

Far Realms

More Spells I



A Compendium of Spells and Familiars

for use with Old School Fantasy Games

Far Realms – More Spells I

The **Far Realms** line of supplements is designed to add depth and flavor to any old school fantasy campaign.

Far Realms – More Spells I is compatible with OSRIC™ system rules, AD&D First Edition rules, AD&D Second Edition rules, and can be easily modified for other old school gaming systems.

Far Realms – More Spells I is part of Harbinger Games' Old School Supplements Line

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Hello! Thank you for purchasing *Far Realms – More Spells I* the second release in Harbinger Games' Old School Supplements. The entire line of books is designed to give you access to rules, spells, creatures, items, monsters, NPCs, and whatever else you might need or want to add to your game.

The contents of this supplement are like almost everything in the Old School Supplements line – the result of 40 years of play. Most of the spells and creatures in this book were created by players and tested at the table for years. Because the spells were associated with particular characters they are presented in alphabetical order rather than by level.

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Spells

Airik's Agility

Arcane Alteration

Level: Magic user 2
Range: Touch
Duration: 1 hour/caster level
Area of Effect: person touched
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

This spell increases the dexterity of the person affected. This increase lasts the duration of the spell. The amount of dexterity depends upon his class and is subject to all limits based upon race, class, etc.

<u>Class</u>	<u>Dexterity Gain</u>
Cleric	1-4 (d4)
Fighter	1-4 (d4)
Magic user	1-6 (d6)
Thief	1-8 (d8)

If used on a multi- or dual classed character the best die is used (i.e, a fighter/thief would roll a d8). The material component is a miniature wooden toy top.

Airik's Cloak of Retribution

Arcane Evocation

Level: Magic user 4
Range: self
Duration: 2 rnd + 1 rnd/ caster level
Area of Effect: Personal
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

The spell cloaks the caster in a nimbus of ghostly black fire that emits no heat or light. Any creature striking the caster while protected by the *Cloak of Retribution* with a body part or a hand-held weapon will inflict normal damage but will take double that amount of damage themselves! The *Cloak of Retribution* only magnifies and reflects damage, effects such as poison, level drain, etc. are not reflected or magnified.

The material component is a sliver of a broken mirror.

Ember's Elemental Familiar

Arcane Conjuration/Summoning

Level:	Magic user 3
Range:	0
Duration:	Instantaneous
Area of Effect:	special/ 1 creature
Components:	V, S, M
Casting Time:	48 hours
Saving Throw:	None

This variant of *Find Familiar* allows a caster to attract a minor elemental as a familiar as long as the caster does not presently have a familiar. Casting the spell requires the magic user to spend 48 hours in the creation of summoning circles, special rituals and the sacrifice of items to attract the desired type of elemental. General costs are 300 g.p. As well as the following; a 300 g.p. pearl for a water elemental familiar; a 300 g.p. ruby for a fire elemental familiar; a 300 g.p. diamond for an air elemental familiar; or a 300 g.p. piece of agate for an earth elemental familiar. At the end of the spell the caster rolls a d20 and consults the following chart;

roll	result
1-18	familiar appears
19-20	no familiar available

If no familiar is available the caster must wait 90 days before attempting the spell again. Details of elemental familiars are found in the Creatures section.

Ember's Fireflash

Arcane Evocation

Level:	Magic user 2
Range:	50 ft + 5 ft/ caster level
Duration:	Instantaneous
Area of Effect:	10 ft radius sphere
Components:	V, S, M
Casting Time:	2 segments
Saving Throw:	None

Ember's Fireflash allows the caster to create a small burst of fire at the designated place, filling a 20 ft diameter sphere with magical flame that causes 1d4 hit points of damage per caster level to all within the area of effect. Affected creatures may save vs. spells to reduce damage in half. Like a *Fireball* the *Fireflash* will expand to fill the area around it out to its maximum volume of 4,188 cubic ft. Objects in the area of effect must save vs. magical fire at +2 or ignite/melt/crack. The material component is a small ball of cork dipped into pitch.

Jonas' Ballista Bolt

Arcane Evocation

Level:	Magic user 5
Range:	60 ft + 10 ft/ caster level
Duration:	Instantaneous
Area of Effect:	1 creature
Components:	V, S, M
Casting Time:	5 segments
Saving Throw:	None

This spell allows the caster to fire a lance of magical power from his palm to hit a target with no chance of missing. This arcane bolt inflicts 4d8+4 damage; this damage increases by 1d8+3 for every 2 levels of the caster past 7th; thus, a 9th level caster's *Ballista Bolt* would cause 5d8+5 hit points.

A *Shield* spells reduces the damage of *Jonas' Ballista Bolt* by 1 hit point per die but is destroyed by the impact. A Brooch of Shielding absorbs half of the damage, but expends charges as if it had stopped all damage (i.e., a target wearing a Brooch of Shielding struck by a *Ballista Bolt* of 28 h.p. Damage would take 14 h.p. and the Brooch would use up 28 charges) and the Brooch must save vs. normal fire or be destroyed.

The material component is a miniature golden arrow worth 100 g.p.

Jonas' Furious Fusillade

Arcane Evocation

Level:	Magic user 5
Range:	0
Duration:	Instantaneous
Area of Effect:	Cone; 5 ft long per level with a base of radius 1 ft per level
Components:	V, S, M
Casting Time:	5 segments
Saving Throw:	None

When casting *Jonas' Furious Fusillade* the caster holds his hands forth side by side, palms out, and releases a storm of *Magic Missiles* in a cone 5 ft wide at the casters hands, 5 ft long per level with a 5 ft per level diameter base. All creatures within the area take 1d4+1 hit points of damage per level of the caster (i.e., a *Furious Fusillade* from a 9th level magic user causes 9d4+9 damage) and all unprotected items in the area not on a creature must save vs. normal blow. Since the *Magic Missiles* are not targeted at any specific target a save reduces damage by one-half.

A *Shield* spell will reduce damage by one-half (so a person protected by a *Shield* spell that makes their saving throw takes one-fourth damage). A Brooch of Shielding will likewise absorb one-half of the damage of a *Furious Fusillade*.

The material component is a small silver tube that flares at one end that costs 50 g.p.

Jonas' Jab

Arcane Evocation

Level: Magic user 2
Range: 10 ft/ caster level
Duration: Instantaneous
Area of Effect: One Creature or Object
Components: V,S
Casting Time: 1 segment
Saving Throw: None

The magic user points at a target within range and releases a bolt of eldritch force that strikes unerringly causing 2 points of damage per level of the caster. The bolt hits with enough force to throw small objects away from the caster a distance of 1 foot per level (for a 1 lbs. object); larger and smaller objects have this distance adjusted based on weight. Non-magical objects struck must also make a saving throw vs. normal blow or be broken. If the object is held by a creature that creature must make a saving throw vs. paralysis or drop the item.

Jonas' Jab is stopped by *Shield* and other items and spells that affect *Magic Missile*, such as Brooches of Shielding

Jonas' Javelin

Arcane Evocation

Level: Magic user 3
Range: 60 ft + 10 ft/ caster level
Duration: Instantaneous
Area of Effect: 1 creature
Components: V, S
Casting Time: 3 segments
Saving Throw: None

When cast, a single javelin of magic energy streaks from the caster's fingertips striking his intended target with no chance of missing. The javelin causes 2d6+2 damage. For every two caster levels beyond 5th this damage increases by 1d6+1; therefore a 9th level magic user's javelin causes 5d6+5 damage, etc.

This powerful variant of the *Magic Missile* spell is affected by spells and items in a similar manner. A *Shield* spell negates all damage save for 1 hit point per die of *Jonas' Javelin*; a Brooch of Shielding absorbs all damage as normal.

Jonas' Jolt

Arcane Evocation

Level: Magic user 4
Range: 10 ft/ caster level
Duration: Instantaneous
Area of Effect: 1 creature or object
Components: V, S
Casting Time: 4 segments
Saving Throw: None

When this spell is completed a bolt of force leaps from the caster's hand to strike the designated target, never missing. The powerful attack causes 3 hit points of damage per level of the caster and strikes hard enough to throw a 1 lbs object 2 ft per caster level. Objects struck by *Jonas' Jolt* must save vs. crushing blow or be destroyed and stuck/locked doors may be forced open as if by a person with an 18/51 Strength. Any creature struck by *Jonas' Jolt* must save vs. paralysis or be knocked prone; small creatures save at -4, large at +4. If the *Jolt* strikes an object held by a creature that creature must save vs. paralysis at -4 or have the item knocked from their grasp.

A Brooch of Shielding takes 150% of normal charges to stop a *Jonas' Jolt*; to halt a *Jolt* inflicting 24 hit points of damage would take 36 charges from the brooch, for example. A *Shield* spells totally negates a *Jonas' Jolt* but the *Shield* spell ends immediately, its energies consumed.

Mournglow's Arcane Summons

Arcane Conjuration/Summoning

Level: Magic user 3
Range: 0
Duration: Instantaneous
Area of Effect: Special/1 creature
Components: V, S, M
Casting Time: 1 week
Saving Throw: See Below

This variant of *Find Familiar* summons an Imp, Quasit or Arcane Servant (see pg. XX) to serve as the caster's familiar. Casting this spells requires the caster's effort and concentration for a full week. During casting the caster can perform no other activity but eating, drinking, and sleeping. Each day the caster must burn charcoal, rare woods, and fine incense in a brazier while repeating a mystic formula (250 g.p. worth each day) while wearing special robes (100 g.p.) and drawing symbols of powers (total cost for the materials and tools is another 400 g.p.). On the last

day the caster must place 250 g.p. worth of powdered garnet into the brazier and as the sun sets he must complete the ritual by pouring a Potion of Clairvoyance into the brazier. The caster then rolls percentile dice; on 05-100% the appropriate creature (Arcane Servant for any Good or non-Chaotic Neutral caster, an Imp for a Lawful Evil or Neutral Evil caster and a Quasit for a Neutral Evil or Chaotic Neutral caster); on 01-02% a Quasit appears and immediately attacks the caster; on a 03-04% an Imp appears and immediately attacks the caster.

This spell cannot be cast by a magic user that has a familiar or has had a familiar within the last year.

Details of an Arcane Servant as a familiar can be found in that creature's entry in the Unique Creatures section.

Murgan's Escalade

Arcane Alteration

Level: Magic user 3
Range: self
Duration: 1 round+1 round/level
Area of Effect: caster
Components: V, S, M
Casting Time: 3 segments
Saving Throw: none

Created by the master infiltrator Murgan, this spells grants the caster great ability to maneuver. For the duration of the spell the caster is under the effects of a *Spider Climb* spell and once per round may *Jump* as that spell. This permits the caster to leap great distances and then cling to whatever surface on which they land (subject to the limitations of *Spider Climb*).

The material component is a leg from a jumping spider.

Naming

Arcane Alteration

Level: Magic user 8
Range: 30 ft
Duration: Instantaneous
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 4 segments
Saving Throw: See Below

When casting this spell the magic user utters that target's true name (typically the name given to them by their parents at their birth, but perhaps a name granted them by their religion or granted

by their creator) along with certain mystic charms invoking a great curse upon the target. There are three versions of the spell and the chosen version must be picked when the spell is prepared, not at the time of casting;

Dominion: The target's magic resistance, if any, is reduced 25% (and Elves and Half-Elves resistance to *Sleep* and *Charm* is completely negated) and they must save vs. magic at -4; if the spell succeeds the target is under the effects of a *Charm Person/Monster* for a year and a day with no chance to make additional saving throws. *Naming Dominion* may only be removed with a combination of *Dispel Magic* cast by a 16th or higher level magic user and a *Remove Curse* cast by 16th or higher level cleric; both spells must be cast at the same time and both must succeed – only one attempt is possible. The version affects creatures from the elemental and outer planes.

Banishment: The target's magic resistance, if any, is reduced 40% and they must save vs. magic at -6 or be forced to return directly and immediately to their home plane and cannot return for a variable amount of time based upon their strength (thus, an Imp will be banished for 30 years, a Demon Prince for a year and a day). This version only affects creatures from the elemental and outer planes.

Weakening: The target's magic resistance is reduced -15% and they must save vs. Death at -4 or have all of their characteristics reduced to 6 permanently. This version only affects creatures subject to *Charm Person*. The effects may be removed as per *Naming Dominion*.

Severing: The target's magic resistance is reduced -15% and they must save vs. death at -4; further, no magic items may add to their saving throw. If successful, *Naming Severing* immediately removes all arcane spells from the mind of the target. The target is completely unable to learn, prepare, or cast any arcane spell, nor may they use any magic item that is for magic users or illusionists only. While familiars get a saving throw vs. death at -4 to remain attached their master gains to benefit from the relationship and any telepathic bonds are removed immediately. Homonculi slip into a coma-like state immediately (no save) and remain that way until the *Naming Severing* is removed. The effects may only be removed via the use of a *Wish* said simultaneously with a *Remove Curse* cast by a 12th or higher level cleric.

In addition to the target's true name the caster must use a ruby of at least 5,000 g.p. Value, which is consumed in the casting.

Playing Notes: True Names

The idea that your true name has power over you (by identifying you very specifically) and, therefore, people who know it gain power over you, is surprisingly common. Reflecting this in game terms can be done a few different ways; grant a -2 or -4 on saving throws vs. spells when the caster knows the true name of the target and speaks it as part of spell casting; or, the target of a *Charm* spell gets no initial saving throw if spell casting included their true name; or, have specific spells that utilize a target's true name (the Unique Spells section).

In some other societies names are changed or new names are given as part of certain stages in life; coming of age, marriage, religious confirmation; etc. can all result in these changes. While this will obviously vary between cultures in specific game worlds (if it exists at all) it is a fairly common event in real world cultures.

Because of these beliefs and at least the potential for true names to have power over a person, it isn't uncommon for people to take what is called a 'day name' or 'common name' they use in routine life; it may be given to them by parents or family leaders, by the local cleric. Or even picked by the person themselves when they come of age. Typically their 'true name' is never uttered in public once they are adults.

Special Familiars

Arcane Servants

Frequency:	Very Rare
No. Encountered:	1
Size:	Small
Move:	60 ft, 180 ft flying (AA: level V)
Armor Class:	4
Hit Dice:	2+3 (minimum 9 h.p.)
Attacks:	1 or spell
Damage:	by weapon (see below)
Special Attacks:	see below
Special Defenses:	see below
Magic Resistance:	30% (60%)
Lair Probability:	N/A (may be in their master's lair)
Intelligence:	High
Alignment:	Matches their master at time of summoning
Level/XP:	5/400 +1/h.p.

Summoned from the outer planes by special summoning spells to serve as familiars for Good and non-Chaotic Neutral magic users, Arcane Servants are only normally seen in this role. These small humanoids resemble Humans or Elves with noble features and feathered wings. Naturally *Invisible*, they can become visible at will. They dress in simple clothes and are armed with tiny daggers (1 point of damage), slim swords (1d3) and can be equipped (at considerable expense) with miniature heavy crossbows (rates at heavy crossbow, 1/4th heavy crossbow range, 1d3+1 damage). They fight as 6th level fighters.

Their already-considerable magic resistance is doubled against area effect spells and if their magic resistance fails they make all saves as if they were 12th level clerics. Additionally, they are immune to all diseases, poisons, and electricity. If they successfully save vs. fire, cold, or acid they take no damage and still take only half-damage if they fail to save. They take half damage from *Magic Missiles* and similar spells.

They may cast the following spells as a 12th level caster (except as noted), one per round: *Protection from Evil* once a day; *Light*, *Read Magic*, and *Detect Magic* 3 times a day each; either *Knock* or *Wizard Lock* once a day; *Mending* once a day; and up to 3 *Magic Missiles* a day (singly or in groups). They have *Infravision* to 60'.

As a familiar Arcane Companions grant their masters 30% magic resistance if they are within a mile of each other (although it is not doubled for area effect spells for the master). Within that same range both Servant and Master can communicate telepathically. If separated by more than a mile each knows the direction of the other as long as they are on the same plane. Arcane Servants encourage their masters towards goodness, order, charity and mercy and are fierce foes of evil mages and their opposites, imps and quasits.

Arcane Servants can speak and read/write any language their master can speak, read or write. They are also skilled at cleaning, mending, sewing, and organizing and strive to keep their

master clean, fed, and well-groomed. They are adept at managing libraries, labs, and forges, reducing the maintenance costs of such facilities 10%. With their knowledge of magic they are excellent assistants giving their master a +5% on success when researching new spells, potions, or magic items.

A mage may never have more than one Arcane Servant at a time. If their Arcane Servant is killed the magic user must save vs. Death or be struck unconscious for 1d6 rounds. Regardless, the mage immediately loses all memorized spells and cannot cast spells until they rest for one full day. If the servant died due to negligence the magic user must *Atone* before they may summon another; otherwise after a month a new Arcane Servant may be acquired. If the magic user ever betrays their Arcane Servant or changes to a non-Good alignment the Arcane Servant either immediately and permanently departs (75%) or remains as an independent creature bent on the downfall of their former master (25%).

Elemental Spirits

Frequency:	Very Rare
No. Encountered:	1 (1-4)
Size:	Small
Move:	60 ft/60 ft. burrowing (earth); 90 ft./ 120 ft swimming (water); 120ft flying (AA:VI) (air); 120 ft. (fire)
Armor Class:	0
Hit Dice:	2
Attacks:	1 (earth, water and fire); 2 (air)
Damage:	2d4+1 (earth); 1d4+2 (water); 1d3/1d3 (air); 1d4 + 1d4 (fire)
Special Attacks:	see below
Special Defenses:	see below
Magic Resistance:	none
Lair Probability:	N/A (may be in their master's lair)
Intelligence:	Average
Alignment:	Neutral
Level/XP:	5/400 +1/h.p.

Summoned from the Elemental Planes by special summoning spells to serve as familiars for magic users, Elemental Spirits are sometimes also seen in deep caverns, the deep ocean, high in the air, or in lava pools or perhaps as responding to *Monster Summoning* spells. In their primary form they appear to be a manifestation of their element about 2' in height; earth spirits resemble small, rough-hewn statues, water spirits as a miniature wave, air spirits as a patch of cloud or fog, and fire spirits as a red-range flame.. In combat they lash out with an 'arm' that does either crushing damage (earth and water), lacerations from airborne grit (air) or a combination of impact and fire (fire). They can also assume the form of a 2" gemstone; a large agate that vibrates faintly (earth), a blue-green pearl that seems to swirl with color (water), a clear crystal (air), or a ruby that is warm to the touch and emits light as a torch (fire). Transforming between forms takes 3 segments. If exposed to a 'hostile' element (removed from contact with the ground for an earth spirit, in temperatures above 110 degrees or in very arid places for water, underwater

or in vacuum for air, and immersed in water for fire) they are forced into their elemental stone form and cannot transform back until removed from the hostile environment.

They can only be struck by weapons of +2 or greater enchantment. They are immune to death magic, petrification, poison, disease, *Hold*, and *Charm* spells, but they are subject to spells that bind or banish extra-dimensional creatures, such as *Protection from Good*. Elemental spirits *Regenerate* 1 hit point every turn.

As a familiar they grant their master various benefits. Earth spirits grant the benefits of a *Ring of Free Action*; water spirits grant *Water Breathing*; air spirits the ability to *Fly* 1 hour per week (total; the periods of flight may be broken up); and fire spirits grant the effects of a *Ring of Fire Resistance*. They may also telepathically communicate with their master at up to a mile. The master is always aware of the direction to his familiar and their current form.

Because of their special status as summoned beings, damage that would kill another creature actually banishes them back to the appropriate Elemental Plane. If banished by damage or spell effects they return to their master's service after 5 days. During that time their master makes all attacks and saving throws at -2 due to a feeling of deep loss. An elemental spirit may be freely dismissed at anytime but a new elemental spirit cannot be acquired for a year and a day after such a dismissal.

A magic user can only have one elemental spirit as a familiar at a time, although others may be summoned as temporary servants by certain spells. A magic user with an elemental spirit familiar has ½ normal chances of losing control of a summoned elemental.

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