

# THE DRAGON TREE SPELL BOOK



A PLAYING AID FOR ALL FANTASY DUNGEON ADVENTURES

Also available from

# THE DRAGON TREE

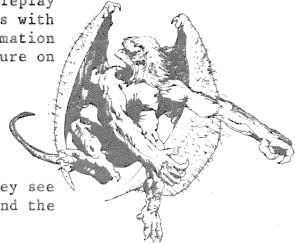
## MONSTER FILE ONE

MONSTER FILE 1 is a collection of 48 original monsters suitable for use in any fantasy roleplay system. These are printed on 4x6 index cards with the complete statistics and relevant information on one side and a illustration of the creature on the other.



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## HANDBOOK OF TRAPS & TRICKS

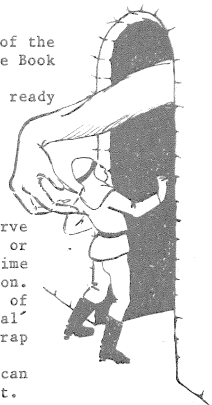
The contents of this handbook are drawn largely from the Murex Manuscript of the Derensive Compendium of Master Humphrey Tappercoom (also called 'The Blue Book of Hengist' or 'Master Humphrey's Blue Book').

The handbook describes over 100 traps, detailed in a standard format and ready to play, which are compatible with most fantasy role-playing games. Also this book includes notes, tables and other aids for construction and play. Traps included are of all types of construction: magical, mechanical or techno; simple, skilled or super-high.

No 'Instant-Killer' type traps are included. Escape is possible from all of these traps, but escape requires brains, not Monty-Haul hardware. The editors believe that there are two legitimate purposes a trap can serve in the game: it can be a time-pressure emergency, as exciting as a melee or it can serve as a rest from urgency, allowing the players to use their time to solve a puzzle or to interact with each other in an interesting situation.

Since the presence of danger and the amount of danger are optional, most of the traps in this book are suitable for all levels of play. A 'Time/Total' chart is provided for ready reference to help adjust the danger of each trap and the time required to play out, according to the strength of the party.

Most of the traps in the handbook are of the non-urgency sort. Danger can be added if the DM wishes but the traps are sufficiently interesting without.



Coming Soon!

The Epxae Islands Mysteries

*no 1 Stones of the Selt* Long ages ago, Mage Antonitas and the witch, Lotana, stood on two mountain tops with their armies dead below them on the Plains of Praz. There they fought with works of wonderous magic such that the continent sunk beneath them and the oceans rushed forth to form the Shallow Sea. Centuries later, men returned to the area, settling the scattered islands which were once mountain tops. The sight of the battle is not known.

The Epxae Islands form a series of eight fantasy modules, each can be played in one evening or combined as a continuing campaign. After each module, the characters are either dead, free to return to the mainland or to continue to the next island in the series. A strong mystery plot holds the adventures together as the players find clues which lead from one island to another and pursue an ancient evil being to its hidden fortress and beyond. This series has been played continually for five years by its author.

*no 2 Hall of The Eld* Each module is suitable for levels 1 through 5 and takes place above and underground.

\$5.00 Release date - August 81

*no 3 River of Death*

\$5.00 Release date - September 81

# THE DRAGON TREE

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**THE  
DRAGON TREE  
SPELL BOOK**

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**THE DRAGON TREE**

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Such labor'd nothings, in so strange a style,  
Amaze th' unlearn'd and make the learned smile.  
Pope -- Essay on Criticism



## I N T R O D U C T I O N

Here is a collection of spells from many Shadow-worlds. We have described what we know of their workings, but the Multiverse is various and in other Shadows they may work differently or not at all. Every word in this book is but a suggestion to the DM, who is welcome to use or change this material as he likes.

The collection contains 224 spells, and 220 of them are suitable for any game system and any magic system. The spells are divided by level and arranged alphabetically within each level. The heading for each spell states which class of character developed the spell (Mage, Cleric, etc). For all other classes, the spell will be two levels higher. (For instance, "Sunlight" is listed under Level 3 as a "Cleric" spell. For other classes it is treated as a 5th Level spell.) When a spell is listed "Druid only" or "Cleric only" etc, it cannot ever be used by any other class.

Our suggested casting time is 1 segment per effective level of the spell. (For instance, "Sunlight" would take 3 segments for a Cleric to cast, 5 segments for a Mage or other class) For suggested mana cost for each spell, see 'PERSONAL MANA SYSTEM', Page 5.

At the back of the book is an index listing all spells by the originating class and level. On the inside covers, you will find a complete alphabetical listing.

In the heading of each spell, "Mage" means just Mages or Magic-users, but in the text it normally includes Clerics, Druids, Shamans, etc. The pronouns "he" and "she" almost always include all sexes.

To aid the DM who is choosing or inventing a magic system for his world, we are also including a checklist-outline for each of the Four Known Systems, along with excerpts from Theologian Newton's PRINCIPIA ARCANA and a system for handling impromptu spells. (Permission is granted to photocopy all charts, outlines, etc for personal use)

## NAMES OF THE FOUR KNOWN SYSTEMS

PERSONAL MANA SYSTEM: The Mage has each day a certain number of 'mana points' to budget as he likes among the spells he knows.  
 PERCENTAGE SYSTEM: The Mage has a certain percentage to get his spells right, and fumbles can be dangerous.  
 LOCAL MANA SYSTEM: After so many spells are cast in one place the mana there is used up and the Mage must move somewhere else to cast more.  
 MEMORIZATION SYSTEM: The Mage may cast each spell only one or more times per day, depending on his level.

## THEOLOGIAN NEWTON'S DOCTRINE OF THE FOUR MANAS

Just as heat light motion kindly inclining and love be all the same but differently named for their uses, so it is convenient to name differently four sorts of mana for their four uses, and perhaps many more as well in some worlds.

First comes the Etheric or Local Mana, which I have heard Greylock of Darcron describe thus: "Mana is a magic energy source that permeates all Creation. In its natural state it is inert and undetectable. However, through the use of magical methods this energy may be changed in form so that it may affect physical objects." And many call this the Working Mana, for it doth the work.

This mana in some worlds the Mages gather and store in their bodies and carry it round with them like a bee her honey till they spend it in spell-casting and they can cast no more till they eat and rest, and here they speak of their 'Personal Mana Points'. (And in other worlds some use those words to mean the strength they spend to draw and control the mana when they cast) [See PERSONAL MANA SYSTEM, Page 5 -- ed.]

Newton postulates two more 'manas' as well (Psitalent and Shadowmana), which he says must exist on all worlds whether the Mages there are aware of them or not. In this he is reasoning from his famous heretical theory of 'Physics' which holds that for every magical action there must be somewhere a magical reaction or 'backlash', and that matter and energy may not be created or destroyed (even by magic), but only moved or changed. (see PRINCIPIA ARCANA, vol IX) Applying this theory he says:

Thus we see that all magic be truly Shadow-magic and first all open a gate to some Shadow or plane and through it they fetch the food or the missile and when one levitates here another falls there and when they turn rock here to mud some mud there must become rock and when one is healed here one is hurt there, and whatever happens here has there some backlash. (See 'Newton's Spell of Drawing the Backlash', Page 72)

And in many worlds to open this gate is an easy thing to one with the Psitalent, and it is become second nature to the Mages there and they do not even name it as a separate part of the spellwork. But in other worlds it comes harder to open the gate than to fetch through the thing that you want once it is well open, and here they are well aware of it to their sorrow.

In these latter worlds all speak of the Psitalent and the Shadowmana, and the Psitalent is what the mage uses to "knock upon the gate" as they call it and the Shadowmana is what comes from outside in the world and opens the gate for him and holds it open until the spell is through and the laws are fulfilled. . . . And the gate is the same and the Psitalent and the Shadowmana to open it and to hold it well open, whether they fetch through it a dormouse or a bluejay or an elephant, and they may heal one of a thorn in the toe or call through it lightning to waste Jerusalem, and to the Psitalent and the Shadowmana and the gate and the knocking it is all the same.

And yet in other worlds it is not all the same whether they heal or waste, for the Shadowmana and the Local Mana each be like a great Chord of Music and it be one Note that opens the gate for the healing and her sister Note that doth the work of the healing as it were two smoothvoiced flutes, and some other Note that opens the gate for the lightning and his brother Note doth the work of the lightning as it were snaredrums and kettledrums. . . .

Briefly, here are the functions of Newton's several manas. In addition, each of these four has its 'Notes' that limit the spells of a single type that can be cast using it.

1. Local Working Mana -- limits the power of spells in any one location
2. Personal Mana Points -- limits the power a Mage can spend in one day
3. Psitalent Mana -- limits the number of spells a Mage can cast in one day
4. Shadowmana -- limits the number of spells cast in any one location

#### COMBINING SYSTEMS

Since according to Newton all four 'manas' exist on all worlds, scarcities and oddities in more than one of them may show up on any one world. The outlines for the Four Known Systems may be used like a Chinese menu (choose one from column A and two from column B), and a DM may combine features from all of them.

For instance, the simplest magic system we know of gives each Mage a permanent percentage to get his spells right. Only if the game looks like bogging down while several 'Cure Light Wounds' etc are cast in a row does the DM begin rolling to see if the 'Local Mana' is exhausted yet. It will not replenish for one game month so there is no need of time-keeping, and avoiding the exhausted areas (or forcing opponents into them) makes for interesting strategy. Here Newton would say that all the manas were erratic and Shadowmana was scarce as well.

Ay, y' moight be right - but, gods wot, y' moight not.

## PERSONAL MANA SYSTEM

Most numerous are the worlds where the only limit to magicking is named 'mana points', and the Mage can cast many small spells or few great ones and then must sleep till next day to cast again. And this may be as we said because he has distilled the Etheric mana from air and food and stored it in his body to use for the work. Or it may be that he draws and shapes the Etheric mana only when he casts the spell, but that it takes great strength of the body to draw and shape it, and so again he can only so much and then needs must rest.

Newton -- PRINCIPIA ARCANA

**CASTER'S MANA POINTS:** The number of 'mana points' the Mage has to last him through the day is usually found by some such formula as "Prime Requisite times Level divided by two". In some worlds Clerics and Druids use "P. R. plus Constitution times Level divided by four". The "skewed system" divides by a different number depending on the Caster's Intelligence. In Darcron his amount is always "Constitution times two", regardless of his level (and if his mana points ever reach 0 he falls unconscious for 1d20 MR).

**SPELL COSTS:** Commonly a 1st Level spell costs 1 mana point, a 3rd Level spell costs 3, etc. In Darcron the highest level spell the Caster knows, whatever it is, costs 7 points, the next highest 6, and so on down, but no spell can cost less than 1 point. Sometimes if the Caster wishes he can spend only part of the mana cost and get only part of the resulting damage, healing, etc.

**MANA RESTORATION:** In most worlds eight hours of sleep will restore a Caster to full mana, four hours will restore him to half mana, etc. In other worlds it comes back at some fixed rate such as 5% per hour, whatever he is doing. (At 5% per hour it would take 20 hours to restore after being completely exhausted) And elsewhere it all comes back at once at moonrise, sunrise, etc.

**MANA STORAGE:** In these worlds Mages often have enchanted rods and such in which extra mana can be stored. Some of them will both store the Mage's own mana and absorb the mana from any spell cast at him, rendering it not only harmless but useful. (We have heard of some such which will work automatically, even when stored away in a backpack. If anyone who owns such a device will contact us at once, we have some nice beachfront property in Bohemia for sale . . . .) However, if such a rod be overloaded or damaged it may explode, usually doing 1d6 points of damage per mana point stored in it. In some worlds these may be easily be recharged with the Caster's or his friends' unused mana each night while adventuring; elsewhere recharging takes special rituals and must be done at home.

CASTER'S 'MANA POINTS' may be found by:

- Prime Requisite times Level divided by 2 (or by \_\_\_\_)
- "Skewed system":
  - If P. R. is less than 9 divide by 4
  - " " " 9 to 12 " " 3
- (Prime Requisite plus Constitution) times Level divided by 4 (or by \_\_\_\_)
- Constitution times 2 (Darcron system)
- Other \_\_\_\_\_

**COST OF SPELLS** may be:

- Each spell costs same as its level
- Darcron system:
  - Highest level spell costs 7 points (or \_\_\_\_)
  - Each level down costs 1 less point (or \_\_\_\_ less)
  - Minimum cost 1 point (or \_\_\_\_)
- Adjustable: half base cost gets half effect, etc
- Other \_\_\_\_\_

**MANA RESTORATION** may depend on:

- Rest and recuperation (8 hours restores 100%, 4 hours restores 50%, etc)
- Some event:  Sunrise  Moonrise  Midnight
- Other \_\_\_\_\_
- Constant rate: 5% or \_\_\_\_ per hour



PERCENTAGE FOR SUCCESS may be:

- Prime Requisite (times 5 for percentage)
- Requisites averaged
  - Minus 10 or \_\_\_\_\_
  - Plus Level or \_\_\_\_\_
- 50% Base plus 5% per Caster's level (see PERCENT TABLE)
- Other \_\_\_\_\_

RESULT OF FAILURE may be:

- Predictable
  - No effect
  - Damage Caster (1 point or \_\_\_\_\_ per spell level)
  - Caster unconscious until revived
  - Other \_\_\_\_\_
- Chaotic — see FUMBLE CHART

MAGIC ITEM SUCCESS RATE may be:

- 100%  95%  \_\_\_\_\_%
- Minus 1% or \_\_\_\_\_% for each magic item carried
  - Or for each magic power from magic items carried
- Plus user's Level  Plus user's Level times 2 or \_\_\_\_\_

FAILURE result for magic items may be:

- Same as spell failure
- Other \_\_\_\_\_

"The harpies were closing in on us, so Beauhavoc tried to turn us invisible, but he fumbled and turned the harpies invisible instead. Then he tried a 'Sleep' spell and fumbled that too — it just put red cotton nightcaps on them. 'Symbolic Fumble', he called it. But at least we could tell where they were. . . ." Overheard in a tavern near Upton

1ST													
				L									
1	-	60%	2nd	E									
2	-	65%			V								
L 3	-	70%	60%	3rd	E				*Delian Law - aka Law of Retribution,				
E 4	-	75%	65%			L			Law of Devine Balance, Karma,				
V 5	-	80%	70%	60%	4th				Poetic Justice, TANSTA AFL,				
E 6	-	85%	75%	65%			O		etc. "As ye sow, so				
L 7	-	90%	80%	70%	60%	5th	F		shall ye reap."				
8	-	95%	85%	75%	65%								
9	-	95%	90%	80%	70%	60%	6th	S					
O 10	-	95%	95%	85%	75%	65%		P					
F 11	-	-	-	-	95%	80%	70%	60%	7th E				
					95%	85%	75%	65%	L				
S	13	-	-	-	-	95%	80%	70%	60%	8th L			
	P	14	-	-	-	95%	85%	75%	65%				
		E	15	-	-	-	95%	80%	70%	60%	9th		
			L	16	-	-	-	95%	85%	75%	65%		
				L	17	-	-	-	95%	90%	80%	70%	60%
SIMPLE FUMBLE CHART													
				C	18	-	-	-	-	95%	85%	75%	65%
				A	19	-	-	-	-	95%	90%	80%	70%
01-20	WRONG TARGET			S	20	-	-	-	-	95%	85%	75%	65%
21-40	TOO MUCH EFFECT			T	21	-	-	-	-	95%	90%	80%	70%
41-60	HALF OR LESS EFFECT			E	22	-	-	-	-	95%	85%	75%	65%
61-80	OPPOSITE or wrong effect				R	23	-	-	-	95%	90%	80%	70%
81-00	SYMBOLIC EFFECT or delayed or none					24	-	-	-	95%			

## LOCAL MANA SYSTEM

Mana may be thought of as a viscous liquid: rather than there being an equal amount in all areas of the world, it is always moving and shifting. If all the mana in one area is used up, it takes time for the mana from surrounding areas to flow into the depleted area.

Greylock of Darcron

In some worlds a Mage may cast and cast all day and all spells work well and true as he wishes if he ride a good horse, for the Working mana or the Shadowmana or the both of them be easy to tap and work true, but they soon be used up from a place and then no more magicking there, but if he will ride up a hill or across a river then he finds again aplenty mana and casts and casts again in the new place. . . . Or in the underground places I have heard of mayhap they cast and cast in one room and then it be gone but there be aplenty in another room close nearby. For all know there be great magical virtue in the living rock of all worlds and the silence thereof. . . .

Newton — PRINCIPIA ARCANA

**LOCAL MANA EXHAUSTION:** In Darcron each area or pool of Local Working mana has 10-110 total "mana points", and each spell cast subtracts its normal "mana cost" from that total. In the Commonwealth near Upton the DM does not count "mana points" but only the number of spells cast (here the Shadowmana runs out first).

In other worlds each time a spell is cast the DM may roll percentage to see if the local mana is gone yet, and each spell increases the percentage (see outline).

Elsewhere, as the mana grows thinner it becomes more slippery and erratic and likely to fumble. This is best played by a World Saving Throw.

**WORLD SAVING THROW:** EACH time ANY spell is cast the DM gets to roll a saving throw for the Laws of Nature in her world, to see if they can resist alteration. (This is in addition to any saving throw the target of the spell may get, and applies even to spells that state they have no save) If the World makes its save the spell fumbles even though the Player rolled it correctly.

In most parts of her world the World Saving Throw is set at a token 1% or 5%, and rolled just to keep the players guessing. But each spell cast in an area increases the World Saving Throw for that area by 5%.

**WHEN MANA IS EXHAUSTED:** In some worlds all magic effects cease without warning, in others all spells fumble, and in others the last few spells may work weakly or fumble, or the players may simply be informed that they feel it is all gone.

**AREAS OF LOCAL MANA:** Areas may be drawn in advance or as needed. In Darcron when a party stops in one place to cast several spells and the DM finds that the mana is exhausted, the empty area will always be a circle with the spell-casters more or less in the middle, and the DM rolls to see how big the circle is (10-110 feet diameter). In some worlds the areas are rough squares on the DM's map. In the Commonwealth the mana pools follow local geography, coinciding with valleys or dungeon rooms or divided by running water, cold iron barriers, inscribed runes or topiary pentagrams, holy places, ley lines, roads, techno power lines, etc.

**RESTORATION TIME:** In Darcron mana flows back into depleted areas in 1-100 melee rounds. Elsewhere it takes a standard time such as an hour, a day, a month. . . . In the Commonwealth mana restoration happens all over a province at the same time and none before: on full moon, equinox, day of religious ceremony. . . or sometimes not at all until a sacred object is found or a god appeased. . . .

**MAGIC ITEMS:** It is up to the DM whether magic items will work in an area of exhausted mana. While many such items come with their own "mana" stored, this is probably "Working" mana, and they may still need to draw Shadowmana from the local ether. . . . Major enchantments can be made independent of variations in "local mana" by having all kinds stored or by tapping a stratum of mana more reliable than that available to spell-casting adventurers.

Brother Samuel says: "Oftimes the manas vary all within a few miles in the same world, and here ye will often find some ancient holy buried relic or even some dropped wandering Mage's tool, and it eats the mana each day so there is none for to cast with, or it draws or it leaks so there is too much. . . ."

## VARIATIONS:

**BUFFER ZONES:** In many worlds the mana pools seem to be sharply divided, with no "buffer zones" between areas where spells work normally and where they do not work at all. ("Here when the Shadowmana falls below its proper level or volume, even by so much as a hair or a featherweight, the gate will no more open not at all." -- Newton, OP CIT) In other worlds it is more like looking down on a landscape of valleys full of mist, with ridges and hilltops separating them where the mist is thinner and swirls erratically. On the ridges or "Buffer Zones" spells ALWAYS work poorly (ie the World Saving Throw is high) or do not work at all.

**QUOTAS ON SPELLS OF THE SAME TYPE:** In a few worlds each type of spell takes a specific type of local mana, and ". . . say in this world they sit themselves down by a pond to heal them and heal one or two and then they can heal no more till they betake them away from the pond for all the [ mana ] that doth the healing be gone now, but if one stay by the pond to cast lightning it strikes well and good."

Newton explains this with his metaphor of a great "Chord" of mana with different "Notes" doing different sorts of work. (The specific Note that runs out may be a note of Shadowmana [number of spells] or of Working mana [mana points]) (see "Warlock's Disc", Page 58)

Some systems use a quota on each type and a grand total both (or roll percentage with each spell for ALL local mana being "exhausted" -- ie, falling below the level of effectiveness). Newton comments: ". . . and yet one may stand by the pond and cast lightning still or summon or whatever he will for a little while, but then they can magick there no more at all of any sort. For so many Notes being gone from the Chord it will falter into discord and silence. . . ."

**LOCAL MANA EXHAUSTION** may happen when:

- A certain number of spells have been cast
  - All kinds \_\_\_\_\_  Each kind \_\_\_\_\_
- A certain number of mana points have been used \_\_\_\_\_
- Percentage chance of exhaustion each time a spell is cast
  - Base chance 5% or \_\_\_\_\_%
  - Each spell cast increases percentage by
    - 5% or \_\_\_\_\_%  Its cost in mana points
- "World Saving Throw" becomes so high all spells are saved against
  - Base saving throw 5% or \_\_\_\_\_%
  - Each spell cast increases percentage by
    - 5% or \_\_\_\_\_%  Its cost in mana points
  - Each time the World saves, that spell will have
    - No effect (or set fumble: \_\_\_\_\_)
    - Random fumble

**EFFECT OF MANA EXHAUSTION** may be:

- Spells have no effect
- All spells fumble
- Same as in Buffer Zone (see below)

**MANA POOLS** may be:

- Rolled as needed: circle around party of 10-100' diameter or \_\_\_\_\_'
- Pre-drawn
  - Squares on DM's map
  - Following local geography
  - Buffer Zones
    - None -- mana pools seem sharply divided
    - Spells always work poorly
      - Half effect
      - High World Saving Throw
      - Other \_\_\_\_\_

**RESTORATION TIME** may be:

- Same for each area
  - 1 hour  1 day  1 week  Other \_\_\_\_\_
- Rolled for each area: 10-100 MR or \_\_\_\_\_
- All areas restore at same time
  - Set date
    - Full moon  Religious ceremony  Other \_\_\_\_\_
  - Set condition: \_\_\_\_\_

## MEMORIZATION SYSTEM

Scarce is the Psitalent and they must raise it by ritual and mantra and reading in their books and hoard it, and they raise and hoard at best a few Notes each day and so can cast a few. And here is great singularity in the Notes, so one will never do another's work, and they cannot choose what spell they will cast when they list but must choose beforehand the Notes they raise, and then those are the only gates they may knock on till they betake to their books again. Nor even they cannot cast the same spell twice save beforehand they raise two Notes to knock on the same gate for it, or it may be two gates to two Shadows much alike. . . .

Newton -- PRINCIPIA ARCANAE

In these worlds the mages say that they must 'memorize' each spell individually and then may cast it only once (unless the spell has been 'memorized twice'\*). After use, the spell has been 'forgotten' and must be 'memorized' again before it can be cast again.

**MEMORIZATION OF SPELLS:** In most worlds to 'memorize' a spell requires one half hour of total concentration. Any interruptions or distractions spoil the work and he must begin all over. In some worlds the Mage may 'memorize' one spell per hour divided by the number of spells which he is capable of handling at that spell level. (For example, Carlos is capable of 'memorizing' 1 third level spell, 2 second level spells and 4 first level spells. The third level spell requires one hour, each second level spell requires 30 minutes, and the 4 first level spells require 15 minutes each.)

**DEITIFIC VARIANT:** There are some worlds where Clerics (and perhaps Druids) are given spells by their Gods instead of having to 'memorize' them. Someworlds they are given once and for all, and someworlds they need renewal.

**SPELL BOOKS:** In these worlds the Mages write down their spells in books to carry around with them. These books are not scrolls and have no power to perform magic, but the Mage must use such a book to rememorize his spells from, and someworlds may do this on an adventure when he has time to rest and read.

\* Count Posvalski's original manuscript read here: ". . . unless the spell has been memorized more than one time, a feat which we do not understand. . . . One explanation is that these are variations of the spell, each being slightly different. In such cases, we would expect that there exists a definite chance of confusion between variations with resulting chances of fumbles. . . ." This mistake is understandable, since neither the Mages in question nor the good Count seems to have heard of Newton's doctrine of Psitalent. The Mages miscall their method 'memorization' and the Count takes their word for it.

TIME NEEDED TO MEMORIZE EACH SPELL may be:

- Half an hour per spell
- One hour divided among all his spells of that level
- Other \_\_\_\_\_

GOD-GIVEN SPELLS may be:

- Given to Clerics  Given permanently
- Given to Druids  Need renewing

SPELL BOOKS usable while adventuring?  Yes  No

CHAOS FACTORS which may be added:

- Fumble factor (see FUMBLE CHART, Page 6 or 7)
  - Spell-casters may fumble \_\_\_\_%
  - Artifact(s) of spell storing may fumble \_\_\_\_%
- Local mana concentration may vary, causing:
  - Too much effect  Too little effect
  - Some types of spells no effect (see 'Warlock's Disc', Page 58)
- NPC's have a 'Fumble Cause' spell (see Page 42)
- "World Saving Throw" (see Page 8)



## IMPROMPTU MAGICAL SPELLS

An impromptu spell is one that the player makes up in the middle of a game for a special purpose. In the Commonwealth we allow them, with these limits: 1) Direct damage cannot exceed 1-4 points per level of Caster. 2) Caster cannot strongly affect (summon, sleep, etc) more than his own level of hit dice of creatures. 3) Percentage cannot exceed Caster's normal percentage (for his highest level spell).

For trying too high level a spell the Caster is penalized -10% for each experience level he lacks. (At DM's option this may increase the chance of fumble rather than the chance of no effect -- see "World Saving Throw", Page 8)

Player's roll of 80 or more produces a fumble. Any roll between spell percentage and 80 produces no effect.

We have found it saves time to let the player describe the spell he is attempting and roll percentage dice. If the roll is very high or very low then he obviously made it or he didn't, and the game goes on. Only if the roll looks like being close does the player try to figure the exact amount of his bonuses, and the DM approve his figure.

SUGGESTED BASE CHANCE	+ 5%	EXPERT KNOWLEDGE:	
BONUSES:		Of Target	+ 5%
Good Rhyme	+ 5%	Of desired result	+ 5%
Good rhythm	+ 5%	CLOSE ASSOCIATION WITH TARGET:	
Good literary allusions	+ 5%	Touching	+ 5%
Poetic imagery	+ 5%	Old friend or enemy	+ 5%
Aesthetic value	+ 5%	Kinsman or lover	+10%
Good pun	+ 5%	IMPORTANT WORDS:	
Good delivery	+ 5%	Important to target	+ 5%
Union of opposites	+ 5%	Important to result	+ 5%
MATERIAL COMPONENTS:		RESEMBLENCE TO TARGET OR RESULT	
From target's body	+10%	in sound, sight, smell, etc	+ 5%
Target's clothing, etc	+ 5%	MODEST DEMANDS:	+ 5%
Symbolic items	+ 5%	PREVIOUS ATTEMPTS: *	
Similar item	+ 5%	Each failure	+ 1%
Sample item	+ 5%	Each success	+ 4%

\* Maximum 10% - applies only if present spell has other bonuses of 25% or greater.

## EXPLANATION OF TERMS

GOOD DELIVERY means the player speaks the spell well etc. UNION OF OPPOSITES would include using letters of fire to write the word 'ice'. In trying a spell to affect an enemy's sword, a toy sword or picture of a sword would be a SYMBOLIC ITEM; the Caster's own sword would be a SIMILAR ITEM. In casting a fireball spell a pinch of sulphur is a SAMPLE ITEM. (These can all apply either to the target or to the result). TOUCHING means a strong grasp of the hand (or better) while the spell is being cast. IMPORTANT WORDS for fire could be "Lucifer", "Hell", "Sulphur", "matches", "heat", "conflagration". . . . RESEMBLANCE: in raising a tornado, it is helpful to whirl and roar; to affect a snake play with a rope; to cause rot, use limburger cheese; etc. MODEST DEMAND is the opposite of over-kill, and might also be called skillful means, decorum, least effort, anti-hubris; it means asking for the minimum you need, and no more (see example below).

## EXAMPLE OF PLAY

Once a beginning mage tried to escape from a red dragon by painting his shoes red and singing "Home Sweet Home". The DM ruled that this was comparable to a teleport spell requiring a ninth level caster, and penalized the mage -80% because he was only first level. Then the mage changed his request to "I want to go 100 feet away in any direction and I don't even care if my clothes go with me." The DM found this comparable to a blink spell requiring a fifth level caster and reduced his penalty to -40%. The mage got 10% for two material components (paint and shoes), 5% for literary allusion (ruby slippers), 5% for combining opposites (red dragon= danger, red shoes=safe escape), 10% for modest demand (just 100 feet and no clothes), 5% for good delivery (he stood up and really sang the song, and did it well), 1% for one previous failure, and 10% for rhyme and scansion in the song. With his base percentage of 5%, this gave him a total chance of 11% after the penalty was subtracted.

He made it, and the DM teleported him 100 feet away -- to the dragon's home.



In cataloging magic and magical spells, it is a common practice to ignore the relatively mundane practice of industrial and housekeeping magic. Many texts either omit this field entirely or accord it only a passing mention as if it were beneath notice. While anyone who has grown up in a civilized community will possess a basic familiarity with such magic, we believe that the prospective practitioner of magic will find it well worthwhile to gain a thorough knowledge of basic magical practices.

While your editors are well aware that the average adventurer considers such minor items as clean clothes and hot baths to be of transitory importance and rarely expects a need to indulge in such minor presdigation during a campaign, others have found such 'minor' magic to be of inestimable service during difficult circumstances.

The acquisition and practice of such 'Zero Level' spells is not of great difficulty - even the village idiot is capable (given the innate talent) of mastering one or two such spells. For the normal practitioner of magic, the number of 'Zero Level' spells which may be mastered may be calculated as 1 spell for each six points of combined intelligence and wisdom plus one spell for each level of advancement in a magic related field.

#### Example of Zero Level Spell Ability

Dom Perion is a second level mage with an intelligence rating of 14 and a wisdom of 12. This gives him a combined rating of 26. Thus, by basic ability ( $26 / 6 = 4.33 = 4$ ), he is able to acquire 4 Zero Level spell and an additional two Zero Level spells by virtue of his experience. Thus he is capable of a total of six Zero Level spells.

On reaching third level, he will be able to acquire a seventh Zero Level spell or, by proper study to train himself and raise either his intelligence or wisdom to gain a total combined rating of 27 ( $27 / 6 = 4.5 = 5$ ), he may also acquire an additional Zero Level spell.

As mentioned above, the village idiot with a wisdom of 3 and an intelligence of 3 could, assuming magical ability, master at least one Zero Level spell.

The practice of Zero Level magic is considered by many teachers to be totally necessary for preparation as a mage or cleric. Zero Level spells are characterized (in worlds requiring personal mana for spellcasting) by the low mana requirements for their employment (nominally 1 point / spell) and thus may be used for training without the exhaustion of the student. These spells are also favored for training purposes in 'local mana' worlds as they do not necessitate such frequent change of location to areas with fresh mana supplies.

## ASSAY COMPOUND (ALCHEMIST) (BRE)

ZERO LEVEL                    Comp: V/S                    Range: TOUCH  
 Save: N/A                    Dur: INSTANTANEOUS

This is used to determine the nature of drugs and herbs. The degree of information revealed depends on the users familiarity with the type of compound being investigated. If a mage attempts to use this spell on a drug or herb which he has not previously encountered, he will not gain any information. If he has previously tested a sample of the same material, knowing what the material is, he will be able to identify the sample.

## ASSAY METALS (FOUNDRY) (BRE)

ZERO LEVEL                    Comp: V/S/M                    Range: TOUCH  
 Save: N/A                    Dur: INSTANTANEOUS

This spell is used to determine the composition of metals. The material component is a hard white stone called a touch stone. When the spell is cast, the sample metal transfers a characteristic mark to the stone by which the experienced metal worker can recognise the composition of the sample.

## BAIT (DS)

ZERO LEVEL                    Comp: V/S                    Range: TOUCH  
 Save: NONE                    Dur: 24 HOURS *10 MIN/LVL*  
 Area: 1 CUBIC INCH

This spell causes any small object to smell and taste like the favorite food of any named species of animal (Caster must know the proper name of the species). If the true name of an individual (animal or person) is used, it will seem like that individual's favorite food. (To everyone it will smell and taste like his favorite; to him only, it will also look like it)

## CLAMP (CARPENTERS) (DS)

ZERO LEVEL                    Comp: V/S                    Range: TOUCH  
 Save: N/A                    Dur: 1 TURN */LVL*

This allows the spellcaster to clamp and hold two pieces of wood as if by an invisible clamp. The clamp will hold the wood in a designated spot for the duration of the spell. This is similar to a wall of force. The clamp can loosen or tighten at the user's discretion.

## COLOR ALTERATION (DS)

Class: ILLUSIONIST                    Comp: V/S                    Range: 10 FT  
 Save: N/A                    Dur: PERMANENT *1 DAY/LVL*

This allows the color of any material object to be altered to such color as is desired. This was developed by an interprising illusionist whose girl-friend enjoyed changing the color of her hair regularly. It seems that he has given up adventuring to open a hair dressing studio. . . . pity.

## COLOR GLASS (DS)

ZERO LEVEL                    Comp: V/S                    Range: 10 FT  
 Save: N/A                    Dur: PERMANENT *1 DAY/LVL*

This will cause clear glass to take and color or hue desired. The spell is reversable to cause colored glass to become clear.











FIRST LEVEL SPELLS

The beginning mage (by which we include those whose studies have inclined them toward the clerical, druidic or illusionist fields) would be well advised to consult with his (or her) mentor before selecting beginning magical spells. Since the beginning practitioner is limited in his choice of tools, they should be selected with care and consideration of use.

We realize that the novice is inclined toward flamboyant selections but we would like to caution the overeager. While flashy spells may be useful in impressing friends (or enemies), some attention should be paid to the consideration of future usefulness.

Since many novices are interested in gaining experience as adventurers, the choice of initial spell capabilities is exceptionally important. A selection of flashy effects may be impressive on stage but orcs are a poor audience. Rather than an appreciative scattering of coins, the usual offering is a sprinkling of salt and a few herbs to flavor the roasting apprentice.

We realize that advice often falls heavily on unwilling ears and that most of you are anxious to leave these ivory towers to seek your own way in the multiverse, therefore we will close these remarks by wishing you all the best and hope that we will see many of you returning for advanced studies, if not richer then wiser.

excerpt from the Graduating Address  
Miskatonic University Class of 93  
Archdruid Plardo Gratun, speaker



## ANDREA'S RAMBLING CLEW (ME)

Class: CLERIC                    Comp: V/S/M                    Range: TOUCH  
 Save: N/A                        Dur: UNTIL UNWOUND

Once Andrea was trying to find a lost temple. Her only clue was a poem that seemed to say, "Find a cross, then go west to a bridge," etc. But all the landmarks were described in such riddles that the Party could make nothing of them.

So Andrea made this spell and cast it on an ordinary ball of string, to translate the "clue" of the riddling poem into the kind of "clew" that Jason followed through the maze. Once enchanted, the ball of string rolled toward the landmarks in the poem, one after another, in the same order that they were mentioned in the poem, unwinding itself and leaving a string for the Party to follow.

When the ball is completely unwound the spell is gone and must be cast again. Picking up the ball may also dispell the magic (DM option). The ball can roll uphill on a shallow grade (30 degrees or less), but will be stopped by stair-steps, thorns, etc. It will backtrack to find another route around steep places — but it is not smart enough to keep from falling into rivers, rat holes, etc (in which case it will unwind normally), or to pull itself loose from thorns or soft mud (which will immobilize it).

How fast it rolls is DM option, and so is the size of the ball it can be cast on. Also at DM option is a saving throw for the original clue against being so translated: if made, the ball may not read the riddle right either, and may lead to some plausible but wrong landmark.

NOTE: This spell does not duplicate the function of 'Find Path' or 'Locate Object'. All it does is TRANSLATE the information in some other sort of clue (poem, map, dying words, etc) into the movement of the string. If the original clue is false or obsolete, the movement of the string will be the same.

## ANTI-CONSUMPTION (DS)

Class: DRUID                    Comp: V/S                    Range: 1 FOOT  
 Save: NEG                       Dur: 1 HOUR / LEVEL

Cast upon a normal flame, this spell will cause it to continue burning without consuming any fuel or phlogiston. (Phlogiston, according to the ancient greeks, was a fluid found in materials which was released as flame when the material burned. Without phlogiston, nothing could burn)

If the original fuel is removed from the flame it will no longer be afire -- but if it is hot enough it might spontaneously burst back into flames, which would not be affected by the first spell. If not removed from the flames, the fuel will continue to suffer heat damage even though it is not consumed.

The reverse makes a fire consume its fuel twice as fast, but without making any more heat or light.

## COINS OF CHANGE (DS)

Class: ILLUS                    Comp: V/S                    Range: TOUCH  
 Save: N/A                       Dur: 6d6 TURNS

This spell allows the illusionist to create up to 20 gold coins from small objects such as pebbles (or other items - editor's note). These illusions look and feel real but will return to their normal state after 6d6 turn. They will also revert if a dispell magic is cast or if they contact cold iron.

Magic will always work against you if it can manage to, and it generally does.  
 May Beckton -- preface to THE ENCHANTED CASTLE



## GASPARD'S GHOSTLY GOAD (DS)

ZERO LEVEL                    Comp: V/S                    Range: 20 Ft  
 Save: NEG                      Dur: INSTANTANEOUS  
 Damage: NONE                   Area: SINGLE OPPONENT

This allows the spellcaster to inflict a sharp poke on the victim's person (i.e. - a poke in the ribs or a jogged elbow performed as by an invisible servant). This will cause no damage to the victim but will distract him (-2 on next initiative roll). The spell is also useful in causing obstinate or slow horses to move more rapidly.

It can also be directed to poke or punch small items at a distance but is not sufficiently powerful to move any weight greater than a pound.

## GORDIAN KNOT (DS)

Class: ANY                    Comp: V/S                    Range: TOUCH  
 Save: N/A                      Dur: PERMANENT

This spell causes any knot touched to become impossible to untie (except by the caster). This spell is usually used to protect packs, pockets and other such but may also be used as a magical lock.

NOTE - anything sealed with a gordian knot will take longer to open again than if it were not. There are two ways to open such: (1) by cutting the knot or the string (2) by dispelling the magic and untying the knot.

## HARD WATER (DRUID ONLY) (DS)

Class: DRUID                    Comp: V/S                    Range: TOUCH  
 Save: NEG                      Dur: 1 TURN / LEVEL  
                                   Area: 1000 Cu FT / LEVEL (10x10x10)

This spell gives water the hardness of seasoned oak (and makes it subject to 'Warp Wood', 'Shapewood', axes, termites, etc).

## HASTEN COMPOST (DS)

Class: DRUID                    Comp: V/S                    Range: TOUCH  
 Save: NEG                      Dur: 3 MELEE ROUNDS / LEVEL  
                                   Area: 3 CuFT / LEVEL

This spell causes non-living organic matter to rot or compost as much in one melee round as it normally would in one day. If the spell is cast on a full 3 foot cube of matter and lasts for over 4 rounds, on the fifth round and every round thereafter a quantity of methane gas will be released sufficient to cause 1d10 damage over a 10 foot radius if it is ignited. (E.g. if the spell lasts for seven rounds and the gas was ignited on the seventh round, the explosion would cover a 30' radius and do 1d10 damage)

## HAWK VISION (CF)

Class: ANY                    Comp: V/S                    Range: TOUCH  
 Save: NONE                      Dur: 1 TURN / LEVEL

This increases distance vision by 100, letting the subject see even small objects very far away. If the spell is successful, there is still a 5% (DM's Option) chance that the subject's judgment will change with his vision: ie, small birds and insects will look good to eat, abysses will look fun to jump into, etc. (The DM should roll the 5% once only, when the spell is first cast. If 1-5 comes up, he should say nothing; but every time an insect, cliff etc is encountered he should write a note to the player telling him to roll on his Wisdom vs taking appropriate action)







SECOND LEVEL SPELLS

"You idiots would try to get nuts from a tree by shaking it with a 'fire blast', about as sensible as cracking an egg with an onanger or using a catapult to plant corn.

"If you turkeys don't start showing some sense, you'll be serving this man's army on a plate with herb stuffing and peas . . . ."

- unknown sargent -  
5th Thaumaturgical Corp  
Confederate Army of Erewhon

## APOPLEXY (ME)

Class: ILLUS	Comp: V/S	Range: 10 FEET / LEVEL
Save: NEG		Dur: 3 MELEE ROUND / LEVEL
Damage: 1d4		Area: ONE CREATURE

This spell makes the victim temporarily suffer from Apoplexy -- a tendency to turn red in the face (or whatever) and choke and sputter when he is angry. If the spell is successfully cast and the victim fails his saving throw vs magic, from then on the victim must roll his Wisdom once per round if anything is happening that round that might make him angry.

If he makes his Wisdom roll he can function normally. If he fails he will sputter and choke for that round (taking 1-4 damage) and be -4 on all his attacks and saves -- for that round only. Next round he will be back to normal and have to roll Wisdom again if he is still being provoked. (If he fails on a roll of 20, he will suffer a stroke and fall paralyzed for 1-6 turns)

He may be cured by the same spell in reverse, a 'Cure Disease', or a 'Bless'.

## CREATE POISON WATER (DS)

Class: CLERIC                      Comp: V/S                      Range: TOUCH  
 Save: SPECIAL                      Dur: PERMANENT

This is similar to 'Create Poison Food' and functions in the same manner. It may also be used to create poison wine.

## DETECT LIFE (CF)

Class: DRUID                      Comp: V/S                      Range: 20 FEET / LEVEL  
 Save: N/A                      Dur: 1 MELEE ROUND / LEVEL

This spell detects the location of any living creatures larger than normal insects. It may be tuned in several ways. It may ignore creatures known already, like members of the party. It may be directional. It may be cast on an area as small as a 1' circle. It may be tuned for one species only, eg "Detect Orcs". Unless the caster states otherwise, it will detect both plants and animals.

Normal life-forms get no save, but spells and artifacts such as an Amulet VS Detection will have their usual percentage.

## DRUDIC SANCTUARY (ME)

Class: DRUDIC                      Comp: V/S                      Range: 10' FT  
 Save: N/A                      Dur: 1 HOUR/LEVEL

'Drudic Sanctuary' allows a druid to hide himself in any tree which is larger in diameter than himself. This is similar to a 'Pass Plant' spell except that any kind of tree can be used and no travel occurs.

There is some hazard involved if the druid should inadvertently choose a tree which is already inhabited by a Dryad. Such conflicts of interest are not easily settled.

## EYES OF FIRE (DS)

Class: ILLUS                      Comp: V/S                      Range: TOUCH  
 Save: N/A                      Dur: 1 TURN / LEVEL

This spell is used in two forms: 1) The caster is able to cause his eyes to glow one solid color. Pupils, iris and the whites of the eyes cannot be seen. The whole of both eyes become the color of choice and will also glow in the dark.

2) He may also cause his eyes to appear to have fire burning in the pupils. All parts of the eyes are normally visible except for small fires appearing in the pupils. The flames can be of any color desired and will glow in the dark as above.

This spell may have a 'Permancy Spell' cast on it. This does not in any way effect the user's vision.

## FIRE MISSILES (DS)

Class: MACE                      Comp: V/S                      Range: 60 Ft + 10 Ft / LEVEL  
 Save: N/A                      Dur: SPECIAL  
 Damage: 1d4 / 1d6+1                      Area: SINGLE TARGET

This spell creates 1 fire missile / level. These are similar to 'Magic Missiles' except that the missiles are flaming. These will do no damage against fire-using or fire-related creatures but will do 1d6+1 against cold-using or cold-related creatures. All others take 1d4 damage / missile.





## ILLUSORY FOOD (DS)

Class: ILLUS                    Comp: V/S                    Range: TOUCH  
 Save: N/A                       Dur: PERMANENT

This is used to create food which has the smell, taste, flavor and feel of real food. It may be created in any form or amount desired and will sate the hunger as normal food.

NOTE - This food has absolutely no nutritive value (except to those who need to diet - most effective). Continued consumption results in starvation.

## ILLUSORY SMELL (DS)

Class: ILLUS                    Comp: V/S                    Range: 10 FEET  
 Save: N/A                       Dur: 5 MELEE ROUNDS / LEVEL

This spell is cast on any illusion to provide an appropriate (or inappropriate) smell.

## IMAGE INSCRIPTION (DS)

Class: ILLUSIONIST            Comp: V/S                    Range: SPECIAL  
 Save: N/A                       Dur: PERMANENT

This allows the Illusionist to inscribe an image in any clear crystalline substance. When the substance is placed in front of a bright light, the image is projected on any flat surface desired. If the light is projected into a dense gas, fog or dusty area, the image will be 3-dimensional, appearing in the center of the area.

Rumors have been voiced that a method has been discovered of using "Image Inscription" to produce a moving image or images which are accompanied by "Aural Illusions" but investigation by members of the Council of Mages has failed to disclose any substance to the rumor.

## INSTANT UPHOLSTERY (DS)

Class: ANY                       Comp: V/S                    Range: TOUCH  
 Save: N/A                       Dur: 1 TURN / LEVEL

This causes a substance which would normally feel hard to become soft and comfortable. It has no other affect on the object.

This is a must for those doing a great deal of travelling.

## MAGICAL CONSCIENCE (BRE)

Class: ANY                       Comp: V/S                    Range: TOUCH  
 Save: N/A                       Dur: PERMANENT

This enchantment is cast on an object and is then permanent unless dispelled by a mage more powerful than the spellcaster. If the object is removed from its proper location by other than its lawful owner or other authorized person, it will form a magic mouth which will shout loudly and continuously "THIEF! HELP! STOP THIEF! ROBBERY! I BELONG TO \_\_\_\_\_!"

Any other items in within audible range which have been enchanted in like manner will also join in the outcry.



## RECORD (DS)

Class: MAGE                      Comp: V/S                      Range: 20 FT  
 Save: N/A                       Dur: UNTIL USED

This allows an item to be enchanted in such a manner that it will record a voice and play it back (like a tape recorder) when the command word is uttered. There is a limit of 50 words / level of the caster and the message can only be replayed once. This method of communication has largely replaced letters among mages.

## SHOW BUSINESS (DS)

Class: ANY                       Comp: V/S                      Range: 20 FT + 5 FT / LEVEL  
 Save: N/A                       Dur: 1 TURN / LEVEL  
 Damage: NONE                   Area: ANY

This spell allow the caster to cause any effects desired as long as the following parameters are observed:

- 1) The effects can cause no harm to anyone.
- 2) The effects can cause no harm to property.
- 3) The spell cannot effect anyone who does not wish to be affected.
- 4) The effects may not directly aid the party. (i.e. bridges across pits are not allowed)

This spell was developed to provide special effects which may be flashy or scary but have no inherent dangers or benefits. The special effects are quite real (thus defeating 'truesight' or 'disbelief').

The special effects can affect morale rolls. Example: having been surprised in his lab by a party of adventurers, Zoltan Blackskull used a 'Show Business' spell to cause himself to appear to grow to a height of 18 feet with lightning crackling around his body and his voice to assume a deep echoing thunder.

If Zoltan had attempted to cast the spell on one of the party, the spell would not have worked unless the victim allowed the effects.

## TAMERLANE (ME)

Class: DRUID                    Comp: V/S                      Range: 10 FEET / LEVEL  
 Save: N/A                       Dur: PERMANENT  
                                   Area: 2 CuFT / LEVEL

This spell causes dead, seasoned wood to come alive and start sprouting leaves and roots. Growth rate will be faster than normal: 1 day's normal growth per level of the caster per turn.

The reverse causes live or freshly cut wood to season at the same accelerated rate.

## TRANSFER STICKINESS (ME)

Class: DRUID                    Comp: V/S                      Range: 10 FEET / LEVEL  
 Save: NEG                       Dur: 1 YEAR / LEVEL

By this spell the quality of stickiness may be directly transferred from one substance to another. The spell will affect 1 pint / level or 1 square yard / level of surface. For instance, the stickiness in a barrel of honey was once transferred to the water that a Naga was coming out of, trapping the Naga temporarily and leaving the honey as slick as oil. The stickiness of honey, of course, won't harden to mend something permanently -- for that you need the stickiness of tree sap or bread dough.

## UNSEEN STEED (DS)

Class: ANY                      Comp: V/S                      Range: TOUCH  
 Save: N/A                        Dur: 1 HOUR / LEVEL

This spell creates an invisible steed which the caster is able to ride or harness to a cart. The caster will require saddle and bridle or harness and cart in addition to the verbal and somatic components of this spell.

The invisible steed created will assume the size and shape of a normal horse but, unlike a horse, cannot be spooked nor does it need food or water. The steed is AC 7 and will take 10 points of damage before being dispersed. The Unseen Steed does not fight and can do no damage.

It has been rumored that some mages have cast this spell combined with a 'Colored Lights' or 'Floating Fog' spell to produce eerie effects.

## WATER SHAPE (DS)

Class: DRUDIC                    Comp: V/S                      Range: 30 FT  
 Save: N/A                        Dur: 1 TURN/LEVEL

This causes water to assume any desired shape and to acquire hardness as desired. Such artifacts may be of any desired hardness up to that of iron (but nothing harder). Such items will still appear to be water.

This spell was originally developed by a merman-mage who was attempting to compensate for his race's lack of metal weapons.

The maximum amount of water that may be altered is 3 cubic feet / level.

## UNTHEORY

One DM we know decided what kind of results she wanted a magic system to give, then told her players: "You have been hired to sail to a new continent. Magic seems to work very oddly there, and part of your job is to find out why." They came up with a theory, and she has been using it ever since.

"When attempting to summon a 'Paladin' or other of the clerical orders, extreme care must be paid to one's personal appearance. The best results are obtained by presenting the appearance of a tall homoform of similar race to that being summoned but augmented by an enveloping white robe, white feathered wings and a glowing aura (white or gold preferred).

"The 'Paladin' (or other clerical) may be best constrained to your task by presenting the labor as a 'Holy Quest', this form appears to hold great appeal to this order of creature. Some cautions must be observed when attempting to obtain such creatures for purposes of assassination of greater or lesser members of the demonic races; 1st, be certain that your tool is sufficiently strong to complete the task. 2nd, . . . "

excerpt from Grimorium Demonica (3923 edition)



## CREATE POISON FOOD (DS)

Class: CLERIC                   Comp: V/S                   Range: TOUCH  
 Save: SPECIAL                   Dur: PERMANENT  
 \*\*\* EVIL ALIGNMENT ONLY \*\*\*

This spell is useable only by Clerics of evil alignment. In this manner, they can create food which looks, smells and tastes wonderful. The food created is, however, deadly poison. The victim must save vs constitution or loose 1 point of strength per round until he reaches zero and dies. If the save is successful, the victim will fight at -2 and defend at +2 for 1d4 days. There is enough food created for one man for one day per level of the caster.

## ELMO'S EMETIC (DS)

Class: ANY                   Comp: V/S                   Range: 10 FT + 1 FT / LEVEL  
 Save: NEG                   Dur: SPECIAL  
 Damage: SPECIAL

The victim of this spell must Save VS Constitution at -2 or he will start to regurgitate (vomit). The attack will last for 20 melee rounds - the victim's constitution. The victim will not be able to attack for the duration of the spell and all attacks against him are made at +4 to hit with a 20% chance of a critical hit.

If the save is made, the victim will be able to fight at -4 (defence is normal but no dexterity bonuses will apply for the duration of the spell). Maximum movement rate will be 3.

## ERASE SCENT (DS)

Class: DRUIDIC               Comp: V/S               Range: TOUCH / 1 PERSON  
 Save: N/A                   Dur: 1 TURN / LEVEL

This spell allows Druid to cause the normal scent of himself or another person or creature to become neutralized totally. This makes it impossible for him to be tracked by any animal or creature which relies on scent to locate its prey.

Secondly, the druid may alter his own scent to appear to be that of another type of creature (i.e. skunk, orc, moose or snake) but not that of a specific individual or creature (i.e. he can not change his scent to resemble his friend, Joe the Fighter). This spell may be used in either fashion but not both simultaneously.

## ETHELBERT'S ELEGANT EXPLOSIONS (DS)

Class: MAGE                   Comp: V/S                   Range: 50FT + 10FT/LEVEL  
 Save: NEG                   Dur: 1 MELEE ROUND  
 Damage: 1d6/AREA           Area: 10FT AREA / LEVEL

For each level of experience of the spellcaster, one explosion can be created in an area with a ten foot diameter doing 1d6 damage to all within the area. The explosions are accompanied by an elegant and colorful burst of fireworks which cause all within the area to make their attacks at -1 due to confusion. If they fail a 'roll to hit', there is a 30% chance that they will strike themselves or another target with their party.

## FOUL WEATHER (DS)

Class: ILLUSIONIST       Comp: V/S               Range: SPECIAL  
 Save: DISBELIEF       Dur: 1 TURN / LEVEL

This produces the visual, tactile and auditory illusion of severe thunderstorms, blizzards, monsoons, etc. At the same time, the illusionist will appear to grow to a height of 20' with a correspondingly deep thundering voice. The illusion is visible only in an area surrounding the illusionist though it appears to extend itself indefinitely. The range of the illusion is 20 ft + 10 ft / level radius.









## SUNLIGHT (BF)

Class: CLERIC	Comp: V/S	Range: 50 Ft
Save: N/A		Dur: INSTANTANEOUS
		Area: 10 Ft Circle

With this spell, the cleric calls a circle of sunlight down in the desired location (as per 'Flame Strike'). This light is identical to normal sunlight. This has been observed to be effective against various darkness-loving creatures and many of the undead. The light will last for 3 melee rounds.

## SYLVESTER'S SLIPPERY SURFACES (DS)

Class: CLERIC	Comp: V/S	Range: 50FT + 5FT / LEVEL
Save: NONE		Dur: 2 MR / LEVEL
Damage: SPECIAL		Area: 10FTx10FT AREA / LEVEL

Using this spell, the spellcaster is able to cause large areas of surface to become slippery (100% frictionless). This does not affect conservation of inertia. Any creature in motion or entering such an area will continue in motion without change in direction or control until they arrive at an area having normal surfaces. A save vs dexterity -6 must be made both entering and leaving such areas to remain upright. This spell can be cast on stairs (with obvious effects), vertical surfaces (impossible to climb) or small objects (many interesting opportunities).

NOTE - Because this is not an attack (unless cast on a creature itself) there is no Save VS Magic. This spell is also a favorite of Druids.

## TIME REWIND (ME)

Class: ANY	Comp: V/S	Range: TOUCH
Save: NEG		Dur: INSTANTANEOUS
Damage: N/A		Area: SPECIAL

This spell returns one object or part of an object to the condition it was in at a certain time in the past. Ashes can be turned back into a map, a corpse into a living person, water into snow, etc.

Unless the temperature of the room has been changed too, the snow will begin melting again. The object will not return to a former location, so the spell cannot reassemble a dismembered body, remove poison from a body, etc. If the ashes have been scattered, the spell would produce confetti.

The spell can reach 15 minutes into the past per level and can affect up to two gallons volume per level. (The average human body has a volume of 20 gallons)

NOTE -- The volume affected is one 3 inch diameter sphere / level squared.

## TRANSFER FRICTION (ME)

Class: DRUID	Comp: V/S	Range: 10 FEET / LEVEL
Save: NEG		Dur: PERMANENT
		Area: 10 SqFT PER LEVEL SQUARED

This spell removes the quality of friction from one surface and transfers it to another surface of the caster's choice. All or part of the friction may be removed, and it may be spread over a wider area or concentrated in a smaller area if he wishes.

caster must be within range of part, but not necessarily all, of the surface to be affected.

## TRANSFER STIFFNESS (DS)

Class: ALL                    Comp: V/S                    Range: 20 FEET  
 Save: NEG                    Dur: 1 MELEE ROUND / LEVEL

This allows the mage to transfer stiffness from one object to another. By example, the caster could transfer the stiffness from a sword to a piece of rope thus making the rope stiff and the sword limp. Approximately the same amount of mass is required for each object involved.

It should be noted in passing, that if the rope is coiled when this is done, it will be very difficult to uncoil . . . and if the sword is not straight when the effects end . . . ! (This is frequently popular in "houses of ill-repute")

## UNSEEN ACCOUNTANT (DS)

Class: ANY                    Comp: V/S                    Range: 5 FEET / LEVEL  
 Save: N/A                    Dur: 1 HOUR / LEVEL

By this spell the Caster creates a force similar to an Unseen Servant who follows him around and will, on request, take treasure (including magic items) and store it in an extra-dimensional space. The Accountant cannot be seen or touched -- only heard -- and he is the only one who can get the treasure back. (Each different Accountant works from a different space, and they do not communicate) Space is unlimited, and he can read an inventory any time (he always reads in a normal tone of voice).

The Account takes a 20% commission on everything he banks, or 1 magic item out of every 5 (roll randomly), and eats it. He can only be dispelled by someone who knows exactly where he is -- usually while he is speaking, performing, etc. If he is dispelled all the treasure is lost.

Just a trifling handful, O philosopher!  
 Of magic matter: give it a slight toss over  
 The ambient ether -- and I don't see why  
 You shouldn't make a sky.  
 Mortimer Collins -- Sky-Making

". . . hadn't found any secret doors down my side of the corridor and hadn't heard anything so I went looking for Beauhavoc. I came around the corner and saw him standing with his eye to a door . . . but not moving. I figured that he'd done a 'One Way Vision' and found another 'Symbol of Immobility', he'd done that before . . . Remember the Graustark campaign? Yeah, he was the one. Anyhow, I figured that would keep him out of trouble so I collected the rest of the party and we decided to look for another entrance, figured that if we came in from the side, we could cover the symbol and then wake up Beauhavoc.

"Well, we found another door that we figured would hit the same room, Trevain picked the lock and we busted in. Remember the High Mage, Chom d'Croy? Yeah, the guy whose wife hired us to look for him? Well, we found him. There he was, naked as a jaybird, lying on a stack of cushions with three succubi. Was he ever mad! Got even madder when he found out Beauhavoc had been watching!

"Got a nice piece of change out of the job though. M'lord d'Croy paid us very nicely not to tell his wife. 'Nother drink? It's on M'Lord."  
 excerpt from Tavern Tales  
 Ambrose Bierce, editor



## FOURTH LEVEL SPELLS

## AFFECT ORBIT (DS)

Class: DRUID  
Save: N/A

Comp: V/S

Range: SPECIAL  
Dur: 1 NIGHT / 3 LEVELS

This spell allows the phase of the moon (and its time of rising and setting) to change to that desired by the caster. For each three levels of experience of the caster, the moon's phase may be advanced or retarded one day. Thus, a 4th level druid could cause the moon to remain full for one day longer than normal (or become full one day sooner).

This does not affect the moon or its orbit in any other fashion and, after the spell terminates, the moon will resume its normal phase and period.

## ANIMATE PLANT (DS)

Class: DRUID  
Save: NEG

Comp: V/S

Range: 10 FT / LEVEL  
Dur: 1d2 TURNS

This spell is used to animate plants. The spellcaster may animate 2d10 small plants (creepers, vines, flowers, etc) or 1d8 medium sized plants (bushes, saplings, etc) or 1d3 large plants (trees, whole hedges, etc).

While the plants are not able to uproot themselves, they will entangle, snare or, if possible, capture or perform other feats at the druid's request.

--- Treat small plants as up to 1 HD and AC 7. Medium plants will be up to 3 HD and AC 6. Large plants will be up to 10 HD and AC 5. ---

## ALTER TENSILE STRENGTH (CF)

Class: ANY	Comp: V/S	Range: 10 FEET / LEVEL
Save: N/A		Dur: 1 MELEE ROUND / LEVEL
		Area: 1 Cu FT / LEVEL

This spell changes the tensile strength and the melting point of the metal it is cast on. Thus a soft gold cup can be made hard as steel, or an iron lock can melt like butter, or an anvil be easily reshaped by hand.

Ordinary metals save vs magic to half effect. Intelligent weapons etc get +1 to their save per 5 points of intelligence, and if they save there is no effect.

## BOG (DS)

Class: DRUID	Comp: V/S	Range: 30 FEET
Save: NEG		Dur: 1 TURN / LEVEL
		Area: 30 Sq FT

This spell turns any horizontal surface to soft bogland that acts like quicksand. Anyone walking on it in plate armor sinks in at 1'/mr; chainmail, 1/2'/mr; leather, 2'/turn; unarmored, 1'/turn. When the spell wears off the area returns to normal, except for bubbles occupied by anyone who sank in. The reverse makes natural bogland solid.

## BROTHER BERTRAM'S BODY BAG (CT)

Class: CLERIC	Comp: V/S/M	Range: TOUCH
Save: N/A		Dur: 6 MONTHS
		Area: SINGLE BAG OR CONTAINER

When this spell is cast on a shroud (or body bag or coffin), a body placed inside will be preserved for as long as 6 months. This allows transport of the deceased to a location where resurrection may be attempted. This is not recommended for living bodies as it arrests all life functions thus preventing decay (95% fatal / day).

Vampires and other undead are not affected by the spell's emanations.

## CHANGE WATER TO OIL (ME)

Class: DRUID	Comp: V/S	Range: TOUCH
Save: N/A		Dur: PERMANENT

The material component is a drop of oil. The oil produced will be of the same type as the drop, lacking any gross impurities. The reverse changes oil to pure water.

## COLD FIRE (BRE)

Class: CLERIC	Comp: V/S	Range: TOUCH
Save: NONE		Dur: INDEFINITE
Damage: SPECIAL		Area: SPECIAL

'Cold Fire' is a magical fire which burns without consuming fuel. A torch lit with 'Cold Fire' will yield light equivalent to a normal torch but, instead of heat, radiates an intense cold. Wood, metal, stone or even icicles may be lit with 'Cold Fire' but this will not ignite other materials by contact.

Normal fires may be extinguished by 'Cold Fire' or, as a popular party item, drinks may be cooled by use of this spell. This effect is intensely hazardous to all fire-based creatures, causing 1d4 damage / level if cast on the creature itself or 1d6 / level if the creature is struck with a torch of 'Cold Fire'. Normal creatures will take only 1d10 cold damage and cold-based creatures are immune.

'Cold Fire' can be cast on 1 cubic foot of material / level of the caster. The effects continue until cancelled or dispelled.



## DELAY LINE (DS)

Class: ANY                      Comp: V/S                      Range: 30 FEET  
 Save: NONE                      Dur: INSTANTANEOUS

The material components of this spell include a small silver spring with a small gem attached to each end. This spell causes a spell cast by another mage to be delayed from 1 to 6 melee rounds as desired. The caster of the 'Delay Line' must cast his spell first and will effect only spell cast in the same melee round.

When the delayed spell completes its action, it will act in the same manner as if it had not been delayed. (ergo - if a lightning bolt were cast and delayed, when the bolt strikes, it will strike the same spot where it was originally cast - regardless of the location of the original target or the original caster)

This is frequently used in magical researches.

## ENCHANT BROOM (ME)

Class: MAGE                      Comp: V/S                      Range: TOUCH  
 Save: N/A                      Dur: PERMANENT

Cast on an ordinary broom, this spell causes the shaft to sprout arms and the brush to act as legs. The broom will begin doing any simple household chore the caster directs: such as sweeping, washing dishes, chopping wood or, of course, drawing water.

The broom will continue performing this one chore, over and over, until disenchanting (separate spell required).

If the broom is damaged by being broken or cut, each separated piece will regenerate (as a Troll) into an entire new broom (1d6 melee rounds required). Each will be equipped with whatever tool is required for the task assigned and each will resume the assigned task. It can be stopped by total destruction by fire, disintegration, etc. It works and moves normally, even if under water -- it does not float.

The broom's attributes are: Strength 18/00; Dexterity 15; Constitution 18; Wisdom 0; Intelligence 0; Charisma 0; Armour Class 5.

## FEEGHOOOT'S FLYPAPER

Class: CLERIC                      Comp: V/S                      Range: 50FT + 5FT / LEVEL  
 Save: NONE                      Dur: 2 MR / LEVEL  
 Damage: NONE                      Area: 100 SqFt / LEVEL

This causes large areas of stone or earth to become extremely sticky, slowing movement of all within the area or entering the area. All ground movement is slowed to 1/2 or less. Since this is not an attack and is not directed at or effecting an individual directly, there is no saving throw allowed and no immunity. (Exceptions: this spell may be directed against Stone Golems, Earth Golems, Earth Elementals, etc. In such cases, a saving throw is allowed)

## FOG CREATIONS (DS)

Class: ILLUS                      Comp: V/S/M                      Range: 30 FEET  
 Save: N/A                      Dur: 1 TURN / LEVEL

The illusionist using this spell is able to mold fog into the desired shape. All such constructs are grey in color with soft outlines (unless other spells are used to enhance effects) and require the presence of fog or mist for the material component.

see also 'Solidify Fog' - page 51









## MINAO'S MAGICAL ARM (RGR)

Class: ILLUS                      Comp: V/S                      Range: SHORT  
 Save: N/A                              Dur: 5 ROUNDS + 1 ROUND/LEVEL

This spell was developed by an illusionist/thief for his own particular needs. This creates an invisible arm which has the same strength and reach as the caster's normal arm and is used in the same manner. The advantage is that the arm can pass through anything which is alive.

The 'Magical Arm' cannot be seen, even by such spells as 'See Invisible' or 'True Sight' and cannot be felt by any living matter. The real arm which is replaced by the 'Magical Arm' is, for the duration of the spell, useless and paralyzed. The 'Magical Arm' can grasp and hold but cannot pass through inanimate or dead materials.

## ONE WAY VISION (DS)

Class: MAGE                              Comp: V/S                      Range: TOUCH  
 Save: N/A                              Dur: 1 MELEE ROUND / LEVEL

This will cause a 1 inch by 1 inch area of wood surface (such as a door) to become transparent from one side only (like a one-way mirror). If the other side is dark, the caster will see only a grey square. If the other side is lit, the caster can see through into the area on the other side.

## RIGHTEOUS RUNES OF FIRE (BRE)

Class: CLERIC                              Comp: V/S                      Range: CONTACT  
 Save: SPECIAL                              Dur: VARIABLE  
 Damage: 1d6 / LEVEL / RUNE                      Area: SURFACE or AIR

The cleric employing this spell is able to write messages or Holy/Unholy Words/Symbols on any object or in the air itself. The message may be up to ten words or one Holy/Unholy Word or Symbol for each level of the cleric. The spell will last for 1 turn per level of the caster or it may be cast as a delayed action or triggered spell (like a 'magic mouth'). In such cases, the effects will begin when the spell is triggered. The delay may extend up to one day per level of the cleric casting the spell.

Any creature or person attempting to pass will take 1d6 damage each round of contact. A 'save vs spell' is required to pass but damage is sustained each time the attempt is made whether successful or not. If a Holy Word or Symbol is used and is encountered by a creature of alignment opposed to the spellcaster, the Word or Symbol will explode doing 1d6 / level damage. Each Holy Word or Symbol will be treated separately and no save is applicable.

(We recall one occasion when a cleric was attempting to protect a party member by shielding him with Holy Symbols. The person in question was actually an assassin of evil alignment who had been attempting the assassination of the same cleric. The results were unexpected but spectacular)

" . . . recent experiments using specially trained Hell Hounds have shown significant results in the detection of the infamous 'Odor of Sanctity' drugs. Plans are now being made to establish trial units at the custom houses of all major ports of entry, Ghenna, Styx Ferry, Purgatorio, . . ."

unexplained fragment





## FIFTH LEVEL SPELLS

" . . . . . and then he looked the dragon straight in the eye and, in a voice just as cool as a ice golem, he said to me "Now, when I spit in the right eye . . . . ."

overheard in the public bar at  
The Sign of the Burning Man

## BROTHER SAMUEL'S ARMOUR CREATION (ME)

Class: CLERIC	Comp: V/S	Range: 10 FEET / LEVEL
Save: NEG		Dur: PERMANENT
Damage: N/A		Area: ONE HUMANOID

This creates a suit of plate armour around the victim that fits him reasonably well and functions normally. The armour created will be AC 3. However, due to his lack of familiarity with plate armour, Brother Samuel forgot to provide a means to remove the armour.

The armour may be removed by cutting the leather bindings. Of course, this makes it impossible to replace the armour without repairs!

## CONCEAL TRAP (DS)

Class: ILLUS	Comp: V/S	Range: TOUCH
Save: N/A		Dur: SPECIAL

This spell adds magical concealment to any form of trap. This will not affect the function of the trap (unless, of course, the trap must be seen to operate). This will decrease the chances of finding the trap by normal or magical means (-30% chance) but will not conceal the trap from the detection of magic!

The spell will remain in effect until the trap is sprung or disarmed. This spell has, on occasion, had the effect of causing a trap to be mistaken for a treasure.

## DRUIDS' TEAPOT (DS)

Class: DRUID	Comp: V/S	Range: TOUCH
Save: N/A		Dur: SPECIAL
		Area: 1 CuFT / LEVEL

Cast on a vessel of any natural material, this spell heats water in the vessel as warm as the caster wants it, up to 211 degrees. It lasts as long as there is any water in the vessel -- thus it may be partly emptied and refilled, over and over. Regardless of how much water is put in or how big the vessel is, it will be heated in 2 minutes.

The reverse cools water as far down as 33 degrees.

## ILLUMINATION FLARE (TL)

Class: ANY	Comp: V/S	Range: 200+ FOOT DIAMETER
Save: N/A		Dur: 1 TURN

This is a variant of 'Continual Light' but can only be used outdoors because of the clearance required. The spell is cast on a small rock or other solid object (coin, nut, etc) which will then rise into the air to an altitude of 50 feet and begin glowing brightly.

This will provide sufficient illumination to light an area 200 feet in diameter or more. (This is very popular at garden parties when used with a 'Color Lights' spell)

## JIREEN'S ILLUSION OF ARMOUR (ME)

Class: ILLUS	Comp: V/S	Range: 10 FEET / LEVEL
Save: NEG		Dur: SPECIAL
Damage: SPECIAL		Area: ONE HUMANOID

This spell makes the victim believe he is wearing plate armour -- the very heaviest available in his world. He will suffer, psychosomatically, all the penalties thereof: decreased dexterity, strength, movement, encumbrance, etc. If he falls down, he cannot rise without help; if he falls in water, he cannot move his limbs to swim. (He will not be able to 'remove' the armour while the spell lasts) He will not feel any damage that the armour would absorb until the spell ceases, or until he collapses.

The reverse makes a victim who is wearing plate armour think it has vanished. (When the armour absorbs a blow, he will still take the damage -- psychosomatically) A victim who wasn't wearing plate armour in the first place will think all his clothes have vanished.

## JOE MAKARAK'S SPIRIT (DS)

Class: MAGE	Comp: V/S	Range: 50' + 10'/LEVEL
Save: NONE		Dur: PERMANENT
Damage: NONE		Area: SINGLE TARGET

This spell magnetizes any metal object (limit 10 lbs / level). The magnetism is very strong, and at least one Strength roll is needed to remove any metal that sticks to it.

If a suit of plate armour is magnetized the wearer is imprisoned since the joints will no longer move. (One paladin treated so is now a rusting statue in Satan's garden, and a bit of an inconvenience since any metal brought near him is attracted)

The effect cannot be dispelled except by heating the metal red-hot (which of course destroys both its temper and any non-metallic fittings).

## LUDVICK'S LUCK (DS)

Class: MAGE                      Comp: V/S                      Range: 30 FEET  
 Save: N/A                        Dur: 1 MELEE ROUND / LEVEL

The recipient of the spell gains a +1 to hit and a +1 on all saving throws as well as a -1 to defense for the duration of the spell.

The spell is reversible. When reversed, the victim (who is allowed a saving throw at -1) will be -1 to hit, -1 on all saves and +1 to defense.

## MURPHEY'S LAW (CF)

Class: DRUID                    Comp: V/S/M                    Range: TOUCH  
 Save: NONE                      Dur: 1 MELEE ROUND / LEVEL

This spell may be cast on any creature (caster included) by touching him with the material component of the spell. The material component is any manufactured object which has been constructed incorrectly (but not intentionally). A bowed arrow, a cracked gem or other flawed construct will serve.

If any attack is made on the affected creature, anything which can go wrong will! If an arrow is fired, the bowstring might snap (or the bow). A sword might miss and strike the wielder, a spell strike the wrong target or misfire, etc.

## MYSTICAL MANA DRAIN (DS)

Class: MAGE                      Comp: V/S                      Range: 20 FT + 5 FT / LEVEL  
 Save: NEG                       Dur: INSTANTANEOUS  
 Damage: MANA LOSS              Area: SINGLE TARGET  
 \*\*\* USEABLE ONLY IN MANA POINT SYSTEMS \*\*\*

If a save is not made, 1d6 mana points per melee round are transferred from the target to the spellcaster. This effect continues until either the target makes a successful saving throw or the target's mana level reaches 0. A saving throw is allowed each melee round. This spell has NO mana cost.

## ORB OF INEFFABLE EFFUSION (DS)

Class: MAGE                      Comp: V/M                      Range: 50 FT + 10 FT / LEVEL  
 Save: SPECIAL (VS POISON)      Dur: 1 TURN MAXIMUM  
 Damage: SPECIAL                Area: 27,000 CuFt

These are small smokey balls thrown by the Mage. When they strike, they explode expanding to 27,000 cubic feet (30x30x30). This is not actual smoke in that it has a tangible though diffuse solidity which gives a consistency similar to soap suds in density. All inside the area are blinded until leaving the area of effect. Additionally, a save must be made each melee round to avoid smoke damage (save vs poison). Each successive save is made at -1 on the die until a save is failed. Damage is 1d6 per round after a save is failed.

All attacks in the area are at -5, all armour classes are +2 (i.e. AC 2 becomes AC 4) and all dexterity bonuses are cancelled.

O, who can hold a fire in his hand  
 By thinking on the frosty Caucasus?  
 Shakespeare -- KING RICHARD II

## PERCIVAL'S PAINKILLER (DS)

Class: CLERIC	Comp: V/S	Range: TOUCH
Save: NEG		Dur: 2 TURNS / LEVEL
Damage: NONE		Area: 1 CREATURE

Using this spell, the caster can block the tactile (pain, pressure, heat, etc) sensations in a humanoid creature, thus effectively stopping all pain.

The drawbacks to this are three-fold: first, since the affected creature no longer feels any pain, he may assume that he is better (save vs wisdom) and attempt activities that will further aggravate injuries. Secondly, since the subject can no longer feel anything, he will not be aware of further injuries. Thirdly, the subject's dexterity is at -2 (no tactile sensations).

On one occasion, a mage-thief found himself captured by a band of orcs. To save his life, he convinced the orcs that he was a trained physician but, rather than treating their wounds, used 'Percival's Painkiller' and some bandages. While being lead back to their lair where they planned to hold him for a slave, he was able to backstab all four of the orcs before going 1000 yards.

## SEALED WARDS (DS)

Class: ANY	Comp: V/S	Range: TOUCH
Save: N/A		Dur: PERMANENT

This spell may be cast on any lock or closure mechanism. If the lock has been opened by other than the normal means (correct key, password, fingerprint, etc) the caster will know instantly that the lock has been forced or bypassed.

Any lock so enchanted will radiate magic if it is detected for but will not be detected as being trapped.

## SHADOW CREATIONS (DS)

Class: ILLUS	Comp: V/S	Range: 30 FT DIAMETER
Save: N/A		Dur: 1 TURN / LEVEL

This allows the illusionist to arrange light and shadow to appear as desired (both light and shadow must be present for the spell to work). Since the spell simply rearranges the light and shadow, true sight is useless against this. All such creations are nonsubstantial and appear only as black and white images which move as the caster desires.

This spell has an audible component which is gained at higher level. The spell will be negated by bright lights or complete darkness.

See also 'Solidify Light' - 58

## SHADOW-SWITCH (ME)

Class: ANY	Comp: V/S	Range: 10 FOOT / LEVEL
Save: NEG		Dur: INSTANTANEOUS

This spell sends a creature into a alternate Shadow (alternate universe) and brings his equivalent from that Shadow into this one.

For example, Beauhavoc is fighting an orc. He reasons that somewhere in an alternate universe, that orc might have a crippled leg. He casts a 'Shadow-Switch' on the orc which sends it to the alternate universe and brings the crippled one here in its place.

Users should be aware that, as with Wishes, the Delian frowns on extravagant or unkind use of this spell.









" . . . extreme care be utilized when attempting to open a 'gate' to the nether regions. If there is any flaw in your procedures, one hopes that the flaw will be in the opening, not in the 'wards and guards' .

"More than one mage's laboratory has been discovered in a state of total shambles; blood on the floors, walls and ceiling, the equipment and furnishings wrecked and . . . no body. The usual verdict is accidental death. A more accurate reading would be 'suicide by ineptitude' .

"That, gentlemen, is why, when we perform these experiments, there are no less than three Lamas and their attendant Acolytes and Adepts standing by . . . and the next one of you I find trying to summon so much as a minor sprite without my approval and concurrence, will find himself doing field work in the 8th circle of Ghenna!"

extemporaneous remarks by Professor Gilamesh  
before the Advanced Studies Seminar - Summer  
Session - Malgruv College of the Arcane Arts

#### ADVANCED PLANT ANIMATION (DS)

Class: DRUID	Comp: V/S	Range: 10 FT / LEVEL
Save: NEG		Dur: 1d2 TURNS

This is the same as 'Animate Plants' except that the plants will uproot themselves and move as needed. Small plants move 12, medium plants move 9 and large plants move 6.

Keep peace with the Lords of the Jungle  
- the Tiger, the Panther, the Bear;  
And trouble not Hathi the Silent,  
And mock not the Boar in his lair.

The Law of the Jungle - Kipling



target must save separately versus each Mouth that appears on him, and if he has a Ring of Spell Turning, Rod of Absorbition, etc, each Mouth that would otherwise have appeared on him will be treated as a separate spell by the artifact. For instance, if he saves against the Mouth that would have appeared on him the first round, the other mouth will still appear 40' away and sing up two more Mouths.

If the caster wishes, he can take longer to cast the spell and start with more Mouths. Each pair of Mouths will take 2 rounds to cast. For instance, he can spend 10 rounds casting and then have 10 Mouths appear all at once, 5 on the target and 5 scattered around other places. But if he is interrupted during the 10 rounds, no Mouths at all will appear and he will have to start over from the beginning. No matter how many Mouths the caster starts with, from then on each Mouth will only produce 2 more, taking 2 rounds to do it, then vanish.

The reverse of this spell is what the caster must cast to vanish the Mouths. It takes only 1 segment to cast and 1 point of mana (in mana systems) -- but in fumble systems requires a separate percentage roll.

If the caster does not vanish the Mouths, the process will stop when its available mana is exhausted, which will vary with different DM's magic systems. (In fumble systems this will usually mean when all local mana in the 40' radius is used up, and no other spells can be cast there either for some time -- DM's option.)

#### DENSITY ALTERATION (DS)

Class: MAGE                      Comp: V/S                      Range: TOUCH  
Save: NEG                              Dur: 1 TURN / LEVEL

This spell alters the density of the spellcaster or the object touched. The alteration may be as much as 10% / level of the spellcaster. This alteration affects the density and weight of the person or object. (Density & weight cannot be decreased to less than zero)

For each 20% increase in density of an person or creature, there is a reduction of 1 in the movement rate. A 20% decrease in the density (& weight) there is a corresponding increase of 1 in the movement rate.

A 50% increase in density provides an decrease in AC of 1 and the reverse also holds. These changes do not affect strength.

"The adept, on first entering the Prime Material Plane, should be aware of the hazards which face the adventurous. The creatures of this plane, I refer, of course, to the bipedal and centauroid types - please consult your identification guides - tend to be extremely belligerent. Those choosing to travel in the lupine form are advised to remain aware of the possibility of encountering argent, with painful results."

HELLBORE COLLEGE LECTURE SERIES  
Triluciferage, Guest Lecturer

#### GOLDEN RULE SPELL (DS)

Class: CLERIC                      Comp: V/S                      Range: TOUCH  
Save: NEG                              Dur: SPECIAL

This spell can only be cast on a magic item such as a scroll or wand (which has its normal saving throw). It causes the effect of the magic item, next time it is used, to backfire and hit the user instead of his intended target.

It cannot be detected before use except by an 'Analyze Magic' spell. The reverse causes the item to overshoot, hitting not its intended target but whoever is behind the target.

## HOUSEKEEPING (DS)

Class: ANY                    Comp: V/S                    Range: SPECIAL  
 Area: SINGLE STRUCTURE                    Dur: 1 DAY / LEVEL

This spell is cast on any structure (size may range from a small hut to a castle) but is restricted to a single continuous structure. This spell causes all things to return to their original state when not being used (original being the state when the spell is cast). This spell restores furniture which has been damaged or moved, closes doors and cabinets, prevents dust accumulation (or restores dust, erasing tracks) and removes debris and trash.

Any object removed from the structure is no longer subject to the enchantment and this spell does not affect living creatures. This will reverse both magical and mundane alterations to the structure. Additionally, this causes everything in the structure to radiate magic strongly. (Anything brought into the structure after the spell is cast is not affected)

The effects of restoration have been noted as often having an unsettling effect on unwary guests (or adventurers). This also reverses the effects of many spells, causing the appearance of shortened duration and abnormal results.

## INSTANT ELSEWHERE (BRE)

Class: ANY                    Comp: V/S                    Range: 100 YARDS  
 Save: N/A                    Dur: INSTANTAEIOUS

This is a spell of last recourse. When the spell is cast, the caster (and anyone in contact with him) is teleported to a random location within 500 yards (1500 feet). The criteria observed by the spell is that the locus of termination does not present immediate danger to the spellcaster.

## INSTANT SPELLCAST (BF)

Class: ANY                    Comp: V/S                    Range: TOUCH  
 Save: N/A                    Dur: UNTIL DISCHARGE

This spell may be cast on any gem to cause the gem to become capable of storing a single spell. The gem must have a minimum value of 1000 GP / level of the spell to be stored.

The gem will absorb the first spell which is cast either at the gem or at the person carrying the gem. (If desired, the caster may use this to store a spell for future release) Only one gem treated in this manner may be carried by any individual. If more than one is carried, all will revert to normal.

The stored spell will be released when the gem is crushed, destroyed or broken but this will instantly release the spell with full effects.

"Circle Theatre? Burned down couple years ago. Had a comedy act booked, doing real well too. Seem to be a really good show until the night their magician had a few too many between the acts. He's supposed to sit up in the balcony, provide the lights and cast a few 'Hilaris Missiles' when the audience got dull."

"Had a double bill that night, 'Amleth, Prince of Denmark' for the lead show, pretty good too until the stage mage decided things were too solemn and decided to toss a few missiles. Trouble was, his aim was off and so was his judgement - got his 'Hilaris Missiles' mixed up with his fireworks and closed the whole theatre permanently."

excerpt from Tavern Tales  
 Ambrose Bierce, editor

## JIREEN'S SPELL OF SAUCE FOR THE GANDER (ME)

Class: DRUID	Comp: V/S	Range: 10 FEET / LEVEL
Save: HALF DAMAGE		Dur: 1 MONTH / LEVEL
Damage: SPECIAL		Area: ONE CREATURE

The victim will feel no effect from this spell until he attempts to harm some creature weaker than himself. Then he will take psychic damage -- in proportion.

If the victim has 20 hp and attacks a 2 hp creature with a sword that does 1-6 damage, he will take 10-60. If the creature has 10 hp he takes 2-12, etc.

This will happen each time he attacks a creature with fewer hp than he has, a lower level player character, or a player character of the same level who has fewer magical items or is at some other disadvantage (DM's decision).

If the victim's attack is a spell that does not directly give damage, like a 'Polymorph' spell, the spell will rebound on the victim, whose saving throw will be the same as whatever the weaker creature would have had.

## NOVA BLAST (TL)

Class: MAGE	Comp: V/S	Range: 100 FEET
Save: NEG		Dur: INSTANTANEOUS

This is an extremely powerful offensive spell. The resulting blast will do 1d12 point / level of damage to the target in the form of extreme heat. The disadvantage of this spell is that the user is incapable of further magic for a period of one hour.

## POWER WORD - MUTE (CF/ME)

Class: ANY	Comp: V/S	Range: HEARING
Save: NEG		Dur: 1 TURN / LEVEL (DM Option)
Damage: N/A		Area: 1 CREATURE

This power word causes the victim to be unable to talk (also affects the player) for the duration of the spell. The effect word is "Shut Up!". This does not prevent the player (and character) from communicating by written word, pantomime or other means.

## POWER WORD TRUTH (TL)

Class: ANY	Comp: V/S	Range: TOUCH
Save: NEG		Dur: 24 HOURS

This causes the victim to be unable to lie about anything for a period of 24 hours.

## SEE OTHER PLANES (TL)

Class: ANY	Comp: V/S	Range: SPECIAL
Save: NEG		Dur: 1 TURN / LEVEL

This spell allows the user to view other planes than the one which he is present on. Thus, a person may be on the ethereal plane and use this spell to watch what is happening on the prime material plane.

There is one disadvantage, the user can 'see' only one plane at a time and the plane must be selected when the spell is cast. (see also 'Attack Other Planes')







SEVENTH LEVEL SPELLS

" . . . . . take a well-fleshed human or similar species and dress and prepare in the usual manner. Allow to hang for 4 to 8 days to tenderize and develop full flavor.

"A variety of sauces may be used but for authentic Roast Suckling Pig, Sauce Mondor is the original recipe. For this, the following herbs must be steeped for three days in ale, then . . . . ."

translation of a fragmentary manuscript

#### ATTACK OTHER PLANES (TL)

Class: ANY  
Save: N/A

Comp: V/S

Range: SPECIAL  
Dur: 1 MELEE ROUND / LEVEL

When used with the spell 'See Other Planes', this allows the user to direct physical or magical attacks from the plane where he is to another plane. All such cross plane attacks follow the characteristics of the plane where the target is located.

We have been told on one occasion when a powerful mage attacked a party from the ethereal plane. The mage was using both 'See Other Planes' and 'Attack Other Planes' to perform his ambush. One of the party under fire realized the source of the attack, shifted to the ethereal plane and killed the ambusher with a knife in the back. The mage couldn't see anything on the plane where he was and was thus unaware of the danger.

" . . . exaggerated claims and fraudulent advertising. However, a recent decision of the Low Court has overturned the decision and allowed the resumption of past practices. None the less, your Better Business Bureau has on file complete and conclusive laboratory test results which show positively that the highly touted Haydes Protective Devices provide no significant protection from 'Holy Water' or 'Blessings'."

transcription of a fragment found among  
the remains of a Minor Demon, type not identified

## CHANGE-WEIGHT (ME)

Class: CLERIC	Comp: V/S	Range: 10 FEET / LEVEL
Save: N/A		Dur: SPECIAL
		Area: 1 Cu FT / LEVEL

Caster can change the weight of any object or portion of object. The caster can make it weigh 1/100TH of its normal weight, 100 times its normal weight, or anything in between. Objects get normal saving throw -- if made, normal objects get half effect, magical objects feel no effect.

Reverse brings object back to normal or stops it changing weight for some other reason (e.g. Reverse Change-weight on a hot air balloon being heated would keep it from rising).

## DEHYDRATE (DS)

Class: CLERIC	Comp: V/S	Range: 10 FT + 1 FT/LEVEL
Save: NEG		Dur: INSTANTANEOUS
Damage: NONE		Area: 1 CREATURE

This spell removes all of the water from the target creature leaving only a few pounds of dry chemical which form a duodecahedron (the shape of a 20 sided die) with a texture similar to the consistency and firmness of hard styrofoam.

This is reversible which will restore the creature to its original form and condition (with the following exceptions). If the dry form has been crushed, damaged or destroyed, the creature is dead and cannot be restored in any way. While in the dehydrated state, the affected creature will not hunger, thirst, age or be conscious. Also, when restored, any damage or injury previously received will have been healed.

## GENTLE AIR (DS)

Class: DRUID	Comp: V/S	Range: AREA
Area: 100 FT RADIUS		Dur: PERMANENT

This spell negates all air turbulence in the area of effect (winds, tornadoes, air elementals, etc). Air elementals will not appear or enter the area in which this spell has been cast.

## LYCANTHROPE POWER (ME)

Class: MAGE	Comp: V/S	Range: 10 FT / LEVEL
Save: NEG		Dur: 1 TURN / LEVEL
Damage: N/A		Area: 1 HUMANOID CREATURE

The subject can use at will all of the powers (and liabilities) of a lycanthrope (type of his choice) without affecting his alignment or personality. Once he chooses a type of lycanthrope, he can never have the powers of another type, even on future castings of this spell (unless, of course, he is bitten in the normal way). His bite will not spread lycanthropy.

## PEACEFUL EARTH (DS)

Class: DRUID	Comp: V/S	Range: AREA
Area: 100 FT RADIUS		Dur: PERMANENT

This spell negates all earth turbulence in the affected area (earthquakes, volcanoes, etc). Earth elementals will not appear in the affected area nor will they enter an area where this spell has been cast.

## PENTAGRAM (DS)

Class: MAGE	Comp: V/S	Range: SPECIAL
Save: N/A		Dur: 1 TURN/LEVEL
Damage: N/A		Area: SPECIAL

This spell allows the caster to create a protected area which is surrounded by enclosed by an impenetrable barrier. This is often used in conjunction with a "Gate Spell" to contain the being who is summoned - especially when the reaction of the summoned creature is in doubt.

The form of the figure may vary but it must be an enclosed geometric figure. The spellcaster will draw the limits of the figure while chanting the spell. A silver line will appear where the caster's finger touches and, when the figure is closed, the line will turn golden. At this point, no creature can cross this line nor depart the area unless released by the spellcaster.

Most mages will use a pentagram figure although other shapes are possible and satisfactory in effect.

## POWER WORD PEACE (TL)

Class: CLERIC	Comp: V/S	Range: TOUCH
Save: NEG		Dur: 24 HOURS

The victim of this spell will be unable to fight (except in self-defense) for a period of 24 hours.

## SCRAMBLE SEARCH (DS)

Class: MU/CL	Comp: V/S	Range: SPECIAL
Save: NONE		Dur: PERMANENT

This will cause any spell or magic item which indicates direction, location or distance to function in a random manner. The spell is limited to the level on which it is cast (if on the 1st level of a tower, it is confined to that level, etc).

## SPEED GROWTH (ME)

Class: DRUID	Comp: V/S	Range: TOUCH
Save: NEG		Dur: 1 MINUTE / YEAR

The caster is able to hurry the growth of any creature (including plants) as much as 1 year / level. If cast on an intelligent creature, its mind will mature normally in intelligence, wisdom, etc to match its body. Nothing will grow out of proportion nor larger than its normal mature size.

Growth will take one minute per year's growth. Afterwards, the subject will be hungry to the point of cannibalism. . . . .

## SPUD FLYNN'S SUMMONS SPELL (BRE)

Class: DRUID	Comp: V/S	Range: SPECIAL
Save: NONE		Dur: AS REQUIRED

This is used to summon and control minor demons (see THE DEMON FILE from Dragon Tree) up to a total of 1 HD / level of the caster. These demons will act as required but only within the limits of their natures and abilities. These demons will remain for 1 melee round / level of the spellcaster unless dismissed sooner.

The caster is able to summon demons above the requisite 1 HD / Level but he will not be able to effect any control over their actions. In this case, they will act according to their natures.

## STILL WATERS (DS)

Class: DRUID                      Comp: V/S                      Range: AREA  
 Area: 100 FT RADIUS                      Dur: PERMANENT

This spell calms waves and disturbances in the water. Water elementals will not appear or enter the area where this spell has been cast nor will other water spirits.

## SYMBOLS OF EFFECT (DS/BRE)

Class: ILLUS                      Comp: V/S                      Range: 30 FEET  
 Save: NEG                      Dur: SPECIAL  
 Damage: SPECIAL

This spell allows the caster to inscribe one of the following symbols. The symbol will affect any intelligent being who sees the symbol but fails to Save VS Magic. Each symbol will affect up to a total of 50 hit dice of creatures after which the symbol will vanish. Creatures will an intelligence less than 3 will not be affected.

## SYMBOL OF HUNGER

All who fail to save vs wisdom will feel intensely hungry. If they encounter anything eatable, they must save vs wisdom each round or eat uncontrollably. The effects will end when the victim has consumed the equivalent of three days food.

## SYMBOL OF THIRST

As before, all who fail to save will be intensely thirsty and will drink any fluid available or encountered until the thirst is slaked. This will require the equivalent of three days normal consumption. This will, of course, provide it's own side effects and discomforts.

## SYMBOL OF OVERCONFIDENCE

This causes all who fail to save to be supremely overconfident. They will attack on sight any being who is not of their party. In addition, they will never surprise anyone and they themselves will be surprised on a roll of 4 or less on ld6. Also, they will be loud and noisy and tend to attract wandering monsters (1 on ld4).

## SYMBOL OF FUMBLE-FINGERS

This causes all who fail to save to have a dexterity of -10 for ld10 turns. They will drop anything carried on a roll of 1 on ld4. They will trip over their own feet on a roll of 1 on ld6 and, in melee, will have a 50% chance of striking the wrong target (or themselves).

## SYMBOL OF EXTREME EXHAUSTION

This produces in all who fail to save a sense of total exhaustion. Results must be rolled each turn until the victims fall asleep. Sleep will continue for ld8 hours.

- 01-50 Movement is slowed to one half normal, fight at -2.
- 51-60 Movement is slowed to one fourth normal, fight at -4.
- 61-70 Anything carried will be dropped and forgotten.
- 71-80 Too tired to keep eyes open, sleep walking, may stumble.
- 81-00 Asleep!

## SYMBOL OF FORGETFULNESS

Any creature who fails to save will forget totally what he is doing, who he is pursuing or where he is. Effects last ld4 hours.

## SYMBOL OF IMMOBILITY

Any creature failing to save will become immobile as long as his gaze can rest on the symbol. He will recover only if he is moved or the symbol is removed or covered.



## EIGHTH LEVEL SPELLS

"While the 'Chevaliers du Petit Enfer' may be summoned and used for most such tasks, if these prove to be insufficient for the completion of your contract due to such hazards as 'Divine Intervention' or, as is occasionally the case, the victim has performed acts of attrition and repentance such as to provide a 'Barrier of Sanctity', then it may be well to consider the advantages of subcontracting with such as Dispatier or Geryon.

"In extreme cases where it is disadvantageous or inadvisable to use such contacts, the advanced Assassin should not disdain the methods used by the less advantaged. There are many minor magical means which can assist in the acquisition of the desired results. There is a definite element of satisfaction in a contract completed with the personal touch and, with the assistance of Gjosaf's Spell of the Stealthy Fagin, only a minor element of unwonted involvement."

- extracts from 'NOTEBOOKS OF A MASTER ASSASSIN'

## ARTIFICIAL PSIONICS (SB)

Class: ANY	Comp: V/S	Range: TOUCH
Save: N/A		Dur: 10 MELEE ROUNDS

Artificial Psionics gives the subject the temporary ability to use psionic powers. For the duration of the spell, the subject will acquire 1 major or 2 minor powers. No creature may be the subject of this spell more than once in 24 hours. If a second use is attempted, the subject will suffer 1d3 points of loss of intelligence (permanent).

If the subject of the spell has psionic powers prior to the casting of the spell, the psionic strength will be temporarily increased by 50%.

## BARON SAMIDI'S VOODOO SPELL (DS)

Class: MAGE	Comp: V/S	Range: MAX 1 MILE + 100~/LEVEL
Save: NEG		Dur: VARIES
Damage: SPECIAL		Area: SINGLE TARGET

This spell requires that the spellcaster have first obtained some part of the body of the victim (nail trimmings, hair, skin, etc.). These are used in making a doll which is a reasonable likeness of the victim. (The victim must save vs spell at the time of the construction of the likeness - if the save is successful, there is no further effect and the materials cannot be further utilized. Note to DMs - the spellcaster should not know the results of the victim's saving throw.

If the save is failed, the victim is magically linked to the simulacrum and any physical action directed at the simulacrum will be inflicted on the victim. Note - the effects are proportional, not direct. If the doll is stuck with a pin, the victim would feel that he had received an attack from a similar weapon of a size proportional to himself.

Some cautions must be observed -- a mage was seeking to destroy a clone of himself by means of voodoo destruction. The coroner's verdict was suicide.

## BLOOD BOIL (ME)

Class: DRUID	Comp: V/S	Range: 10 FEET / LEVEL
Save: NEG		Dur: 3 + 1 MELEE ROUND / LEVEL
Damage: 1d4		Area: ONE CREATURE

On creatures not of Evil alignment, this spell will only cause 'Apoplexy'. (see page 24)

On Evil creatures it will work the same as 'Apoplexy' except that instead of causing choking it causes the blood temperature to rise for 1-4 damage per round that the Wisdom roll is failed. If the Wisdom roll is failed 3 rounds in a row, or if a 20 is rolled on any failure, the victim's blood will boil, causing instant death to him and 1d6 damage to all in a 5' radius when he explodes.

The reverse can be used to cure fevers. If used offensively, it acts as above to cause blood to run cold any round when something spooky is happening. (Note: An animal's prey fighting back, or a normal enemy fighting in a normal manner, is NOT spooky) Blood running cold will cause shivering, making the victim -4 on all attacks and saves. In addition, insects and reptiles will be slowed to half speed during that round. If failed 3 rounds in a row or failed with a 20, the victim will freeze in fright for 1-6 rounds.

## CONTROL BALL LIGHTNING (DS)

Class: MAGE	Comp: V/S	Range: SPECIAL
Save: NEG		Dur: AS NECESSARY
Damage: SPECIAL		Area: SPECIAL

This spell is cast immediately prior to casting a 'Ball Lightning' spell. This has no effect on the 'Ball Lightning' except to allow the Mage to control the flight path and to insure striking the correct target. This allows the 'Ball Lightning' to follow a curved path if desired or, if the target is missed or dodges, it can return and try again. The range and total distance covered remain the same.

This may be used to shoot around corners, however, unless the spellcaster has some method of perception, aim is erratic once out of sight.

This may also be used to control 'Ball Lightning' which has been created by another person (friend or foe).



## SANCTIFY (DS)

\*\*\* Clerical or Druidical Only \*\*\*

Class: CLERIC                    Comp: V/S                    Range: 1000 YARD DIAMETER  
 Save: N/A                        Dur: SPECIAL  
 Damage: SPECIAL                Area: SPECIAL

THIS SPELL REQUIRES 1 DAY - 1 HOUR / LEVEL TO CAST

This is used by a cleric to sanctify an area of land (or water) to his god. The spell, once cast, will remain until dispelled but may only be cast in an area where the cleric's god has power. (Once cast, the god to whom it was sanctified will aid in maintaining the power of the spell)

All beings of the alignment of the god who are within the area receive the benefits of both blessing and chantings (i.e. +2 to hit, +1 morale, all saves are +2, all morale rolls are +2)

All clerics of similar alignment who are within the area may only be attacked if their opponent can make a save vs magic each round.

No being of opposed alignment can enter the area at all.

Neutral beings attempting to enter must save vs fear. Neutral beings with the intentions of ill toward the cleric can not enter.

All clerics of the caster's religion (including himself) are +2 to hit and +2 to damage while in the area.

The chances of summoning the cleric's god are increased 10% (additional bonuses apply if the cleric is on good terms with his god).

Sufficient food and water for one person will appear each day (multiplied by the level of the cleric casting the spell).

All clerics of the caster's religion receive +2 to hit and +2 to damage.

This spell was originated to sanctify temples and is normally used for this purpose. Should any evil act (DM's decision) be committed in the sanctified area, there is a 10% chance that the spell will terminate or a 10% chance that the deity will act in retribution.

This spell may also be cast by clerics of evil alignment (read Desecrate for Sanctify). Effects alter accordingly.

"We kend wot t' temple 'ud be t' muckle place t' 'gin, neer harm t' gie t' guid side o' t' local powers. Forbye w'doon t' customary offerings an' a wee bit o' the side f' t' priests, bit o' baksheesh y' ken. T' temple seem'd right fine. Nay trace o' t' rack an' ruin o' t' rest o' t' countryside sobeit. Seeing such, we inquired o' t' partiarch wot ken he o' t' muggle gangs wot hay been 'ported i' t' shire.

"'Is Holyness 'peared t' be mos anxious that t' mugglers be captured but claimed t' ken naythin 'cept common rumor. Be'n offered guest-rights, my men an' I were feasted most royal and given quarters 'bove our stations. 'Tis many times wot 'ave been chided f' my unnatural suspicions, nayless t' was fortune t' me now. Feeling mysel' t' fool, I gawe orders t' my best thieves t' wait t' deep o' night an' bring t' me reports o' t' state o' t' temple.

"Twas short upon t' second watch wen trickster Barans brought report an' then twas nay muckle much f' t' sound t' 'larm an' take short stock o' t' guised priests. 'Tis well t' be suspicious bot finer t' be right. I ken sumat nay foursquare a' t' temple be s' rich an' t' shire be s' poor bot t' 'cuse a priest o' leadin' a robber band 'tis nay mark o' piety."

excerpt from the Constabulary Records, Albion Commonwealth





NINTH LEVEL SPELLS

"Students of thaumaturgical history may recall in future ages the name of Theirion of Avandau, developer of a number of standard arcane procedures. Theirion and I were students together 10 those many centuries ago when we were novices apprenticed under Master Thaumaturge Joreen du Pavel.

"It was on the occasion of our master's golden century which was to be celebrated by a gala banquet. The preparations for the fiest had been underway for several months and the guest-list read like a whos-who of the magical trade (excepting a few whom it would not have been politic to invite). The piece-de-resistance was a fountain which was kept filled with rare wines by aport spells and managed by a variant hydro-elemental.

"Theirion had always fancied himself an adept at handling hydros and took to fooling around with the fountain elemental. Unfortunately, he was not as adept as he fancied and he inadvertently released the wards which bound the fountain. The elemental, naturally, departed for preferred realms as soon as the accident ocurred and Theirion was in the soup.

"Master Joreen had never been noted for his patience and, considering the circumstances, . . . Well, the upshot of it was that Theirion decided to try to replace the missing elemental before the mistake came to light.

"Theirion had most everything necessary with him. It really isn't that difficult but it does require exacting procedures. The upshot of it was, Theirion didn't have enough water-wort in his satchel and decided to that substitution was preferable to the chance of discovery by waiting to obtain some.

"The spells and wards worked easily enough. The residual magic, of course, influenced the castings and a suitably constrained elemental appeared in short order and the fountain was back in operation.

"It wasn't until the guest began arriving that the error became apparent. The hydro which the Master had used had been a variant which supposedly had been created by a chance meeting of Dionysus and a water nymph during an Elysian bacchannalia and Theirion's was of the ordinary sort. The use of substitutes had resulted in insufficient restraints on the summoned elemental and the hydro, while he couldn't escape, had changed all of the wine into water.

"Poor Theirion spent quite a long time stamping grapes as a punishment for that little escapade. Even worse was the time . . . "

from 'Reminiscences Of An Adept'  
by Emir Franz du Ver







TENTH LEVEL SPELLS

" . . . I came floating through the wall from the library and found my former assistant, Gregor, standing in the garden with a dozen animated brooms chopping my prize tangle tree into shreds . . . . . What? . . . . . Yes, the very one that won at the 117th Exhibition. I'd threatened to feed Gregor to it a time or two when he was acting stupider than usual . . . . . How? How what? . . . . . Oh! How did he get to it? The damn fool pickled it! He used a Bas-be-damned kitchen spell and pickled it! Had the flippin' kitchen sprites piling the shreds into my perservation vat from the labratory. My dear young fool spent the next six months exporting it in barrels as something called "sauerkraut" and now he wants a recommendation from me so that he can buy his way into the Sorcerer's Guild! Oh, I'll recommend him alright but not for . . . "

excerpt from the records of the Guild of Albion Sorcerers  
voice of Guildmaster Harlup Fross, deceased

BESTOW (RGR)

Class: ANY                      Comp: V/S                      Range: TOUCH  
Save: N/A                              Dur: INSTANTANEOUS

This spell was developed by a high-level mage who used it to teach students. The spellcaster must have a minimum IQ of 15. The verbal component is "I bestow upon thee a spell called . . . ." and the receiver of the spell is then kissed on the forehead by the teacher.

The spell is now known by the recipient as if he had acquired it in the normal fashion. (The teacher still retains the spell)

If the spell is too advanced for the recipient, the spell transfer will not occur and the recipient will acquire a splitting headache. If the teacher attempts to force a spell on a student, the student will make a save vs magic. If the save is successful, the bestower will take 4d10 points of damage.

Knowledge is proud that he has learn'd so much;  
Wisdom is humble that he knows no more.  
Books are not seldom talismans and spells.  
William Cowper -- THE TASK

## DISENCHANT (DS)

Class: ANY                      Comp: V/S                      Range: 100 FT  
 Save: NEG                              Dur: INSTANTANEOUS

This is employed to remove the enchantment from magical items. Only a specific item may be disenchant. The item is allowed a Save VS Magic Fire. The item gets a +1 on the saving throw for each magical power or plus to hit which it possesses. Non-magical artifacts are not affected. (A -2 Sword which cannot be released by the holder would have -2 on it's saving throw)

There is one drawback to using this spell. The magic released has a tendency to be explosive (75% chance). For each power or plus to hit, there will be 1d6 points of energy released (in addition to any inherent energy stored). The energy released will affect all within a 20 foot radius.

## DYING CURSE (OR BLESSING) (ME)

Class: ANY                      Comp: V/S                      Range: SELF ONLY  
 Save: 1/2 EFFECT                      Dur: 1 MONTH / LEVEL

If the caster of this spell is conscious when he dies, on the next round he can use all his remaining attribute points as damage points in a curse on anyone, anywhere.

Or, he can use them as points of healing in a blessing. Or as mana points to power any spell he knows, making it operate at several times its normal effect. (e.g. if the spell normally requires 7 mana points and he has 75 attribute points, he can cast the spell with 10 times normal effect. In a percentage magic system, his percentage will be 100% and the spell will have normal effect times his level)

No matter how many points he has, the curse or healing blessing can affect only one creature. (All other spells will affect as normal) All requirements of range, touch, V/S/M, etc are cancelled.

At the DM's option, the subject may cast an impromptu traditional curse or blessing instead (e.g. "May a famine strike this land every ten years", "May my family never be harmed by werewolves", "May the fleas of a thousand camels nest in your beard", etc). This will not take affect for one week. This option is left to the DM and should be judged as a Wish. Effects should be allowed only in proportion to the subject's level.

Please note -- if anyone tries to resurrect a person who has used this power, his Constitution (and all other attributes) are now zero . . . .

## EMPATHY (DS)

Class: CLERIC                      Comp: V/S                      Range: TOUCH  
 Save: NEG                              Dur: PERMANENT  
 Damage: N/A                              Area: ONE CREATURE

Using this spell the caster can take upon himself the damage from any creature, thus healing the creature. He may take as much or as little of the damage as he likes. If he takes more damage from the creature than he has hit points, he will go below zero and die just as though he had taken that much damage normally.

The creature has its normal save vs magic if it cares to use it but need not. An unconscious or unintelligent creature will not attempt to save.

The reverse lets the caster transfer any or all of his own damage to another creature. Here all creatures (unconscious or whatever) will use their normal save vs magic unless said creature deliberately and knowingly tries to cooperate.

## NEWTON'S SPELL OF DRAWING THE BACKLASH (DS / ME)

Class: MAGE	Comp: V/S	Range: 10 FOOT / LEVEL
Save: SPECIAL		Dur: 1 HOUR / LEVEL
Damage: SPECIAL		Area: 1 INTELLIGENT CREATURE

Newton's Theory states that for each magical action, there is an equal and opposite reaction somewhere in the Multiverse, that matter and energy cannot be created nor destroyed, even by magic, but only moved and changed. Usually, the backlash caused by a magical action takes place on some plane so far removed that the caster is not affected.

This spell causes the reaction distance to shrink until it is centered about the subject of the spell. Each time the subject casts a spell or uses a magic item or ability, the chances increase that the backlash will occur on his plane and within 1d100 feet of his position.

The percentage chance begins at 10% and increases 10% each time the subject uses magic in any form. If the subject saves vs magic, the spell will continue to work but . . . the subject will know that the spell has been cast on him and what the effects will be.

Once an irate dragon cast this spell on an entire party of adventurers. The cleric's 'Create Food' spell drew food from the knapsacks of a party of Orcs in the next room; 'Heal Wounds' on one party member caused damage on another; 'Rock to Mud' on a wall melted the wall but turned mud they were standing in to rock. Finally, they caught on and, simultaneously, cast a 'Firestrike' and a 'Cold Fire' at opposite ends of the dragon: both did double damage and he relented.

## SOUL SWAP (DS/BRE)

Class: MAGE	Comp: V/S	Range: 30 Ft
Save: NEG		Dur: PERMANENT

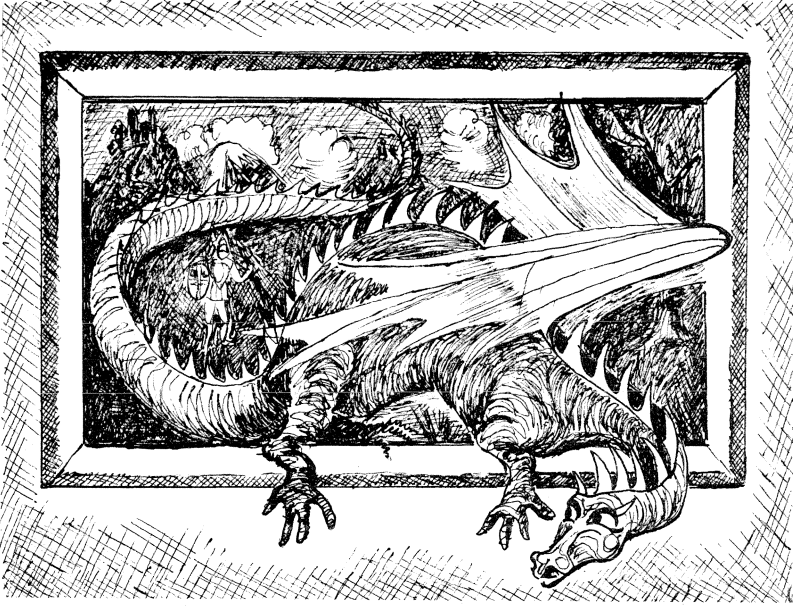
This is similar to a 'Soul Trapping' spell. By means of this spell is able to exchange souls with any other living being. The mage attempting the spell must make a 'roll to hit'. If this is failed, the transfer may occur but not to the intended target. In such cases, the mage might transfer his soul to a wall or other inanimate object. If the body is left uninhabited, it will die in 1d6 turns. However, there is a distinct possibility that the body will be inhabited by a bodyless soul (a ghost, recently deceased person or other spirit will qualify).

If the roll to hit is successful, the victim must save vs constitution at -3. If the save is made, the nothing will happen. If failed, the mage's soul will go to the body of the victim and the victim's soul will enter the body of the caster. The physical characteristics (strength, constitution, dexterity and charisma) will not be effected but the mental characteristics (intelligence and wisdom) will be exchanged with the souls.

This is normally a spell of last resort. It was originally developed by a vouyer with extreme tastes and, for a short period of time, enjoyed a certain vogue in boudy houses and bordellos. The practice fell into disrepute on the occasion when a certain Lord H-----, during the prelude to amatory activities involving a psychic exchange with certain of the employees, suddenly claimed to be the younger brother of Lord H----- and accused said Lord of a number of acts of atrocity cumulating in the murder of the accuser.

This resulted in a King's Investigation but, since the accused could not be brought to trial, the findings were inconclusive with the only concrete result being a general disinclination toward the aforementioned practice.

An additional hazard should be noted here. Devices of spell absorption may act to interfere with the spell with the result of the caster's soul inhabiting the absorption device (and thus acquiring the powers previously absorbed by the device). If the mage's soul finds itself inhabiting a normally inanimate object, it will remain so for approximately 1d6 days after which it will become a wandering spirit seeking a body. In this state, it will retain it's mental powers but can perform only verbal spells, not those requiring somatic or material adjunctants.



#### DRAGON MAGIC

The Editors of this book would like to express their appreciation and gratitude for the kind assistance of His Most Serene & Magnificence Highness, Elindor of Xanadu without whom this section would not have been possible.

For those who, through the agency of unkind fortune, lack the acquaintance of His Serenity, Elindor of Xanadu, be it hereby known to all and sundry that said Elindor of Xanadu, being the oldest surviving member of the Draconic race and, further, being a Multi-Chromatic Dragon of truly superb and radiant splendor, renowned for his immense knowledge, ubiquitous perspicacity and munificent wisdom, has been granted the title of Ruler of the Draconic Race, Magnificent and Righteous Leader of the Elder Brethren, Protector of the Sacred Tree, Leader of the Forces of the Ariel Fires and Lord Marshal of the Multiversal Bands and as such is to be accorded all due respect and honors as befit his exalted position.

#### Editor's Note

The preceding paragraph and its incumbent adjectives are those of Elindor of Xanadu and are included as a portion of his fee for assistance in the preparation of this manuscript. Despite his vanity and somewhat extreme ego, Elindor is garrulous, gossipy, pedantic and verbosely loquacious. His "radiant splendor" is less than exaggeration and, it must be admitted, even the most jaded would find cause to admire his appearance if not his demeanor. In all honesty, however, we are unable to question his claims to magical expertise nor to fault his grasp of the theory and practice of the higher arts.

(NOTE TO PRINTER - Preceding paragraph must be omitted from the special asbestos proof copy ! ! ! ! - ed)

Some authorities have held forth the opinion that the Draconic race is not capable of mastering the more advanced forms of magical practice. Unfortunately, this is totally erroneous. There is ample evidence to indicate that the Draconic mages are capable of most any type of magic on comparable levels to the best human mages.

## (3rd Level) ANIMATE OBJECT (DS)

DRAGON SPELL	Comp: V/S	Range: 20 FT
Save: N/A		Dur: PERMANENT

This allows the caster to animate any object desired. The object will thus gain the power of speech, hearing, sight, understanding and limited volition. If the object animated is constructed in such a way as to allow the effect, locomotion becomes possible. (i.e. a chair has legs and therefore may walk but a door would be limited to opening and closing)

Approximately 500 lbs (5000 gp weight) can be animated by this spell. It has happened (rarely) that dragons have taught this spell to non-dragons (but only to dragon-friends).

The question of 'Hit Dice' and 'HTK' of animated objects are left to the Dungeon Master's option but should bear some relation to the size of the object animated. Armour Class is dependent on the material of the object. While it is possible for the spellcaster to negate the 'Animate Object' spell, the animated object will have a saving throw. Also, the animated object will not necessarily follow the behest of the spellcaster.

## (8th Level) ANIMATE TREASURE (BRE)

DRAGON SPELL	Comp: V/S	Range: UNLIMITED
Save: N/A		Dur: UNLIMITED
Damage: N/A		Area: ANY

Animate Treasure was developed by a high level silver dragon who was irritated by having his belonging ripped off by hoards of adventurers. When any unauthorized persons approach treasure which has been enchanted by an 'Animate Treasure' spell, the treasure will levitate out of reach. If the thieves are unusually persistent, the treasure will fly to another area or lead the thieves into danger.

In an alternate version of this spell, nothing at all occurs until the enchanted materials have been removed from 1 to 10 miles from their original location. At that time, the enchantment triggers, the treasure shifts to the ethereal plane and then travels ethereally until it returns to its original location. This is exceptionally frustrating to prospective thieves.

## (5th Level) BODY PART TELEPORTATION (DS)

DRAGON SPELL	Comp: V/S	Range: SPECIAL
Save: N/A		Dur: 1 TURN / LEVEL
		Area: SELF ONLY

By means of this spell, the user can teleport any body part to any location or locations (with 95% accuracy) within distances of up to 10 miles. Any part so teleported is connected to the body of the caster by magical means and will function normally. It should be noted that when sense organs are teleported, they will sense things only in the area where they are. (i.e. if the eyes are teleported to a separate room from the body, the area where the body is cannot be seen!)

The 95% accuracy is relevant only to areas with which the caster is familiar. For unfamiliar areas, use regular teleport charts. If a body part is teleported into something material, the part is automatically severed from the body as if it were cut off.

This spell has been taught to non-Draconic creatures occasionally. One popular example of its use may be found in Monster File Number One from Dragon Tree, see the entry for Cheshire Cat.





## (10th LEVEL) SHADOW-WALKING (BRE/TB)

DRAGON SPELL	Comp: V/S	Range: SPECIAL
Save: N/A		Dur: 3 MELEE ROUNDS / LEVEL
Damage: SPECIAL		Area: SELF & CREATURES TOUCHED

This spell allows the caster to move from one alternate universe (Shadow) to another by changing one element of his environment with each step he takes. Each change must be within the limits of reasonable probability and each step must be through a believable and self-consistent world. I.E. he cannot step straight from a cavern full of orcs to a plush boudoir full of dancing girls. But he can step first into an identical cavern where the orcs have just left or were sleeping, from there into an identical but deserted cavern, from there to an undiscovered cavern, then to a cavern being outfitted as a boudoir, then into a real boudoir, etc.

Or he could step into a cavern where there was a crack in the wall, then to one where the crack was larger, then to where the wall had collapsed, etc.

The environment does not necessarily change with every step, he may move about as desired in any one Shadow. However, whenever he wants to take a step which will take him to a new Shadow, he must make a wisdom roll. If he fails, the DM will roll as for a fumbled spell and the Shadow-Walker may find himself in a world where the change was not what he intended.

It is possible to return to his original world along the same route or a different one but, again, each step requires a wisdom roll and many Shadow-Walkers never return.

This spell does not allow time-travelling in any form. If he returns to a world, just as much time will have passed there as where he was in the meanwhile.

And whiter grows the foam,  
The small moon lightens more;  
And as I turn me home,  
My shadow walks before.  
Bridges -- The Clouds have left the Sky

## (7th Level) TIME SHIFT (BRE)

DRAGON SPELL	Comp: V/S	Range: 100 FEET
Save: N/A		Dur: 1d4 TURNS

Time Shift is an advanced spell used by high level dragons. (This spell has been taught to a mortal only once - it was a suitable revenge) This spell allows the user to move thru time and alter previous events. The limit of movement in time is 1d4 turns and 100 feet in distance. This spell can only be used once per 24 hour period.

A sleeping gold dragon was attacked by a party of assassins. Waking suddenly in uncomfortable circumstances, he made an escape through a convenient branching corridor but leaving a trail. He waited until the assassins had passed the fork, emitted a huge gout of chlorine gas and then used Time Shift to transport himself to the other corridor at a time ten minutes earlier.

Then waiting until the party passed, he stepped out and performed a duet with himself, emitting a cone of fire to ignite the chlorine gas from his 'earlier' attack. The result was spectacular!



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## ZERO LEVEL SPELLS

ASSAY COMPOUND (ALCHEMISTS)	13
ASSAY METALS (FOUNDRY)	13
BAIT	13
CLAMP (CARPENTERS)	13
COLOR ALTERATION	13
COLOR GLASS	13
CREATE COSTUME (ACTORS, CLOWNS)	14
CURE HIDE (TANNERS)	14
DETECT COUNTERFEIT	14
GLASS SHAPE	14
HULL SEALER (SHIPWRIGHTS)	14
HYDRONOMY (FARMERS)	14
INSTANT COUNT	15
KNOT (RUGMAKERS, SAILORS, ETC)	15
MAGNIFY OBJECT (JEWELERS)	15
PETER PIPER'S SPELL	15
PHANTASMAL SHAPE (HATTERS, ETC)	15
PISCOMANCY (FISHERMEN)	15
PITY (BEGGARS)	16
PURIFY OIL (LAMPMAKERS)	16
REPRODUCE TO SCALE (MAPMAKERS)	16
SHARPEN	16
SPANK (NANNIES)	16
TIME TELL	17
TRUE NORTH (NAVIGATORS)	17
TRUE TRACK (HUNTERS)	17
VALUE (JEWELERS)	17
WEED KILLER (GARDENERS)	17

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## GENERAL SPELLS

Not Restricted By Class

- FIRST LEVEL -	
GORDIAN KNOT	21
HAWK VISION	21
MARDI GRAS SPECIAL	22
- SECOND LEVEL -	
INSTANT UPHOLSTERY	27
MAGICAL CONSCIENCE	27
PERCIVAL'S PHOSPHORESCENCE	28
SHOW BUSINESS	29
UNSEEN STEED	30
- THIRD LEVEL -	
ANALYZE MAGIC	31
ELMO'S EMETIC	32
MANA DONATION	34
MASK MAGIC	34
TIME REWIND	36
TRANSFER STIFFNESS	37
UNSEEN ACCOUNTANT	37
- FOURTH LEVEL -	
ALTER TENSILE STRENGTH	39
COMBINATION SPELL	40
CONTAINERS OF HOLDING	40
DARK VISION	40
DELAY LINE	41
GJOSAF'S STEALTHY FAGIN	43
LIQUID FORM	44
SAFE HIDE / SAFE FIND	46
TRANSPARENCY	46
WISHFUL THINKING	46
- FIFTH LEVEL -	
ILLUMINATION FLARE	48
SEALED WARDS	50
SHADOW-SWITCH	50
- SIXTH LEVEL -	
CHORUS & FUGUE OF MAGIC MOUTHS	54
HOUSEKEEPING	56
INSTANT ELSEWHERE	56

INSTANT SPELLCAST	56
POWER WORD MUTE	57
POWER WORD TRUTH	57
SEE OTHER PLANES	57
SYMBOL OF SILENCE	58
- SEVENTH LEVEL -	
ATTACK OTHER PLANES	59
- EIGHTH LEVEL -	
ARTIFICIAL PSIONICS	63
- NINTH LEVEL -	
EGOR'S EGRESS/ENGRESS ELIMINATOR	68
SARIDON'S SPELL SUCKER	69
<del>XXXXXXXXXX</del>	
BESTOW	70
DISENCHANT	71
DYING CURSE (or BLESSING)	71

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## CLERICAL SPELLS

- FIRST LEVEL -	
ANDREA'S RAMBLING CLEW	19
FRESHEN AIR	20
GASPARD'S GHOSTLY GOAD	21
SNAP, CRACKLE, POP	23
- SECOND LEVEL -	
CREATE POISON WATER (EVIL)	25
FOGHORN	26
- THIRD LEVEL -	
CREATE POISON FOOD (EVIL)	32
LADY DION'S PEACEFUL CREATION	33
SPONGE AIR	35
SUNLIGHT	36
SYLVESTER'S SLIPPERY SURFACES	36
- FOURTH LEVEL -	
BROTHER BERTRAM'S BODY BAG	39
COLD FIRE	39
FEEGHOOOT'S FLYPAPER	41
FUMBLE CAUSE	42
INSTANT BAROQUE	43
RIGHTEOUS RUNES OF FIRE	45
RULRICK'S RINGS OF RESTRAINT	46
TELENAR'S TRUTHTELL	46
- FIFTH LEVEL -	
BROTHER SAMUEL'S ARMOUR CREATION	47
PERCIVAL'S PAINKILLER	50
SPECTRAL GLUE	51
SUMMON POLTERGEIST	51
- SIXTH LEVEL -	
GOLDEN RULE SPELL	55
SILVER CORD	58
- SEVENTH LEVEL -	
CHANGE-WEIGHT	60
DEHYDRATE	60
POWER WORD PEACE	61
SCRAMBLE SEARCH	61
<del>XXXXXXXXXX</del>	
LORD DARCY'S RECALL OF WORDS	65
SANCTIFY	66
<del>XXXXXXXXXX</del>	
TIME SPEED / TIME SLOW	69
VISUAL AUGURY	69
<del>XXXXXXXXXX</del>	
EMPATHY	71

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## DRAGON SPELLS

XEROX	(1st)	77
ANIMATE OBJECT	(3rd)	74
BODY PART TELEPORTATION	(5th)	74
TIME STOP	(6th)	77
TRANSUBSTANTIATION	(6th)	77

TIME SHIFT (7th)	76	IMAGE INSCRIPTION	27
ANIMATE TREASURE (8th)	74	- THIRD LEVEL -	
LAZBEKRI'S MIRROR (10th)	75	CASSANDRA	31
PICTURE 'SCAPE (10th)	75	FOUL WEATHER	32
SHADOW WALKING (10th)	76	ILLUSORY FEEL	33
+	+	ILLUSORY SOUND	33
DRUIDIC SPELLS		IMAGE MOVEMENT	33
- FIRST LEVEL -		LARRIAT	34
ANTI-CONSUMPTION	19	- FOURTH LEVEL -	
CREATE AIR	20	FOG CREATIONS	41
CURE ANIMAL WOUNDS	20	JIREEN'S FALSE DISBELIEF	44
CURE PLANTS	20	MINAO'S MAGICAL ARM	45
DRY SPELL	20	- FIFTH LEVEL -	
HARD WATER	21	CONCEAL TRAP	47
HASTEN COMPOST	21	JIREEN'S ILLUSION OF ARMOUR	48
REVERSE FLOW	22	SHADOW CREATIONS	50
SNEEZE	23	SOLIDIFY FOG	51
WINE SANS VINE	23	WHITE OUT	52
- SECOND LEVEL -		- SIXTH LEVEL -	
DETECT LIFE	25	SOLIDIFY LIGHT	58
DRUIDIC SANCTUARY	25	TRUE SENSES	58
TAMERLANE	29	- SEVENTH LEVEL -	
TRANSFER STICKINESS	29	SYMBOLS OF EFFECT	62
WATER SHAPE	30	+	+
- THIRD LEVEL -		MAGIC USER'S SPELLS	
ERASE SCENT	32	- FIRST LEVEL -	
KNOW ANIMAL / MONSTER	33	CREATE NOISE	20
TRANSFER FRICTION	36	INSOMNIA	22
- FOURTH LEVEL -		UMBRELLA	23
AFFECT ORBIT	38	- SECOND LEVEL -	
ANIMATE PLANT	38	FIRE MISSILES	25
BOG	39	FOGHORN	26
CHANGE WATER TO OIL	39	HAND-DROP	26
CONDUCTOR	40	ICE MISSILES	26
ICE SHAPE	43	MAGIC EYE	28
JIREEN'S FLYING PHLOGISTON	44	MARBLES	28
- FIFTH LEVEL -		MENTAL MIRROR	28
DRUID'S TEAPOT	48	RECORD	29
MURPHEY'S LAW	49	- THIRD LEVEL -	
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ADVANCED PLANT ANIMATION	53	SPELL FORWARDING	35
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JIREEN'S SAUCE FOR THE GANDER	57	ENCHANT BROOM	41
- SEVENTH LEVEL -		FORKED LIGHTNING	42
GENTLE AIR	60	INSTANT GOTHIC	43
PEACEFUL EARTH	60	ONE WAY VISION	45
SPEED GROWTH	61	- FIFTH LEVEL -	
SPUD FLYNN'S SUMMONS SPELL	61	JOE MAKARAK'S SPIRIT	48
STILL WATERS	62	LUDVICK'S LUCK	49
<del>BLOOD BOIL</del>		MYSTICAL MANA DRAIN	49
BLOOD BOIL	64	ORB OF INEFFABLE EFFUSION	49
RESTORE	65	- SIXTH LEVEL -	
SANCTIFY	66	BALL LIGHTNING	54
<del>DRUID'S REVENGE</del>		DENSITY ALTERATION	55
DRUID'S REVENGE	68	NOVA BLAST	57
+	+	WARLOCK'S DISK	58
ILLUSIONIST SPELLS		- SEVENTH LEVEL -	
- FIRST LEVEL -		LYCANTHROPE POWER	60
COINS OF CHANGE	19	PENTAGRAM	61
HILARIS MISSILE	22	SCRAMBLE SEARCH	61
- SECOND LEVEL -		- EIGHTH LEVEL -	
APOPLEXY	24	BARON SAMIDI'S VOODOO SPELL	64
EYES OF FIRE	25	CONTROL BALL LIGHTNING	64
GLEENDA'S GLAMOUROUS GLITTER	26	POWER WORD LIVE	65
ILLUSION OF NOCHANCE	26	- NINTH LEVEL -	
ILLUSORY FOOD	27	REGINALD'S MANA REGENERATOR	68
ILLUSORY SMELL	27	SHADOW-BRING	69
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		NEWTON'S DRAWING THE BACKLASH	72
		SOUL SWAP	72

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6th	ADVANCED PLANT ANIMATION	53	
4th	AFFECT ORBIT	38	
4th	ALTER TENSILE STRENGTH	39	
3rd	ANALYZE MAGIC	31	
1st	ANDREA'S RAMBLING CLEW	19	
6th	ANGRY WEATHER	54	
3rd	ANIMATE OBJECT	74	
4th	ANIMATE PLANT	38	
8th	ANIMATE TREASURE	74	
1st	ANTI-CONSUMPTION	19	
2nd	APOPLEXY	24	
8th	ARTIFICIAL PSIONICS	63	
-0-	ASSAY COMPOUND	13	
-0-	ASSAY METALS	13	
7th	ATTACK OTHER PLANES	59	
B			
-0-	BAIT	13	
6th	BALL LIGHTNING	54	
8th	BARON SAMIDI'S VOODOO SPELL	64	
10th	BESTOW	70	
8th	BLOOD BOIL	64	
5th	BODY PART TELEPORTATION	74	
4th	BOG	39	
4th	BROTHER BERTRAM'S BODY BAG	39	
5th	BROTHER SAMUEL'S ARMOUR CREATION	47	
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3rd	CASSANDRA	31	
4th	CHANGE WATER TO OIL	39	
7th	CHANGE-WEIGHT	60	
6th	CHORUS & FUGUE OF MAGIC MOUTHS	54	
-0-	CLAMP	13	
1st	COINS OF CHANGE	19	
4th	COLD FIRE	39	
-0-	COLOR ALTERATION	13	
-0-	COLOR GLASS	13	
4th	COMBINATION SPELL	40	
5th	CONCEAL TRAP	47	
4th	CONDUCTOR	40	
4th	CONTAINERS OF HOLDING	40	
8th	CONTROL BALL LIGHTNING	64	
1st	CREATE AIR	20	
-0-	CREATE COSTUME	14	
1st	CREATE NOISE	20	
3rd	CREATE POISON FOOD	32	
2nd	CREATE POISON WATER	25	
1st	CURE ANIMAL WOUNDS	20	
-0-	CURE HIDE	14	
1st	CURE PLANTS	20	
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4th	DARK VISION	40	
7th	DEHYDRATE	60	
4th	DELAY LINE	41	
6th	DENSITY ALTERATION	55	
-0-	DETECT COUNTERFEIT	14	
2nd	DETECT LIFE	25	
10th	DISENCANT	71	
1st	DRY SPELL	20	
2nd	DRUIDIC SANCTUARY	25	
9th	DRUID'S REVENGE	68	
5th	DRUID'S TEAPOT	48	
10th	DYING CURSE or BLESSING	71	
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9th	EGOR'S EGRESS/ENGRESS ELIMINATOR	68	
3rd	ELMO'S EMETIC	32	
10th	EMPATHY	71	
4th	ENCHANT BROOM	41	
3rd	ERASE SCENT	32	
3rd	ETHELBERT'S ELEGANT EXPLOSIONS	32	
2nd	EYES OF FIRE	25	
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4th	FEEGHOOT'S FLYPAPER	41	
2nd	FIRE MISSILES	25	
2nd	FOGHORN	26	
4th	FOG CREATIONS	41	
4th	FORKED LIGHTNING	42	
3rd	FOUL WEATHER	32	
1st	FRESHEN AIR	20	
4th	FUMBLE CAUSE	42	
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1st	GASPARD'S GHOSTLY GOAD	21	
7th	GENTLE AIR	60	
4th	GJOSAF'S STEALTHY FAGIN	43	
-0-	GLASS SHAPE	14	
2nd	GLENDAS GLAMOUROUS GLITTER	26	
6th	GOLDEN RULE SPELL	55	
1st	GORDIAN KNOT	21	
H			
2nd	HAND-DROP	26	
1st	HARD WATER	21	
1st	HASTEN COMPOST	21	
1st	HAWK VISION	21	
1st	HILARIS MISSILE	22	
6th	HOUSEKEEPING	56	
-0-	HULL SEALER	14	
-0-	HYDRONOMY	14	
I			
2nd	ICE MISSILES	26	
4th	ICE SHAPE	43	
5th	ILLUMINATION FLARE	48	
2nd	ILLUSION OF NOCHANGE	26	
3rd	ILLUSORY FEEL	33	
2nd	ILLUSORY FOOD	27	
2nd	ILLUSORY SMELL	27	
3rd	ILLUSORY SOUND	33	
2nd	IMAGE INSCRIPTION	27	
3rd	IMAGE MOVEMENT	33	
1st	INSOMNIA	22	
4th	INSTANT BAROQUE	43	
-0-	INSTANT COUNT	15	
6th	INSTANT ELSEWHERE	56	
4th	INSTANT GOTHIC	43	
6th	INSTANT SPELLCAST	56	
2nd	INSTANT UPHOLSTERY	27	
<p>.... eye of newt and toe of frog,          wool of bat and tongue of dog,          adder's fork and blind-worm's sting,          lizard's leg and howlet's wing, ....</p>			
- fragment of old recipe			

J		S		
4th	JIREEN'S FALSE DISBELIEF	44	4th SAFE HIDE / SAFE FIND	46
4th	JIREEN'S FLYING PHLOGISTON	44	8th SANCTIFY	66
5th	JIREEN'S ILLUSION OF ARMOUR	48	9th SARIDON'S SPELL SUCKER	69
6th	JIREEN'S SAUCE FOR THE GANDER	57	7th SCRAMBLE SEARCH	61
5th	JOE MAKARAK'S SPIRIT	48	5th SEALED WARDS	50
K		6th	SEE OTHER PLANES	57
-0-	KNOT	9th	SHADOW-BRING	69
3rd	KNOW ANIMAL / MONSTER	5th	SHADOW CREATIONS	50
L		5th	SHADOW-SWITCH	50
3rd	LADY DION'S PEACEFUL CREATION	10th	SHADOW-WALKING	76
3rd	LARRIAT	-0-	SHARPEN	16
10th	LAZBEKRI'S MIRROR	2nd	SHOW BUSINESS	29
4th	LIQUID FORM	6th	SILVER CORD	58
8th	LORD DARCY'S RECALL OF WORDS	1st	SNAP, CRACKLE, POP	23
5th	LUDVICK'S LUCK	1st	SNEEZE	23
7th	LYCANTHROPE POWER	5th	SOLIDIFY FOG	51
M		6th	SOLIDIFY LIGHT	58
2nd	MAGICAL CONSCIENCE	10th	SOUL SWAP	72
2nd	MAGIC EYE	-0-	SPANK	16
-0-	MAGNIFY OBJECT	5th	SPECTRAL GLUE	51
3rd	MANA DONATION	7th	SPEED GROWTH	61
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2nd	MENTAL MIRROR	7th	STILL WATERS	62
3rd	MERLINI'S MULTIPLE MISSILES	5th	SUMMON POLTERGEIST	51
4th	MIMAO'S MAGICAL ARM	3rd	SUNLIGHT	36
5th	MURPHEY'S LAW	3rd	SYLVESTER'S SLIPPERY SURFACES	36
5th	MYSTICAL MANA DRAIN	7th	SYMBOLS OF EFFECT	62
N		6th	SYMBOL OF SILENCE	58
10th	NEWTON'S DRAWING THE BACKLASH	72		
6th	NOVA BLAST	57		
O		T		
4th	ONE WAY VISION	4th	TAMERLANE	29
5th	ORB OF INEFFABLE EFFUSION	4th	TELENAR'S TRUTHTELL	46
P		-0-	TIME TELL	17
7th	PEACEFUL EARTH	3rd	TIME REWIND	36
7th	PENTAGRAM	7th	TIME SHIFT	76
5th	PERCIVAL'S PAINKILLER	9th	TIME SPEED / TIME SLOW	69
2nd	PERCIVAL'S PHOSPHORESCENCE	6th	TIME STOP	77
-0-	PETER PIPER'S SPELL	3rd	TRANSFER FRICTION	36
-0-	PHANTASMAL SHAPE	2nd	TRANSFER STICKINESS	29
10th	PICTURE 'SCAPE	3rd	TRANSFER STIFFNESS	37
-0-	PISCOMANCY	4th	TRANSPARENCY	46
-0-	PITY	6th	TRANSUBSTANTIATION	77
8th	POWER WORD LIVE	-0-	TRUE NORTH	17
6th	POWER WORD MUTE	6th	TRUE SENSES	58
7th	POWER WORD PEACE	-0-	TRUE TRACK	17
6th	POWER WORD TRUTH	U		
-0-	PURIFY OIL	1st	UMBRELLA	23
R		3rd	UNSEEN ACCOUNTANT	37
2nd	RECORD	2nd	UNSEEN STEED	30
9th	REGINALD'S MANA REGENERATOR	V		
-0-	REPRODUCE TO SCALE	-0-	VALUE	17
8th	RESTORE	9th	VISUAL AUGURY	69
1st	REVERSE FLOW	W		
4th	RIGHTEOUS RUNES OF FIRE	6th	WARLOCK'S DISK	58
4th	RULRICK'S RINGS OF RESTRAINT	2nd	WATER SHAPE	30
3rd	RUNES OF FIRE	-0-	WEED KILLER	17
X		5th	WHITE OUT	52
1st	XEROX	5th	WILLAMON'S WOODS WORKS	52
		1st	WINE SANS VINE	23
		4th	WISHPFUL THINKING	46
		5th	WOOD LIGHT	52

# THE DRAGON TREE

118 SAYLES BLVD.

ABILENE TEXAS 79605

