *Heating* will warm up the same volume of material up to a comfortably consumable piping hot. Thus a large kettle of water, platter of food *etc.* can be instantly affected. If used offensively this can cause up to 1d6 points of heat damage on a successful hit.

Ice Flame

Range: 0

Duration: 3 turns

Effect: 10' per radius per level of the caster, up to a maximum of 120'

This unusual spell causes all normal and magical fire in the area to burn with equal intensity but be icy cold; in effect it converts all fire damage within its area of effect into cold damage.

Juivans Bands of Ice

Range: 120'

Duration: 1 turn plus 1 round per level of experience

Effect: 1-2 creatures

This spell can affect up to 2 human sized creatures. Upon failing a saving throw vs. paralysis, bands of ice bind them and hold them to the ground. They can be broken by inflicting 60 points of damage, or by waiting until the duration of the spell ends.

Lifeglass

Range: 10' per level of the caster

Duration: 1 round per level of the caster

Effect: 1 creature per level of the caster

This spell creates the image of an hourglass, containing blood rather than sand, to appear hovering next to the selected creatures. This image gives a measure of the surviving life force (hit points) of the creature. If it is wounded, blood drains from the top chamber to the bottom. The hourglasses are visible to all, but cannot be touched or damaged.

Mask Odours

Range: Touch

Duration: Permanent until broken or dispelled

Effect: 1 individual

This is essentially an olfactory equivalent of *Invisibility*. This hides the subject from creatures whose primary means of detection is scent, and used alongside *Invisibility* can render a subject harder to find.

Peeping Arrow

Range: Touch

Duration: 2 rounds

Effect: 1 arrow

A single arrow is enchanted with a limited form of clairaudience and clairvoyance. The caster can see and hear through the arrow (or quarrel, sling stone, *etc.* from the moment of casting until the moment it strikes (or misses) a target.

Predict Weather

Range: 0 (merchant-prince only)

Duration: 12 hours

Effect: gives knowledge of coming weather

This spell is identical to the 1st level druid spell.

Protection from Weevil

Range: Touch

Duration: 2 hours per level of the caster

Effect: 1 Individual

The recipient of this spell cannot be touched by any normal, non-magical, non-summoned or non-giant insect for the duration of the spell.

Purify Food and Water

Range: 10'

Duration: Permanent

Effect: Makes food and water safe to consume

Identical to the 1st level clerical spell. The reverse form, *spoil food and water*, ruins food.

Produce Fire

Range: 0 (caster only)

Duration: 2 turns per level

Effect: creates fire in hand

This spell is identical to the 2nd level druid spell.

Quicken Pace

Range: Special

Duration: 12 hours (1 normal days travel)

Effect: Increases the speed of a merchant caravan

This spell applies to a wagon, group of people or entire merchant caravan. Those affected by the spell are better at picking a path along a road or trackway, and are able to make progress along such at an increased speed. The group can travel up to 1 mile extra per level of experience of the caster per day. No improvement in encounter or running speed is gained, and no recipients are faster in combat, only at traversing on trails, trackways or roads.

Quickstep

Range: 240'

Duration: 3 rounds

Effect: Up to 24 creatures

This spell functions in all ways but one exactly like Haste, with the important difference being that it lasts for only 3 rounds. The reverse of this spell, *Slow March* is similarly like *Slow*. This spell cannot be used in conjunction with Haste.

Resist Cold

Range: 0'

Duration: 6 turns

Effect: All creatures within 30'

This spell is identical to the clerical spell of the same name.

Savoir Faire

Range: Caster Only

Duration: 1 turn per level of experience

Effect: Allows the caster to blend in socially

This handy social spell gives the caster the apparent capacity to blend in to social occasions that they may otherwise stand out at. Any gauche or socially awkward acts (picking the wrong cutlery, drinking from the wrong

wine glass, getting a royal title wrong, failing to sing along with a drinking song, *etc.*) will be missed by any creatures observing them unless they have specific reason to think that the character doesn't fit in, and in that instance the suspicious creature must still make a save vs. spells to spot that the caster isn't getting things right.

Shadowbolt

Range: 5' per level of the caster

Duration: Instant

Effect: 1 bolt of shadowy force

A single bolt of dark, shadowy force flies instantly to any one target within range. The victim must make a saving throw vs. spells or take 1d6 damage plus 1 for every level of experience of the caster, and suffer a -1 penalty to hit, damage and saving throws for the next 1d6 rounds. If the victim makes a successful save, they take only 1 point of damage and resist all other ill effects.

Shattertone

Range: 180'

Duration: Instant

Effect: 1 creature or 5' area

All non-magical crystalline glass, porcelain, pottery *etc.* items in the area of effect are instantly shattered by a localised high pitch tone. Objects more than 1lb in weight per level of the caster cannot be affected, and objects over 20lb in weight are entirely immune to the spell. Items carried by any creature can be saved if the victim makes a saving throw vs. spells. Specifically crystalline creatures take 3d6 damage (+1 per level of the caster), although a save vs. spells halves this damage. Bats are blinded for 3d6 turns if subject to this spell.

Silence Individual

Range: 120'

Duration: 2d4 rounds

Effect: 1 target

A single creature chosen by the caster, within range, must make a saving throw vs. spells or be silenced for the duration of the spell. They cannot speak, cast spells *etc.* until the duration ends.

Stage Presence

Range: Caster Only

Duration: 1 round per level of the caster

Effect: Caster only

This spell creates a charismatic, noticeable aura around the caster. This will make heads turn, people stop and listen or pay attention, *etc.* Effectively this gives a +2 to reaction rolls, +2 to any performance checks, +2 to information gathering rolls and is an invaluable way of grabbing attention in a crowd.

Temporary Wall

Range: 0 (casters reach)

Duration: 10 seconds (1 round)

Effect: 20'x20'x4''

Upon completion of this spell a force field (as per the spell of that name) will appear next to the caster. The dimensions are as specified above, but will be constrained by the presence of walls, doors, *etc.* The barrier lasts for exactly 10 seconds (until the same initiative 'slot' in the next round) before vanishing.

Thump You

Range: 120'

Duration: 3 rounds

Effect: One foe

A handy combat spell, this creates a compressed air hammer which will pound one target for three rounds. It attacks once per round, on the casters initiative, using the base THACO of the caster, each hit causing 1d6 damage and requiring the target to save versus death ray or be knocked out.

Water Tension

Range: 10'

Duration: 6 turns

Effect: up to 10 pints per casters level

Upon casting this spell a magic user becomes able to sculpt water; the surface tension of the water is increased to the point where it will support shapes that up to twice the height of their width. This spell is especially effective and striking when used in conjunction with Permanence.

Zap!

Range: 240'

Duration: Instant

Effect: One Target

A single, narrow bolt of lightning is created by this spell, a bolt that will hit any one target within range inflicting 1d6 points of electrical damage per two levels of the caster (rounded up, save versus spells to take half damage).

[Third Level Spells](#)

Acid Gob

Range: 180'

Duration: Instant (1 round per 3 caster levels)

Effect: 1 acid gob

Upon casting this spell, a bolt of acid is fired at a stated foe. The bolt will do 2d4 damage to the foe in the first round, and each round thereafter will continue to do 2d4 damage. Each round after the first, the foe may make a save versus spells, the first effective save neutralising the acid.

Animate Dead Animals

Range: Touch

Duration: 1 hour per level of the caster

Effect: Up to four zombie animals

After casting this spell a caster can touch up to 4 dead mount or pack animals, and they will be animated as if zombies. While they cannot fight, they also don't require food or water to sustain them. They move at half the speed they did when alive, but can pull or carry the same loads. Each raised creature has 2 HD, and can be turned by a cleric as a zombie. While such raised animals have little practical worth, they can be the difference between a caravan making it to destination or being lost.

Assassins Arrow

Range: 240'

Duration: Instant (and see below)

Effect: Creates one magical, poisoned missile

Upon completion of this spell, a magical dart flies from the casters hand to a stated target within range. The victim will take 1d3 damage per casters level, a save versus spells reducing this to half damage. In the next round, the victim will take half of this damage again, and in the third round a further quarter (saving for half each time). In the first round the victim (if of lower level or having less HD than the caster) must also make a save versus poison or be paralysed for 2d6 turns. A neutralise poison spell will prevent any further damage, and remove the paralysis effect.

Bairriggs Baton

Range: Caster only

Duration: 1 turn per level of the caster

Effect: Creates 1 baton in the casters hand

An emergency spell for a mage caught unarmed, this spell creates a short, black, hard wooden baton in the hand of the caster. This mage cannot be disarmed, but may choose to drop the baton (at which point the spell ends). The baton is a +0 magical weapon, and can be used to attack inflicting 1d6+2 damage. Weapon mastery bonuses do not apply, and the baton confers no defensive bonus for the caster.

Batsight

Range: Touch

Duration: 1 Day

Effect: One recipient

Upon casting, a willing recipient will become able to emit and perceive ultrasound for one day. Effectively this gives the recipient the same capacity to use ultrasound as a bat, with a range of 120'. Areas of magical silence are impenetrable to this spell.

Broken Wings

Range: 120'

Duration: 1d6+6 turns

Effect: 1 individual

This spell can only be cast on flying target, or one capable of flight (natural or magical). If the target fails a saving throw vs. spells they immediately lose the capacity to fly, wings no longer functioning or magic temporarily nullified. If they fall to the earth, they will suffer 1d6 damage per 10' of falling (to a maximum of 20d6). The inability to fly lasts until the end of the spell.

Call Lightning

Range: 360'

Duration: 1 turn per level of caster

Effect: calls lightning bolts from storm

This spell is identical to the 3rd level druid spell.

Cardiac Arrest

Range: 120'

Duration: Instant

Effect: 1 Creature

The unfortunate recipient of this spell must make a saving throw versus spells or immediately have their heart stop. Death will occur in 2d4 rounds, unless healing is applied (dispel magic, cure serious wounds or more potent healing magic will save the victim; cure light wounds will not be effective). A successful saving throw versus spells will allow the victim to escape with a little light heartburn; for each HD or level of the victim above 1 a +1 bonus to the saving throw applies. No victim of above 6HD can be affected, nor can any creature lacking a functioning heart.

Chackram

Range: 240'

Duration: Instant

Effect: One target

This spell creates a single silver chackram, a plate sized ring of sharpened metal that instantly flies to a single target, inflicting 1d6 physical damage per caster level. The target may save vs. spells to take half damage.

Come Not Hither!

Range: 60'

Duration: 6 Turns

Effect: 10'x10'x1'

This spell creates a vaguely purple area of air which crackles audibly. Any creature passing through said barrier will suffer immense pain, take 1d10 points of damage, and suffer a -2 to hit, damage and skill checks for 1 turn (no saving throw).

Crackling Whip

Range: Caster Only

Duration: 1 round per level of experience

Effect: 1 electric whip

The caster summons a blue, crackling, 10' long whip that appears in the casters hand. Attacks using the whip cause 4d4 electrical damage, with the victim suffering a -2 to all attacks due to intense pain the next round. A save vs. spells halves both the damage and the penalty to hit. If the caster is stunned, unconscious or casts another spell the whip disappears.

Diana's Defence

Range: 0

Effect: Caster Only

Duration: 4 turns

Effectively a more powerful version of Shield, this spell bestows an armour class of 2 versus hand held attacks, and 4 versus all others. Immunity to Magic Missile spells is also granted

Dimensional Familiar

Range: Caster Only

Duration: Special

Effect: Casters familiar

A handy spell that allows the caster to store his familiar in an extra-dimensional pocket. The bond between the caster and familiar allows the familiar to reside there requiring no food or other sustenance (although the caster may be observed to eat more), and with a single gesture the caster can recall the familiar. While the familiar is thus stored, the caster can memorise 3 fewer spell levels per day (a single level three spell, a second and two first level spells, or three first level spells) per day.

Dimensional Trap

Range: 240'

Duration: Instant

Effect: 1 temporary magical pit trap

A magical pit trap opens beneath a target, causing the target to fall 10' per caster level (up to a maximum of 200'), suffering 1d6 damage per 10' fallen. Upon landing, the trap disappears, and the target is left prone on the ground where they stood. If the victim makes a saving throw vs. spells they avoid the effect of the spell entirely.

Do Over

Range: 60'

Duration: Special

Effect: 1 foe

The victim of this spell, if they fail a saving throw vs. spells, will do precisely what they just did. If they attacked in the previous round, they will attempt to make precisely the same attack. If they ran, walked, talked *etc.* they

will do exactly the same again. Each round they may attempt to make another saving throw vs. spells or will do the same thing. When a saving throw is made, the spell ends.

Finite Fireball

Range: 240'
Duration: Instant
Area of Effect: 40' diameter sphere

This spell is identical in all ways but one to the *fireball* spell. The only difference is that this spell is designed to be used among a casters own party, allowing the mage to clear out swarms of weak opponents slowing down their own companions while not necessarily killing the more powerful allies. Thus it only inflicts 1d3 damage per level of the caster, with a saving throw being allowed to reduce the damage to half.

Firebolt

Range: 240'
Duration: Instant
Effect: 1" bolt of fire

This spell creates a 1" bolt of hot, burning gas that instantly flies from the casters hand to a chosen target. Only one individual target or creature can be struck, and the caster must have a clear line of site to any foe. Damage inflicted is 1d6 per level of experience of the caster (fire damage), to a maximum of 20d6, but the victim may save versus spells for half damage.

Flim-Flam

Range: 0 (caster only)
Duration: 1 hour
Effect: Boosts the perceived value of a cargo

This subtle but powerful spell boosts the perceived value of any cargo or shipment that the caster is trying to sell. While the actual value remains the same, any other traders hearing the merchants pitch for a specific cargo and subsequently making an appraise roll to determine the value of the cargo must make a saving throw vs. spells or over-value it. The roll for cargo value (3d6 plus or minus the value modifier for value at that port) is unaffected, but the individual subject will over-value the cargo by 1d4 plus the charisma modifier of the caster.

While the victim of the spell will never realise that they have been swindled, unless told that they've been the subject of a spell, it is likely that at some point they will realise that they've paid over the odds and that will have an impact on how they respond to the caster later on.

Frostbite

Range: 240'
Duration: Instant
Effect: 1" bolt freezing ice

This spell creates a 1" intense cold blast that instantly flies from the casters hand to a chosen target. Only one individual target or creature can be struck, and the caster must have a clear line of site to any foe. Damage inflicted is 1d6 per level of experience of the caster (cold damage), to a maximum of 20d6, but the victim may save versus spells for half damage.

Heartcall

Range: Infinite
Duration: Instant
Effect: Indicates rough direction and distance of true love

An extremely dangerous spell, this spell indicates the direction and approximate direction in which a willing targets true love is to be found. It is possible (common, in fact) for the spell to reveal no results. If this is the case then that person either has no true love, or it is simply the wrong time to meet that person.

Ice Staff

Range: Caster only
Duration: 1 turn
Effect: 1 frozen staff

The caster creates a quarterstaff made of ice. The staff is +2 to hit and damage, and inflicts 1d8 cold damage per hit. The ice staff isn't identical in balance and form to a normal quarterstaff, and weapon mastery bonuses do not apply.

Ice Shard

Range: 80'
Duration: Instant
Effect: Ice shard 80' long, 5' wide

This creates a shard of ice that appears up to 80' from the caster and flies for 80' further. The shard is 5' wide, and all creatures in the area it flies through take 1d6 cold damage per caster level. A save against spells halving this damage. If the shard hits a hard surface such as a wall it explodes in a 10' sphere, all therein taking the same damage as if hit by the shard (although no victim can be damaged twice – if the shard hits a target they are not further damaged by this explosion).

Inventory

Range: 10'
Duration: 1 turn
Effect: Lists contents of a wagon, warehouse section, *etc.*

By using this spell a caster becomes aware of precisely what goods are within 10' of them whether in a wagon, section of a warehouse, shop, treasure pile, *etc.* Any magic items present are detected but not identified, and objects carried by creatures are not listed.

Lightning Staff

Range: Caster only
Duration: 3 rounds per level of experience
Effect: 1 lightning staff

An impressive and showy spell that creates a static staff made of glowing lightning to appear in the casters hands. This can be used as a staff, using staff weapon mastery, being well balanced and formed well as a weapon. The staff confers +1 to attack and damage per 5 levels of experience of the caster, up to a maximum of +5, and gives off light as a torch.

Obsidians Shard

Range: 240'
Duration: Instant
Effect: 1 Shard of crystal

This spell creates a small shard of sharp, black crystal that flies from the casters hand to a chosen target. Only one individual target or creature can be struck, and the caster must have a clear line of site to any foe. Damage inflicted is 1d6 per level of experience of the caster (puncturing damage), to a maximum of 20d6, but the victim may save versus spells for half damage.

Peril Pitstop

Range: Caster

Duration: 1 Round per level of the caster
Effect: Caster Only

Upon casting this spell, the caster brings into effect an invisible barrier one inch from his body. This barrier will block the first $2d6+1$ per caster level points of magical damage directed towards the caster. For example, a 9th level magic user casts this spell and rolls 7 on 2d6, giving him a barrier of 16 (7+9) points. He is then hit by a magic missile for 6 points of damage, reducing the shield to 10. He is then hit by a fighter wielding a two handed sword +3, for 11 points of damage, but takes only 8 due to the 3 points of magical damage absorbed by the shield. This spell does not provide a complete barrier against non-damage inflicting combat spells, but it does provide a +2 bonus to saving throws against such spells. If the save against such magic succeeds, then the shield will lose twice as many points as spell levels absorbed. In the case of spell like effects, the DM must adjudicate an effective spell level.

Pigeon

Range: Special
Duration: Special
Effect: 1 Message

This spell creates a homing pigeon that requires no sustenance. It will carry one message (any message that can be written as a short letter) to a location of the casters choice, and if the caster chooses wait for a named individual before delivering the message. The pigeon cannot pass a protection from evil spell, and can be dispelled. It travels at 400 miles per day, and is otherwise a normal pigeon (vulnerable to predation etc.). After delivering the message the pigeon will, unless detained, simply fly away. It will not return a message to the caster, and cannot be used to reply.

Quench

Range: 120'
Duration: 4 rounds
Effect: 40 radius

This handy utility spell will instantly douse all non-magical fires in its area of effect (anything less than a bonfire), and for the duration of the spell will prevent such fires from re-starting.

Raise Merchants

Range: 1 port or city
Duration: 1 week
Effect: Attract more traders

This subtle spell causes more traders to contact a caster after entering a city. When the DM randomly determines how many merchants and traders contact the caster, the dice (a d6) is rolled 3 times rather than once and the highest of the three rolls is used. Normal modifiers based on port or city class *etc.* are unmodified.

Smuggling

Range: 30'
Duration: 1 turn per level of the caster
Effect: Hides one compartment

For the duration of this spell any hidden compartment, cupboard or chamber in a wagon, ship *etc.* is protected from anyone searching for it. In addition to requiring the normal effort to find, anyone searching must also make a save against Spells to detect it.

Shatterbolt

Range: 240'
Duration: Instantaneous
Effect: 1 exploding shard of crystal

This spell creates a single shard of crystal that flies in a straight line from the caster before exploding, essentially identically to a *fireball*, in a 40' diameter sphere. Fragments of crystal strike all in the area for 1d6 damage per level of the caster, with a saving throw vs. spells reducing the damage to half.

Spark

Range: 240'

Duration: Instant

Effect: 1 Electric Spark

This spell creates a spark that flies from the casters hand to a chosen target. Only one individual target or creature can be struck, and the caster must have a clear line of site to any foe. Damage inflicted is 1d6 per level of experience of the caster (electrical damage), to a maximum of 20d6, but the victim may save versus spells for half damage.

Summon Gremlin 2 (Giggling Menace)

Range: 60'

Duration: 1 turn per level of the caster

Effect: Summons one determined gremlin

This annoying spell calls into existence a gremlin (see RCor Companion Rules). Said gremlin will then amuse itself at the expense of the casters stated target (who may save versus spells to avoid the effect) until the duration ends or (more likely) the gremlin is killed.

Thunderball

Range: 240'

Duration: Instantaneous

Effect: Sonic explosion in a 40' sphere

This spell is essentially similar to *fireball*, except that it creates a visible soundwave that travels instantly from the hand (or musical instrument, if carried) to the target location before exploding in a loud, sonic blast, causing 1d6 sonic damage per level of the caster (although a saving throw vs. spells is allowed for half damage).

Wall of Thorns

Range: 180'

Duration: 1 turn per level of the caster

Effect: 1 thorny wall

Upon casting, the caster specifies an area up to 5'thick, 10' high and up to 50' long that becomes filled with thorny bushes. Any creature trying to cross the wall must make a saving throw vs. paralysis or be stuck for 1 round, and all creatures crossing through the hedge take 2d6 points of damage (although a save vs. spells reduces this damage by half)

Water Sphere

Range: 10'

Duration: 6 turns

Effect: 1 water sphere

This spell creates a floating sphere of water, up to 6 inches in diameter per level of the caster. The caster can move the sphere by concentration, at walking pace. If sufficient water was present when the spell is cast, then the caster can choose to use the water already present. At the end of the spells duration, said water falls to ground wherever the sphere is. If no water is available, or if the caster chooses, water is created by the spell. Said water disappears at the end of the spells duration, and is therefore unsuitable for drinking. Fish and aquatic plants can be accommodated by the sphere, and the spell can be made permanent.

Wind Blast

Range: 180' + 20' throw

Duration: Instant

Effect: 1 blast of air

The caster of this spell creates a ball of hard, compressed air which travels at speed to one target. If said target is ogre sized or smaller, it must make a save versus spells or be flung backwards 20'. If said victim hits a hard, vertical surface then it will take 1d6 damage per caster level (up to 20d6) saving versus spells for half. If not, half of this damage is taken (save for quarter). This handy combat spell is also invaluable for opening doors, knocking over bookshelves, *etc.*

Fourth Level Spells

Abandon Hope All Ye Who Enter Here

Range: 30'

Duration: 1 turn per level of the caster

Effect: 10' square per level of the caster

This spell creates an area of pure, sheer, dark, depressing, diabolical evil. All attempts to detect evil (by spell effect or a paladin concentrating) will automatically fail to detect any one source of evil in the area, as the entire zone radiates an intense evil. Lawful or good characters will feel unwelcome in the area. This spell can be permanenced, allowing the discerning dark wizard to make a real metaphysical architectural statement.

Air Hose

Range: 50'

Duration: 2-4 rounds

Effect: One constant stream of air

By creating a tiny wormhole to the elemental plane of air, the caster of this spell controls a powerful and dangerous stream of fast flowing air. This forms a cone, 50' long and 20' wide at its terminus. Any airborne creatures will be blown away from the caster, and all flying within the cone will take 4d6 damage per round (save for half) if they remain within the area. The direction of the cone can be changed by the caster once per round, by concentration.

Bang

Range: 240'

Duration: Instantaneous

Effect: 40' sphere of sound

Upon completion of this spell, a ball that in all respects resembles a fireball flies from the casters 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.

Ditto

Range: Caster Only

Duration: Special

Effect: Allows caster to recast spell

This spell allows the caster to instantly recast whichever spell he used in the previous round, as long as it was of level 3 or less. Saving throws, damage *etc.* are determined again for the new spell.

Dimensional Arsenal

Range: Caster Only

Duration: Special

Effect: Stores multiple items

A rather more versatile version of *Dimensional Tool*, this spell allows the caster to store multiple mundane or magic items in an extradimensional space. Like its lower level equivalent, this spell requires the investment of the the spell levels involved in casting it for the duration that items are stored away. Those spell levels are recovered, and may be used for memorising more spells, when all items are retrieved

The full capacity of the spell allows the caster to store 1 staff sized item, 4 wand/dagger sized items, *etc.*

Feign Death

Range: Touch

Duration: 1 hour per level of experience

Effect: Apparent death

A spell used for infiltration or hiding, this spell only works on a willing recipient. Said recipient appears dead for the duration of the spell, for as long as they stay still. The recipient can choose to spring back to life at any time, but until then, or until the duration of the spell ends, the recipient will appear to all onlookers to be dead.

Firestorm

Range: 240'

Duration: Instant

Effect: Up to 4 volleys of fire

This spell creates up to 4 bolts of burning, oily fire that shoot forth towards one or more targets within range (one per 6 caster levels). Any creature hit takes 4d8 damage per bolt, a save vs. spells being allowed to reduce damage by half.

Force Barrier

Range: 180'

Duration 1d6+ intelligence bonus rounds

Effect: An invisible barrier

This spell is identical to the higher level Force Field spell except for two important differences. (1) The duration is considerably shorter, equivalent to 1d6+ the casters intelligence bonus in rounds, and (2) the barrier can, unlike Force Field, be removed by a clerical Remove Barrier spell.

Gaseous Form

Range: Touch

Duration: 3 Turns

Effect: One individual

This handy, embarrassing spell turns one willing recipient into a cloud of gas for the duration of the spell, but unfortunately does not turn any worn or carried possessions into gas. The cloud is visible but hard to notice (unless someone is looking for it, they see it only on a 5-6 on 1d6) and the recipient can move by will at up to 120' per round.

Lightning Rebuke

Range: Caster only (60')

Duration: 1 turn

Effect: One retributive lightning bolt

For the duration of this spell the caster is empowered with electrical power that can be used to fire a narrow bolt of lightning at a single target within range who spills the casters blood. The caster may choose not to discharge this spell upon being wounded, but the decision to use this energy must be made immediately (i.e. the caster doesn't have to strike back at the first creature who damages him). This retributive attack is a free action, in addition to any other attacks the caster may make in a round. Damage inflicted is 1d6 per caster level, although a save is allowed for half damage.

Lightning Sands

Range: 120'

Duration: 1 turn per level of the caster

Effect: 2' diameter per level of the caster

When cast, the ground beneath a targeted foe, an area of 2' diameter per caster level around him become quicksand. All creatures in the area must make a save vs. paralysis or start sinking at a rate of 1' per round, until only their heads protrude. At the end of the spell duration, all victims are safely placed back on the surface of the ground.

Lodestone Lock

Range: 180'

Duration: 1 round per level of experience

Effect: Magnetises one target

All steel, nickel and iron items carried by a single target become strongly magnetised. For example, armour components stick together, swords stick to shields or in scabbards, *etc.* The precise effects vary, but an armour clad foe will at least be immobilised and may be stuck to others. The target can make a saving throw vs. spells to avoid the effect, and if successful the spell will jump to the next nearest potential target. The spell can jump up to 6 times in search of a victim, or can jump for a total of 30'. The effect of this spell on other metals that are not ferromagnetic is unpredictable, and exotic materials may react in unexpected ways.

Melt

Range: Touch

Duration: Instant

Effect: 10 cubic feet of ice per level

A handy spell for freeing ships frozen in place, this spell allows a caster to immediately melt ice by touch. Unless there is a reason it should not, in freezing conditions the water will freeze again, in a time period depending upon temperature. The reverse of this spell, *freeze*, immediately turns the same volume of water to ice.

Mist of the Leech

Range: Special

Duration: 1 round per level of the caster

Effect: 6' diameter cloud

This spell creates a 6' diameter black cloud, which can be moved by concentration at walking speed. It will, unless the caster concentrates, envelop the nearest living organism that has blood and start bleeding it, inflicting 1d6hp per round; the victim must also save vs. paralysis or be made unconscious by the spell. The cloud turns progressively more red rather than black the more blood it drains. After inflicting 40 points of damage, the cloud is sated, and will dissipate.

Protection from Stunning

Range: Touch

Duration: 1 turn per level of experience

Effect: Protcts the recipient from stunning

The recipient of this spell is completely protected from all non-magical stun or delay effects, they receive a +2 bonus against knock out, and they may make a save against spells if they encounter a magical stun such as against which they would not usually receive a save (e.g. *power word stun*).

Stop It

Range: Touch

Duration: 1d6 rounds + 1 round per level of the caster

Effect: 1 target

This spell is cast simultaneously with another that the caster has memorised. That spell is consumed by Stop It, and the recipient is made immune to any further castings of that spell for the duration. Note that this spell cannot be made *permanent*, effectively needing two spells to work, the latter being consumed rather than cast.

Seductresses Aid

Range: 120'

Duration: 1 round per level of the caster

Effect: One set of blankets, drapes, ropes, carpet, etc.

Essentially a more complex version of the entangle spell (see RC), with the additional commands grab, enfold and trip, and also working on a range of materials such as blankets, rugs, curtains, bed sheets, etc. Save vs. spells, possibly modified by -2 if the target is surprised.

Undead Control

Range: 20'

Duration: Special

Effect: Control undead at a third of caster level

Use of this spell is typically considered an evil act. Upon casting, the user may attempt to control undead (using the undead lieges and pawns rules) as if an avenger, at a third of the casters level (a 21st level magic user being equivalent of a 7th level cleric, for example). The duration of the spell is the same as normal undead lieges, and while the undead are controlled the four spell levels invested in this spell are unavailable, i.e. the caster can memorise one fewer fourth level spell, or two second level spells, etc.

[Fifth Level Spells](#)

Acid Arrows

Range: 240'

Duration: Instantaneous

Effect: Up to 20 gobs of acid

An invaluable attack spell, which creates 1 bolt of acid per level of experience of the caster. The bolts fly in a straight line, each striking a target to which the caster has line of sight. All of the bolts can be aimed at one target, or they can be split between multiple foes any way the caster wishes.

Each target takes 1d6 damage per bolt, although a save versus spells is allowed for half damage.

Chuck You!

Range: 5' per level of the caster

Duration: Instant

Effect: One opponent is hurled away

An unusual and quite versatile combat spell, effective on giant sized or smaller opponents. Said creature will be bodily hurled up to 80' from the caster, suffering 2d6 damage (plus another 5d6 if it hits a solid obstruction), and inflicting 2d6 damage to any creature hit by the flying victim (DM's judgement whether said creatures stop the target; a kobold will be stopped by hitting an ogre, but an ogre should be hurled straight through a cloud of

kobolds). If the target makes a save versus spells, it will completely avoid the spell. A hurled foe must roll equal to or under their dexterity score on 1d20 to land on their feet, otherwise they will fall and be considered prone until they can stand up.

Devolution

Range: 20'

Duration: 5 rounds + 1 round per level of the caster

Effect: 1 human or humanoid

An individual creature affected by this spell is forced back through its own evolutionary time. Essentially this adds 1d6 to strength, dexterity and constitution and takes 3d6 from intelligence, wisdom and charisma. Below an intelligence score of 3 the target will shun the use of weapons and attack using claw/claw/bite for 1d3/1d3/1d6 damage (or instead gains a +2/+2/+4 to damage if they already possess those attacks). Elves are immune to the ability score modifications of this spell but do suffer a -3 penalty to armour class and -3 to hit and damage. An unwilling target may make a saving throw vs. spells to avoid the effects of the spell.

Firetrap

Range: Touch

Duration: Permanent until discharged

Effect: One trapped opening

Any closeable item (a book, a chest, a door, *etc.*) can have this spell cast on it. It is essentially a trap, and leaves a physical trace that can be removed as normal by a thief or dispelled. The caster, and anyone else knowing a pre-determined password can open the item safely, but any attempt to open it without that creates an explosion that damages everyone within 5' for 1d6 damage per level of the caster (a save vs. spells halving the damage). The item itself may be destroyed by this, at the DM's discretion (a book, for example, is unlikely to survive, but the contents of a chest may or may not be destroyed). Whether discharged explosively or opened harmlessly using the command word, opening the item ends the spell

Flame Bolts

Range: 240'

Duration: Instant

Effect: Up to 20 fiery bolts

As for acid arrows, but with fire damage instead of acid.

Flying Wedge

Range: Touch

Duration: 1d6 turns + 1 turn per level of experience

Effect: A group of creatures fly

This spell is an elaboration of the level 3 *fly* spell, allowing the caster to carry 1 other person per 5 levels of experience. Those creatures must touch the caster to remain in flight – this may be complex and make larger groups difficult to handle.

Scatterbrain

Range: 60'

Duration: 1d10+5 days

Effect: 1 foe

Upon casting, a target (if they fail a saving throw vs. spells) loses all track of time. They will always be late, irritatingly out of step, always lose initiative in combat, and if appropriate will be surprised at the start of combat. They are immune to the effect of *haste* and *slow* spells, and any other speed affecting spells, and if they are capable of multiple attacks in a round they will lose all but one of them.

Shadowblade

Range: Caster Only

Duration: 1 round per level of experience

Effect: 1 blade in the casters hand

The caster conjures a grey, smoky, indistinct sword. This can be wielded to inflict 2d4 damage per hit, that total curing the casters wounds for the same amount. It can hit creatures immune to up to +4 weapons. The caster cannot be disarmed, but can dismiss the sword at any time by putting it down. If the sword is used to damage undead creatures, it will instead damage the wielder and heal the undead.

Swaps

Range: 240'

Duration: Instant

Effect: Swaps the caster and another creature

An unusual spell which causes the caster and target to be swapped; the caster ends up where the target was, and the target is transported to where the caster was standing. Useful to get out of a tight spot. If the target is unwilling, he or she may make a saving throw to negate the spells effect.

Wall of Lightning

Range: 120'

Duration: 2d4 rounds

Effect: A 10' cube of lightning

This spell creates a terrifying barrier, a 10' cube of lightning, at a point of the casters choosing within range. Creatures within the area may make a save vs. spells to step out before they take damage. Any creature subsequently entering must save vs spells or take 1d6 lightning damage per caster level (the save halving the damage).

Wall of Magma

Range: 120'

Duration: 1 turn per level of the caster

Effect: 1 wall of magma

The caster creates a wall of glowing, almost solid magma up to 15' high, 10' thick and 10' long per 4 levels of experience. This spell cannot be cast 'on' an opponent but any creature stupid enough to enter or climb it will take 1d6 damage per level of experience of the caster, with a successful save vs. spells halving the damage.

Whirlwind

Range: 30'

Duration: 3d4 rounds

Effect: 5' circle, 20' high vortex

A powerful vortex of swirling air is created, picking up dust and dirt, and any other loose material. It can be controlled by the caster by concentration, and moved at a rate of 30' per round up to a distance of 240'. Any creature caught in the vortex will suffer 1d3 damage per level of the caster, with a save vs. spells having the damage. If there is insufficient space for the full cone of air, the spell cannot take effect.

Sixth Level Spells**All That Glisters**

Range: Touch

Duration: 6 turns

Effect: Temporarily makes coins seem like gold

This entirely disreputable incantation makes coins carried by the caster seem to be gold, even if they are copper, silver or electrum. The illusion won't stand up to any serious scrutiny, and if someone they're dealing with has reason to suspect that the coin is suspect (such as having been fooled by the caster before) then they will see through the ruse. Anyone having the coins passed to them (in trade, or for any other reason) may make a save vs. spells to see through the effect. Each casting of the spell enchants up to 200 coins per level of experience of the caster.

Bailriggs Butchery

Range: 30'

Duration: Instant

Effect: 1 creature/corpse

Bailrigg, beastmaster of the Great Zoo of Thothia, created this spell to allow him to rapidly portion up monsters that had died, to separate out useful components in the heat of the desert before decomposition set in. Upon casting, any chosen dead body within range will instantly become dissected, ordered, and labelled; each bone, muscle, organ, gland etc. will be neatly separated out and identified. While an invaluable spell for removing useful components for magical research, it is also an unpleasant attack spell. Any living creature not totally immune to cutting damage will take 1d6 points of damage per level of the caster, with a save versus spells allowed to reduce damage to half.

Black Inferno

Range: 240'

Duration: Instant

Effect: 1 ball of draining blackness

This spell sends a bead of black force to a target, which explodes into a 20' radius inky black sphere. All creatures in this area take 1d6 damage per caster level, saving for half. Any creature killed by this temporarily adds 1hp to the caster per HD or level they possessed, this process being visible as crackling threads of purple lightning returning from the deceased to the caster. The caster loses these HP at one per two rounds, although any wounds suffered are lost from this pool first.

Blackstrike

Range: 240'

Duration: Instant

Effect: 1 target

This spell creates a black bolt of lightning that is directable to a single target within range. The damage inflicted is 1d6 per level of the caster, with the target saving for half damage. Purple lightning reverberates back from the target to the caster, and the caster temporarily gains half of the hit point damage inflicted, losing them at the rate of 1 every 2 rounds. Any damage taken is taken from this gained vitality first.

Contain

Range: Touch

Duration: 1 day

Effect: 1 Container

An unusual spell that turns any container into a magical, extradimensional space, rather like a bag of holding, for the duration of the spell. The capacity of the container is equal to the casters level x 500cn. Any items in the container when the duration ends (or the spell is dispelled) will spill out, possibly at high speed.

Create Steeds

Range: 30'

Duration: 1 turn per level of the caster

Effect: Summons steeds or pack animals

Similar to the magic user *Create Normal Monsters* spell, this spell allows a caster to summon mounts of a single type. A total number of HD of mounts or pack animals no greater than the caster level can be created, and only donkeys, mules, oxen, riding horses, draft horses, camels, sea-horses or manta rays (or other mounts if the DM permits) can be created. The mounts can be ridden by anyone specified by the caster, or can be used as pack animals. While ideal for creating draft animals with a significantly longer duration than *Creator Monsters* spells, the animals thus created will not fight.

Ethereality

Range: Touch

Duration: Up to 24 hours

Effect: 1 recipient

The recipient of this spell can choose to enter the ethereal plane once, any time until 24 hours after the spell is cast, and must return during the same period. The spell also provides movement on the plane at walking speed.

Familiar Spirit

Range: 240'

Duration: 2 turns per caster level

Effect: 1 illusionary familiar

This illusion spell creates a single illusionary familiar (halfling sized or smaller), the appearance of which is determined by the caster (although no specific creature can be imitated). It is a believable illusion, with a rudimentary intelligence of its own. It can obey simple commands, it can scout areas for the caster, and carry messages. It cannot attack, and a single hit in combat will cause it to disappear.

Fixer

Range: Touch

Duration: 1 Turn

Effect: Repairs one wagon, ship or structure, at a cost

This spell can be used to repair or restore any substantially wooden ship, cart, wagon or structure that has sustained HP damage, but at a cost. Repairs made thus require only 1 turn, do not need any wooden materials or even workers, but use treasure possessed by the caster. Only one set of damage can be repaired on any vessel or object using this spell, and the repairs cost exponentially more for each point repaired. 1 HP of repair cost 1gp, 2 HP cost 2gp, 3 costs 8gp, 4 costs 16gp, 5 costs 32gp, etc. The treasure is consumed during spellcasting, and naturally large repairs are enormously costly, but can be conducted anywhere and taking only 1 turn, making this spell potentially the difference between a shipment being lost or not.

Fredegars Corrosion

Range: Caster Only

Duration: 1 turn + 1 round per level of the spell

Effect: The casters hands

This inconvenient spell turns the casters hands sticky and brown, very obviously and visibly odd. For the duration of the spell the casters hands act in all ways like a rust monsters tentacles.

Hydrax

Range: 0

Duration: Special

Effect: Summons 1 hydrax

This spell draws one hydrax to the prime plane, the hydrax being compelled to complete a single task for the caster to the best of its ability. A water version of invisible stalker.

Mage Sight

Range: Caster only
Duration: Concentration
Range: Caster Only

This handy spell gives the caster an insight into ongoing magical spells and affects around him. The caster can see where magic spells are working and gains a rough idea what they are.

Mort Rouge

Range: touch
Duration: Special
Effect: Special

The victim of this spell must make a save versus spells or start bleeding, slowly, through minor cuts and pores in the skin. 1d4hp are lost per day, until a *cure disease*, *cureall* or *heal* spell is cast. No healing due to rest can be gained while suffering from the disease. Anyone touching the victim must in turn make a save versus spells or start suffering a similar effect. This spell can thus be used to wipe out entire villages. Unsurprisingly, casting this spell is considered an evil act.

Recollection

Range: Caster only
Duration: Instant
Effect: Recalls one spell

This spell allows the caster to immediately recall a spell cast in the previous round, as long as it was of 6th level or lower. Essentially this spell is expended and the previous spell is restored to the casters memory.

Resist Turning

Range: 10'
Duration: 1 day/level of caster
Effect: 1 undead

Any undead upon whom this spell is cast will receive a saving throw (death ray) versus any attempt by a cleric to turn or destroy them.

Wormhole

Range: Touch
Duration: Instant
Effect: up to 2 targets plus caster

A handy transportation spell, effectively the same as dimension door but also affecting up to two willing recipients along with the caster.

[Seventh Level Spells](#)**Arctic Blast**

Range: Special
Duration: Instant
Effect: Cone 100' long, 60' wide at end.

This spell creates a cone of cold air, 100' long and 60' long at the far end. All creatures caught in the area take 1d6 damage per caster level (save for half). In addition, a second save is needed to avoid being blown away by the wind.

Target size	Distance Blown
Tiny (to 1')	1d10x10'
Small (to 4')	1d8x10'
Medium (to 8')	1d6x10'
Large (up to 20')	1d4x10'
Huge (20' plus)	None

Damage taken from being thrown is 2d6, plus 5d6 if the victim hits a solid object, or 2d6 if it hits another creature (that creature also suffering 2d6 damage).

A successful dexterity check (rolling equal or less than dex on 1d20) allows a victim to land on his feet.

Astral Leap

Range: Touch

Duration: 24 hours

Effect: Transport to the Astral plane

The recipient of this spell may, once in a 24 hour period, travel to the astral plane, and must return within the spells duration.

Deferment

Range: Caster only

Duration: 1 turn + 1 round per level of the caster

Effect: Caster only

The caster of this spell can avoid a proportion of the damage they may receive until the end of the spells duration. Half of all HP damage incurred is deferred, only taking effect at the end of the spells duration. Any other attacks that causes non HP damage, such as energy drain, also takes effect at the end of the spell. However, non damaging attacks such as those that incapacitate (stun, paralysis, etc.) are not affected by this spell.

Lightning Storm

Range: 240'

Duration: Instant

Effect: An explosive ball of lightning

While potentially the most damaging spell most magic users can aspire to, this spell may also cause relatively little harm. Upon casting a spark flies from the casters finger to a target within range, which then explodes into a shower of lightning, inflicting a colossal 1d10 damage to all within a 20' sphere from the point of impact. However, each creature in the area may make *four* saving throws vs. spells. If all four saves are made, all of the bolts miss that target and no damage is inflicted. If one save is made, only a third of the damage is taken. If two saves are made, a quarter damage is taken, if three saves are made, only one point of damage per dice is taken.

Mage Blight

Range: 240'

Duration: Special

Effect: 1 target

This spell is a form of *Magic Missile*, creating 1 missile plus 2 more per 5 levels of experience of the caster, each inflicting 1d6+1 damage to a target. However, rather than all being loosed at once the missiles are produced 1 per round, on the same initiative as when the spell was first cast, without the caster needing to concentrate further. Missiles fly, once a round, from the caster to the target, so long as that target remains within range. No protective magic under 6th level is effective against this spell – a *shield* spell is no protection against this spell.

Planar Reckoning

Range: Special

Duration: Instant

Effect: Tells the caster the bias and address of a plane

An invaluable spell for the discerning planar explorer, the spellcaster immediately gains knowledge of sphere bias on the plane of existence he is on, along with a planar address (i.e. the names of planes that must be crossed from the Astral to reach the plane).

Revelation

Range: Within sight

Duration: Special

Effect: Interprets 1 sign

The caster must cast this spell during or immediately after a vision, omen or portent. It does not confer knowledge of the future or events to come in detail, but it does provide the caster a literal interpretation of the sign (if such is rational).

Sandstorm

Range: 240'

Duration: 1d6 rounds

Effect: 40' sphere

This spell creates a near irresistible tempest of air that whips up sand, soil stones *etc.* Each round, every creature in the area of effect must make a save vs. spells or take 1d4 damage per level of the caster, with a successful save vs. dragon breath halving the damage. This spell does not work over open water or underground. The saving throw is modified according to the terrain, thus:

Terrain	Saving throw modifier
Sand/gravel/shingle	-2
Farmland, ploughed	-1
Grass/pasture/urban	0
Mountains/Hills	+1
Woodland/Jungle	+3

Saved

Range: Caster only

Duration: 1 hour per level of the caster

Effect: Caster only

An invaluable spell that allows the caster to pre-cast protective spells. A total number of protective spell levels, equal to up to half the casters level, are cast immediately after casting this spell. At any time until the spells duration ends, all of the spells thus stored can be activated in a single round. Until that time, those spells are not available for use, unless of course the caster has chosen to memorise such spells more than once. All of the protective spells can affect only the caster; no area of effect spells are allowed.

Spear

Range: 240'

Duration: 1 round per levels.

Effect: Creates one flying spear.

This spell creates a spear, the appearance of which varies according to the caster (some spellcasters create a glowing red spear, others may create something resembling a ballista bolt, etc.). The spear floats in the air, and can attack one foe per round, up to a range of 240'. A normal hit roll (using the casters base chance to hit) is required. The spear returns at the end of the round to the caster. Damage is 1d10 (as a pike), and the spear can

hit targets immune to magical weapons, striking as a +3 magical weapon. Maintaining the spear does not require concentration, and the caster can cast other spells while also attacking with the spear.

Eighth Level Spells

Dimensional Ally

Range: Caster Only

Duration: Special

Effect: 1 person

Upon casting this spell, one ally (a willing creature) of roughly the same size or smaller than the caster can be sequestered into an extradimensional space. The recipient sees as if through the casters eyes and requires no sustenance while this hidden. This spell requires the investment of 8 spell levels, that are recovered when the hidden creature is released (see *Dimensional tool*, *Dimensional familiar*, *Dimensional arsenal*). The ally or the caster can end the spell at any time, by simply stepping out and leaving the other party, at will. If the spell caster is killed while their ally is hidden, the ally is also killed, and is released from the dimensional space.

Regeneration*

Range: touch

Duration: 2 turns/level of caster

Effect: Regenerates...

This spell allows the recipient to regain hit points at the rate of 1hp per turn for the duration of the spell. Only damage taken after the spell has been cast can be recovered; fire and acid cannot be 'regenerated', normal or clerical healing is required. The reverse of this spell, *degeneration*, causes the recipient to slowly take damage; the damage is continuous for the duration of the spell, 1 point per turn, and the victim must make a concentration check to cast a spell. A save (versus spells) is allowed, and a successful attack is required to inflict the spell.

Slipstream Teleport

Range: Special (100')

Duration: Instant

Effect: Teleports with another creature

If cast in the same round or up to 1 round after any other spellcaster in range has teleported, word of recalled or otherwise used magic to instantly change location, then it allows the caster of this spell to 'slipstream' that target. The caster appears at the nearest safe point to the target, usually within 10', but if that location is within a solid object then the caster appears in the nearest available space to the target, in a straight line towards the starting location.

Ninth Level Spells

Chaos Wish

Range: Special

Duration: Special

Effect: Goodness knows...

In terms of sheer magical power, this is almost certainly the single most potent spell created by any mortal on Mystara. It is, however, utterly without any control; the caster MAY try to word a wish associated with it, but it doesn't help.

Upon casting, the DM rolls 1d20, and compares the result to this table.

- 1- The caster dies, instantly, permanently, and unrecoverably
- 2- The caster dies, instantly, but can be raised
- 3-8 Bad effect, the power of the spell is unleashed in an appalling way

9-12 Neutral effect, the power of the spell is immense but does something neither beneficial nor of hindrance to the caster

13-18 Good effect, and whatever the hell the spell does it helps the caster

19- Excellent effect

20- Massive effect

The DM should be creative and unrestrained; if for example a caster is faced by an army of undead he cannot defeat, casts this spell and the DM rolls a 15, then perhaps a group of wandering archons will turn up and help, pledging loyalty to the caster for an extended period of time. If he rolls a 5, then a nightwalker may be attracted to join the army of undead, bringing its own legion of minions.

Detonate

Range: 240'

Duration: Instant

Effect: 1 spellcaster

This spell can only be cast on a spellcaster. If the victim is of a lower level than the caster then no save is possible, otherwise a save vs. spells is allowed with a -3 penalty to the roll.

The spell causes a spell memorised by the target to go off centred on the target; if said spell normally gives a save, no further save is allowed. The DM should choose at random, and the exact effect is up to the DM.

Pearl (a.k.a. Augustus's Gopping Dragon)

Range: 30'

Duration: 3 turns

Effect: Summons pearl

To research this spell, the caster must obtain the heart and brain from two different huge evil gemstone dragons. This spell creates a carbon copy of the mortal avatar of Pearl, goddess of all chaotic dragons. She obeys the caster for the duration of the spell, taking whatever evil liberties to cause more destruction that she can while doing so. Pearl is aware of the existence of this spell and is, presumably, biding her time before dealing with Augustus...

Razzle Dazzle

Range: 240'

Duration: 1d6+charisma modifier rounds

Effect: Enthral and engages everyone

Arguably the most potent of all Merchant spells, upon casting every sentient creature of a lower level of experience (or with fewer HD than the casters level) who can hear the caster and is not protected by antimagic is obliged, for 1d6 plus or minus the casters charisma modifier rounds, to pay attention to the Merchant. This can affect any number of targets, including undead creatures and constructs. Any creature of a higher level or number of HD must also make a saving throw vs. spells to avoid the effect. While casting the Merchant may choose up to 6 allies who will not be affected by the spell.

During the spells duration the Merchant continues with a monologue such as an extended sales pitch. (this does not have to be roleplayed). If he stops talking, the spell ends one full round later, giving the Merchant one round in which they may do as they choose. The Merchant may take no other actions while pitching other than to move (up to normal encounter speed). Any creatures who are further than 240' away by the end of the Merchants round will no longer be affected by the spell, but no new creatures that come in to range become subject to it. If any of the Merchants allies or anyone else chooses to take any offensive action against any affected creature then they are immediately released from the spell and can act freely that round, even if their initiative would mean they act before the attacker.

After being released from the spell, even if kept in place for the full duration, the victims of the spell are not necessarily hostile to the Merchant. From their perspective, they simply stopped and chose to listen to the sales pitch, however strange that may seem to them later.

Note that enthralled creatures do not become stupid and don't forget about their own safety. A flying creature, for example, will not lose concentration and crash, they will either circle the merchant or land. A creature that is on fire doesn't stop and burn, they will continue trying to put out the flame. But they will be largely oblivious to things going on around them other than the Merchant (the effects of this, such as the relative ease by which they may be sneaked up on, is determined by the DM).

Tempestcone

Range: Caster only

Duration: 1 round per level of the caster

Effect: Turns incoming magic into outgoing attacks

This spell creates a whirling cloud of antimagic that surrounds the caster. Any further spells cast by or at the caster are absorbed, becoming glowing blobs of force circling the caster. This is a precarious state, and those bolts must be used by the caster before they ground themselves after 2 rounds. For each spell level (or spell level equivalent) cast at the tempestcone, one glowing bolt appears. For example if a 9d6 fireball is centred on the caster, 3 bolts appear, as it is a third level spell. Bolts can be targeted at any creature within 180', each inflicting 1d6+1 damage (no saving throw). Note that any spells the caster uses during the tempestcone are eaten by the spell, as are helpful or friendly spells cast at him. The spell even gives some chance of protection against area of effect spells, with spells centred within 5' of the caster being 90% likely to be absorbed, reducing by 5% per further 1' (so for example a *fireball* set to detonate 10' from the caster would be 65% likely absorbed). While there is no theoretical limit to the number of spell levels a tempestcone can absorb, the maximum number that can be discharged in a single round is 1 plus 2 per 5 levels of experience of the caster (as per *Magic Missile*). Note that only magic is absorbed – natural or physical attacks based on the elemental nature of a creature (such as a Medusas petrification attack or a dragons breath) are not absorbed, and no protection is gained from weapon attacks. Attacks made with bolts from a tempest cone are made in addition to other actions the caster takes in the round – the caster may cast other spells (although they will be absorbed by the tempestcone), attack, move, etc.