

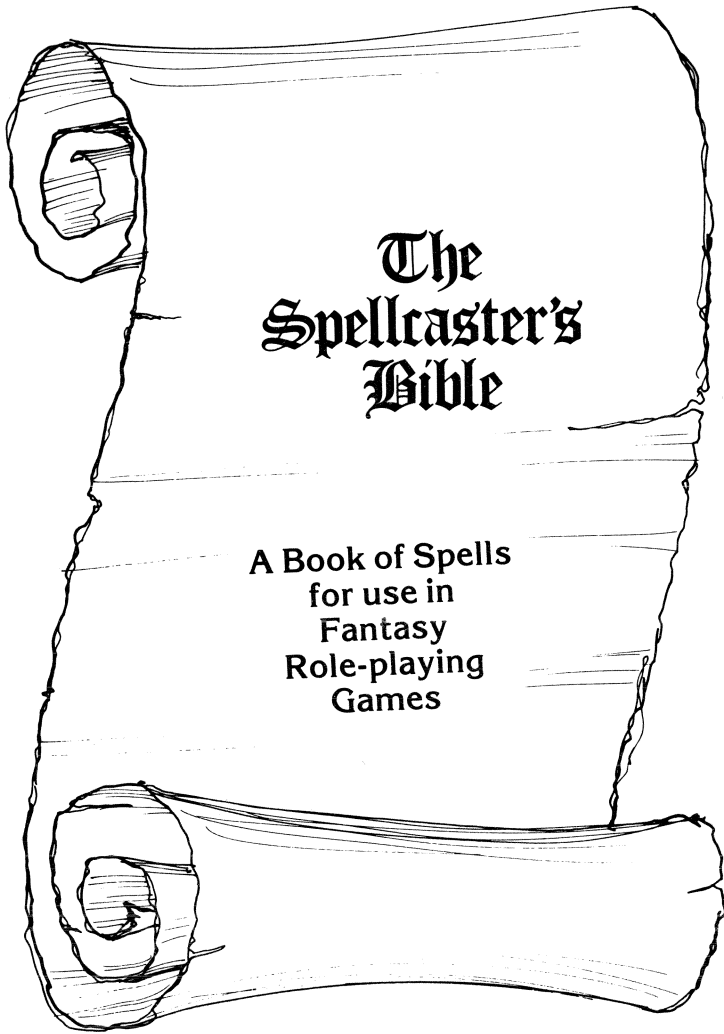
The Playing Board Presents . . .

# The Spellcaster's Bible

A Book of Spells  
for use in  
Fantasy  
Role-playing  
Games

**With Special Thanks to . . .**

**Patti Collins  
Cliff Perotti  
Jeff Suess  
FRP Games**



**The  
Spellcaster's  
Bible**

**A Book of Spells  
for use in  
Fantasy  
Role-playing  
Games**

Illustrations by Vanna Prince

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# INTRODUCTION

Over 300 years ago, in the land of Gardon, there lived a mage of evil descent. He lived in a citadel whose location remains a mystery to this day, the subject of many quests. The evil wizard's name was Parlan Blackstone and he died delivering the soul of a fellow mage from the grasp of Lucifer himself. He died, but left behind a book known as Parlan's Bible. Through the years, the name of this high-magic manual has been changed to The Spellcaster's Bible.

This ancient tome of knowledge had been passed from hand to hand of high level mages for years when it finally came to rest in the hands of a wizard known as The Terrestrial Warlock. He felt that a book such as this should be at the disposal of all mages so that they could use its knowledge for the benefit of their own individual causes.

The Spellcaster's Bible is meant only for the eyes of pure mages, that is, not for Fighter-Mages or elves or any other mixed class of character. It is a rumor, and a true one, that any being looking on the contents of this sacred spellbook who is not a pure mage is immediately blinded and, within 24 hours, rendered permanently insane. There is no saving throw for either effect.

The first page of this book was said to be a list of all the wizards and mages of notable power who have ever used the spells contained within the text. The mages all signed in blood and once their name was written down, it could never be removed (wishes **not** withstanding). Below is the list of mages as it stands at present.

Parlan Blackstone  
Menedor Frealof  
Gaelex  
Ganturath the Ringwearer  
Razdaal, mage of ungodliath level

Daragoth Necradon  
Lucanor the Ringwearer  
Baron Marliken Maridon  
Dake-Nar  
Valluma Crellamar

This list will grow, we hope, as the number of mages using this spellbook grows. If you are interested in becoming part of this list, then send the name of your mage to the Terrestrial Warlock at The Playing Board, 907 Key Route Blvd., Albany, Ca. 94706.

And now, The Spellcaster's Bible . . . . .

## SPELLPOINTS

To answer the question of "How often can a mage throw a spell?" or "When does a mage get tired?", I have noted down this spellpoint system with the hopes that it will solve some problems.

Parlan Blackstone

First of all, it is important to understand what spellpoints represent. Spellpoints are merely a representation, or measurement, of the amount of power channeled through a mage at any given time. To find out how many spellpoints a mage possesses, simply add his Strength, Constitution and Intelligence and then divide the total by 3 (i.e. average them). The number which you have now obtained is known as the Spellpoint Increment and is the number of spellpoints a mage gets back per day. Now you take this number and multiply it by one-half the mage's level (round up). This last number is the mage's total number of spellpoints. Sound complicated?? Well, it really isn't. Here's an example:

Let's start with a mage named Duladar. Here are his pertinent stats:

Strength = 12    Intelligence = 16    Constitution = 17    Level = 18

To find his Spellpoint Increment add his Strength, Constitution and Intelligence.

$$\begin{array}{r} \text{(Strength)} \\ 12 \end{array} + \begin{array}{r} \text{(Constitution)} \\ 17 \end{array} + \begin{array}{r} \text{(Intelligence)} \\ 16 \end{array} = 45.$$

And divide the number by 3.

$$45 \div 3 = 15.$$

Duladar's Spellpoint Increment is 15.

To find out Duladar's total number of spellpoints, multiply his Spellpoint Increment by one-half his level.

$$\begin{array}{r} \text{(Spellpoint Increment)} \\ 15 \end{array} \times \begin{array}{r} \text{(\frac{1}{2} level)} \\ 9 \end{array} = 135.$$

So, Duladar's Total Spellpoints are 135.

## COST OF SPELLS

Figuring out how many spellpoints a spell costs is the simplest part of this system. To find out how many spellpoints a spell costs, you simply take the level of the spell and square it. Thus, a 3rd level spell would cost 9 spellpoints and a 4th level spell would cost 16 spellpoints.

This particular spellpoint system may sound complicated, but a few applications should prove its real simplicity and value.



## SPELL POWER

There are many systems that try to show the power of high level spells. One system says that high level spells should get no saving throw, while another system doesn't even allow high level magic in the game. Through many trials and experiments, we have found a system which we believe will be compatible with most gaming systems.

We suggest giving all 7th level spells a -2 on their saving throws. Thus, if a 10th leveller needed an 8 to save, he would need a 10 to save. All 8th level spells have a -4 on their save and so . . .

9th level spells have a - 6 on save . . .  
10th level spells have a - 8 on save . . .  
11th level spells have a -10 on save . . .  
12th level spells have a -12 on save . . .  
13th level spells have a -14 on save . . .

And so on, adding -2 per level above 13th. This system gives the high level magic some extra power, but not so much that it is unplayable.

## SPELL RANGE

Here is a method for spell range computation that we highly recommend. All you need to do is average the mage's Strength and Intelligence and then apply the result to this table:

<b>Str. &amp; Int. Average</b>	<b>Spell Range at 1st Level</b>	<b>Plus Per level</b>
8 or under	160 ft.	None
9-12	200 ft.	5 ft.
13-15	240 ft.	10 ft.
16-17	280 ft.	10 ft.
18-19	320 ft.	15 ft.
20 +	360 ft.	20 ft.

Going back to our 18th level mage, Duladar, let's figure out what his spell range would be. His Strength was 12 and his Intelligence was 16, giving him an average of 14. By looking at the chart, we see that his base spell range is 240 ft., but he also gets an additional 10 ft. per level giving him a + 180 ft. So, Duladar's total spell range is  $240 + 180 = 420$  ft.

These spell ranges apply to all of the following spells, unless otherwise noted in the spell.

And now, on to the spells . . .

# Spell Distribution for High Level Mages

## Level of Spell

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
23	9	9	9	8	8	8	4	4	4	2	2														
24	9	9	9	9	9	9	5	4	4	3	2	1													
25	10	10	10	9	9	9	5	4	4	3	3	2													
26	10	10	10	10	10	10	5	5	4	3	3	2	1												
27	11	11	11	10	10	10	6	5	5	4	4	3	2												
28	11	11	11	11	11	11	6	5	5	5	4	3	2	1											
29	12	12	12	11	11	11	6	6	6	5	5	4	3	2											
30	12	12	12	12	12	12	7	6	6	6	6	5	4	3	2										
31	13	13	13	12	12	12	7	7	6	6	6	5	4	3	2	1									
32	13	13	13	13	13	13	7	7	7	7	7	6	5	4	3	2									
33	14	14	14	13	13	13	8	7	7	7	7	6	5	4	3	2	1								
34	14	14	14	14	14	14	8	7	7	7	7	6	5	4	3	2	1								
35	15	15	15	14	14	14	8	8	8	7	7	6	5	4	3	2	1								
36	15	15	15	15	15	15	9	8	8	8	8	7	6	5	4	3	2	1							
37	16	16	16	15	15	15	9	8	8	8	8	7	6	5	4	3	2	1							
38	16	16	16	16	16	16	9	9	9	9	9	8	7	6	5	4	3	2	1						
39	17	17	17	16	16	16	10	9	9	9	9	8	7	6	5	4	3	2	1						
40	17	17	17	17	17	17	10	9	9	9	9	8	7	6	5	4	3	2	1						
41	18	18	18	17	17	17	10	10	10	10	10	9	8	7	6	5	4	3	2	1					
42	18	18	18	18	18	18	11	10	10	10	10	10	9	8	7	6	5	4	3	2	1				
43	19	19	19	18	18	18	11	10	10	10	10	10	9	8	7	6	5	4	3	2	1				
44	19	19	19	19	19	19	11	11	11	11	11	10	9	8	7	6	5	4	3	2	1				
45	20	20	20	19	19	19	12	11	11	11	11	11	10	9	8	7	6	5	4	3	2	1			
46	20	20	20	20	20	20	12	11	11	11	11	11	10	9	8	7	6	5	4	3	2	1			
47	21	21	21	20	20	20	12	12	12	12	12	11	10	9	8	7	6	5	4	3	2	1			
48	21	21	21	21	21	21	13	12	12	12	12	12	11	10	9	8	7	6	5	4	3	2	1		
49	22	22	22	21	21	21	13	12	12	12	12	12	11	10	9	8	7	6	5	4	3	2	1		
50	22	22	22	22	22	22	13	13	13	13	13	12	11	10	9	8	7	6	5	4	3	2	1		

# 1<sup>ST</sup> LEVEL SPELLS

LEVEL  
1

**AWAKEN** Duration: 1 melee  
Area affected: 20' radius around caster  
This spell causes all sleeping people in the area to make their saving throw or be instantly awakened and standing "battle ready."

**BODY SPASM** Duration: 1 melee turn  
Number affected: 1 target per level of the caster.  
If the target fails his save, then all of his muscles in his body tighten rendering him incapacitated for the duration of the spell.

**CALCULATION** Duration: 1 melee  
Area affected: 10' x 10' area plus one more such area per level of caster.  
This spell reveals to the mage "how many" there are of something in the area, so that he could say "How many Gold Pieces are there in that pile?" and he would receive an accurate count within the duration of the spell.

**THE CONJURED SWORD** Duration: 1 melee  
Number affected: ---  
The spell instantly creates a +1 sword in the mage's hand with which he can strike an opponent the same melee doing 1-8 points of damage if it hits. The sword does an additional 1-8 points every three levels of the caster, so a 3rd leveller would do 2-16, a 6th leveller would do 3-24, etc. The caster can maintain the sword with spellpoint cost calculated once per melee and as long as he doesn't throw any other spells.

**CONTROL BODY TEMPERATURE** Duration: 1 hour per level of caster  
Number affected: Self Only  
This spell allows the mage to raise or lower his own body temperature 40 degrees plus 10 degrees per level without ill side effects.

**CURE SEASICKNESS & HANGOVERS** Duration: Until sick again  
Number affected: 1 target per level of caster  
This spell cures the victim of his mild sicknesses, colds, headaches, hangovers, etc.

## **MISCELLANEOUS DETECT SPELLS**

(All of these spells have the same duration and area affect, they just detect different things.)

Duration: 1 full turn per level of caster  
Area affected: 30' radius around the caster

Detect Life	Detect Hidden Doors
Detect Alignment	Detect Moving Walls
Detect Altitude	Detect Walls (if blind)
Detect Metal	Detect Water
Detect Poison	Detect Injury
Detect Traps	Detect Disease

Only one of these spells can be employed at one time.

## **DRAGON SLEEP**

Duration: 1 hour per level of the caster

Number affected: 1 target

This spell makes the target sleep as lightly as a dragon. Thus, he is awakened at the slightest noise or movement. (Note: This spell cannot be cast on any one person more than once per two nights.)

## **ELVEN SENSES**

Duration: 1 full turn per level of caster

Number affected: 1 target

This spell gives the target the ability to sense and hear things as an elf of the equivalent level.

## **INSOMNIA**

Duration: 1 hour per level of caster

Number affected: 1 target

This spell causes the target to go without sleep for the duration of the spell. If it is used on the same target two nights in a row, there is a 50% chance that he will collapse the next day during a crucial situation.

## **MAGIC DETECTION**

Duration: 1 melee

Area affected: 1 target

This spell allows the mage to know a percentage (1-100%) of a magical item's powers. It does not reveal curses or "crocks", however, so watch out!

## **OBSERVATION AWARENESS**

Duration: 1 full turn per level of caster

Number affected: Self Only

This spell allows the mage to know if he or his party is being watched.

## **SHUT MOUTH**

Duration: 1 full turn per level of caster

Number affected: 1 target per two levels of caster

If the target fails its saving throw, its mouth is automatically shut for the duration of the spell. The mage triggers this spell by saying "Shut up, you fools!"

## **SIGHT AMPLIFICATION**

Duration: 1 full turn per level of caster, or until the caster ceases the spell

Number affected: Self Only

This spell amplifies the mage's sight 2 times per level.

## **SOUND AMPLIFICATION**

Duration: 1 full turn per level of caster  
Number affected: Self Only  
This spell amplifies the mage's hearing 2 times per level.

## **SPELL OF BAD TASTE**

Duration: 1 full turn per level of caster  
Number affected: 1 target  
This spell can make the target taste either good or bad to flesh-eating monsters with a 10% chance per level of the caster that the monster will either pursue only the target or discard him totally.

## **TRACKING SPELL**

Duration: 1 hour per level of caster  
Area affected: Any one set of tracks  
With this spell, the mage can track any person or monster through or over any wilderness or dungeon regardless of intervening factors.

## **WEATHER PREDICTION**

Duration: 1 melee  
Area affected: - - -  
This spell allows the mage to forecast 1 day per level of upcoming weather conditions with a 50% + 10% per level of accuracy. His prediction should cover an area of up to 10 miles around him.





# 2<sup>ND</sup> LEVEL SPELLS

LEVEL  
1

## THE BLAND SPELL

Duration: Until concentration is broken  
Number affected: Self Only

This spell makes the target seem so bland to any monsters that they will not attack or even notice him as long as there is one other person alive near the mage. This spell requires such concentration, however, that the mage may not cast another spell or even move without disrupting this spell.

## EXTINGUISH FIRE

Duration: 1 melee

Area affected: 3 dice worth of fire per level of caster  
This spell allows the caster to extinguish any non-magical fire.

## PLANE GAZING

Duration: 1 melee per level of caster  
Number affected: Self Only

This spell allows the mage to see on any **one** plane of life (Astral, Ethereal, etc.).

## SECRET SCRIPT

Duration: Until read by intended reader  
Area affected: One full page

This spell blurs the caster's writing so that only the one who is intended to read it can do so safely. Any others attempting to read the blurred script, must make their saving throw or else be totally confused for 1-10 full turns (save to half the time). Failure to make saving throw upon chancing a second reading causes total confusion for 10-30 days (save to half).

## SLEEPER'S SPELL

Duration: Until awakened by someone or something, but at least 1 full turn

Number affected: Varies

This spell affects double the level of caster in levels of target(s), i.e. if the caster is 10th level, then he can put 10 levels of monster(s) to sleep. He could put one 10th level monster to sleep or ten 1st level monsters.

**STATISTIC BOOSTER**

Duration: 1 full turn per level of caster  
Number affected: 1 target

This spell allows the mage to add 1-6 points onto one of the target's statistics (Strength, Constitution, etc.) This spell can only be cast once per day on any one target. If it is cast more than once per day, there is a 40% chance per casting that the target will suffer ill side effects (DM's discretion).

**WATERY PROTECTION**

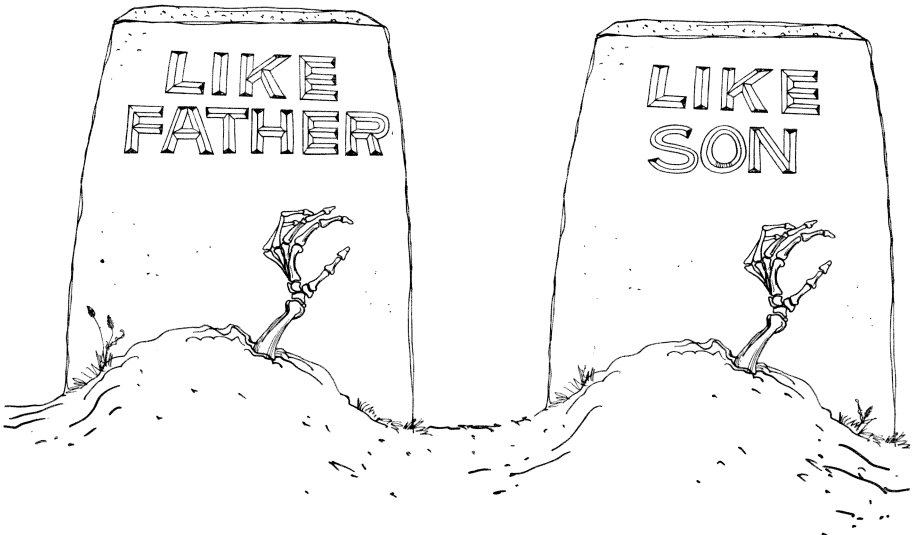
Duration: 1 full turn per level  
Number affected: Self Only

This spell protects the caster from all liquids including acids, rain, jellies, etc. The liquids simply run off the mage.

**WINDY PROTECTION**

Duration: 1 minute per level of caster

Area affected: Any area up to 600 square feet  
This spell creates enough wind to blow out any torches in the area. The wind moves away from the mage so that he will not be affected by the gas or cloud.





# 3RD LEVEL SPELLS

LEVEL  
2

## ACID SPELL

Duration: 1 Blast

Area affected: As Cold Spell

This blast of acid does 1d6 per level of the caster to all within the area. If saving throw is made, then they suffer 1/2 damage.

## ALKALAI SPELL

Duration: 1 Blast

Area affected: As Cold Spell

This blast of alkali does 1d6 per level of caster to all within the area. If save, then suffer 1/2 damage.

## BLIND SPELL

Duration: 1 blinding flash

Area affected: As Cold Spell

This spell causes all within the area to save or be blinded for 1 melee per level of the caster. If save, then blinded for 1/2 the time.

## CAUTERIZE

Duration: - - -

Number affected: 1 wound

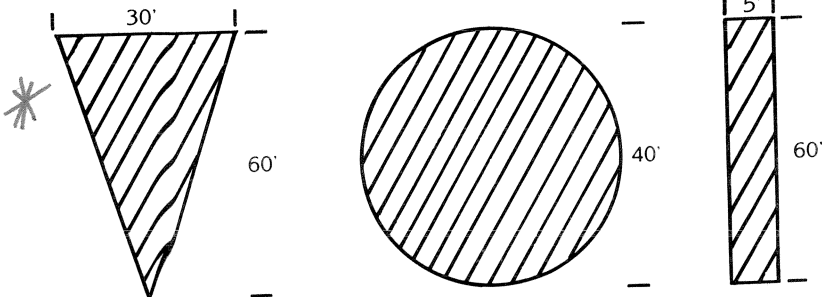
This spell, when cast at a bleeding wound, will cause the wound to stop bleeding. Note: This spell can be dispelled.

## COLD SPELL

Duration: 1 Blast

Area affected: Either a ~~60' x 30' cone~~ or a 40' diameter sphere or a 60' x 5' beam (see diagrams).

This blast of cold does 1d6 per level of the caster in damage to all within the area. If saving throw is made, then they suffer 1/2 damage.



**EMPATHIC AID**

Duration: 1 melee

Number affected: 1 target

This spell allows the caster to cure any one target by taking on all or part of the damage which the target has suffered onto himself.

**FIRE SPELL**

Duration: 1 Blast

Area affected: Same as Cold Spell

This blast of fire does 1d6 per level of the caster to all within the area. If saving throw is made, then they suffer 1/2 damage.

**LEVITATE  
OTHERS**

Duration: 1 full turn per level of caster

Number affected: 1 target per level of the caster

This spell causes the target to rise in the air at the rate of 10' per second until an obstacle is met. Once an obstacle is met the target may move himself along in a horizontal direction to maneuver. If no obstacle is met, then "Bye-bye!"

**LIGHTENING  
SPELL**

Duration: 1 Blast

Area affected: As Cold Spell

This blast of lightning does 1d6 per level of caster to all within the area. If save, then suffer 1/2 damage.

**LIGHT WAVES**

Duration: 1 flash or beam

Area affected: 5' (wide) x 60' (long) beam

With the use of this spell, the mage basically fires a magical lazer which does the caster's level in d6 damage (save to 1/2 damage). Note: Light waves bounces!

**PRESSURE**

Duration: 1 melee

Number affected: 1 target plus 1 target per level of caster over level needed for use.

This spell raises the air pressure around the target. The target must make his saving throw or be totally crushed!! If saving throw is made, then he suffers 1/2 the caster's level in d6 crush damage.

**ROPE WORK**

Duration: 1-10 melee rounds plus 1 additional melee per level of caster over level needed for use

Number affected: 1 target plus one additional target per level of caster over level needed for use.

The target must make a saving throw or be bound in a magical rope which can only be broken by a strength equal to twice the caster's level. If saving throw is made, the target is tangled for 1-3 melee rounds during which he gets no physical attacks and has 1/2 movement.

**SONIC SPELL**

Duration: 1 Blast

Area affected: As Cold Spell

This blast of sound does 1d6 per level of the caster to all within the area. If saving throw is made, then they suffer 1/2 damage.

**SPELL OF  
THE GIANT  
STRENGTH**

Duration: 6 game hours

Number affected: 1 target

This spell causes the target to have the strength of a random giant and the ability to strike as if he were that giant. Note: This spell has no ill effects on the target.

**STUN SPELL**

Duration: 1 Blast

Area affected: As Cold Spell

This blast causes all within the area to save or be stunned 1 melee for every level of the caster. If save is made, then they are stunned for only 1/2 the time.



# 4<sup>TH</sup> LEVEL SPELLS

LEVEL  
3

## **CURE MONSTER WOUNDS**

Duration: Until Monster is wounded again  
Number affected: 1 target  
This spell will cure 1d6 points of damage on the target.  
This spell will not cure critical damage and will only work on monsters, not men.

## **CURE TEMPORARY BLINDNESS**

Duration: Permanent  
Number affected: 1 target  
This spell will cure any one target of their blindness so long as it was a temporary condition to begin with.  
Note: The range on this spell is 0'. The mage must touch the target with his hands.

## **GED'S BLOODY DEATH**

Duration: 1 melee per level of caster  
Number affected: 1 target  
This spell causes temporary hemophilia in the target. If saving throw is failed, the target will lose 1 hit point of blood per damage point that he takes during the spell, i.e. if he takes 5 damage points, he will lose an additional 5 points of blood that melee. If saving throw is made, then they suffer only half the blood loss.

## **LIGHT OF DAY**

Duration: 1 full turn per level of the caster  
Area affected: 30' - 240' diameter around mage (caster specifies size). This spell gives **full** daylight to the area and the area moves with the mage.

## **PARALYSIS SPELL**

Duration: 1 Blast  
Area affected: As Cold Spell  
This spell causes all in the area to make their saving throw or be totally paralyzed. If save is made, then they move at 1/2 normal movement for 1-6 melee turns.

## **PROTECTION / NORMAL WEAPONS**

Duration: 3-18 full turns plus 1 full turn per level of the caster over level needed for use  
Number affected: Self Only  
The caster becomes immune to all non-magical weaponry wielded by men of less than 9th level and non-enchanted monsters of less than seven hit dice.

## **RESISTANT SPELLS**

Duration: Until first use

Number affected: Self Only

Each one of the following spells allows the mage to take only 1/2 damage, if save is failed, and no damage if his saving throw is made. This only works once, at which time the spell is negated and must be recast to perform in the above manner.

Cold Resistant

Poison Resistant

Acid Resistant

Disease Resistant

Fire Resistant

Lightening Resistant

Alkalai Resistant

## **TELEPATHY**

Duration: 1 full turn per level of caster, or until concentration is broken

Number affected: Caster and one target

With this spell, the mage can mentally communicate with one other person of the mage's choice. The caster also receives a mental picture of the person with whom he is communicating and the immediate surroundings of the other person. The communication works two-ways so that the other person receives a similar image of the caster and can communicate with him, too.

## **WALL OF DISGUISE**

Duration: 1 full turn per level of caster.

Area affected: One cubic 10' area plus one more such area per level of caster over level needed for use

This spell creates a wall which can appear as any other "wall" spell, but does not have the effect of the wall it appears to be. This wall acts as a repulsion field in that anyone touching the wall is knocked 10-60 feet back if saving throw is failed.

## **WATERBOLT**

Duration: 1 Bolt

Number affected: 1 target

This spell causes the teleportation of concentrated water in the form of a bolt. The bolt does the caster's level in d6 damage (Save to 1/2 damage) and knocks man-sized targets 10-50 feet, and smaller than man-sized 10-100 feet.

# 5<sup>TH</sup> LEVEL SPELLS

LEVEL  
4

## ACID RAIN

Duration: 1 full turn per level of caster  
Area affected: 20' x 20' square

This spell causes it to rain a potent acid in the area. The acid does 1/2 the caster's level in d6 damage. If saving throw is made, then suffer 1/2 damage. The acid in this spell is so potent that it will continue burning until it is removed. Since this is not real acid, but rather magically created, it can be removed by the simple application of water. (This is just a game, not a chemistry class!)

## ALKALAI RAIN

This spell is exactly like **Acid Rain**, but the damage done is alkalai instead of acid.

## BODY BLAST

Duration: 1 Blast  
Number affected: 1 target

This spell causes explosions to ignite around the target. These explosions do the caster's level in d6 damage, blind 1-6 melee rounds and deafen 2-12 melee. If target makes their saving throw, then they suffer 1/2 damage and deafness for 1-6 melee rounds.

## CONVERSE DEAD

Duration: 1 minute per level of caster  
Number affected: 1 dead target

This spell allows the caster to freely converse with the dead target as if the target were alive. The only difference is that the dead target is compelled to tell the truth.

## CURE HEAVY MONSTER WOUNDS

Duration: Until monster gets wounded again  
Number affected: 1 target

This spell works as a Cure Monster Wound Spell, but it cures 2d6 points of damage.

## GAMMA-RAY VISION

Duration: 1 full turn  
Number affected: Self Only

This spell allows the mage to see through solid objects, including lead! The mage can see up to 60 feet away.

## GAMMA TELEPORTATION

Duration: 1 melee  
Number affected: Self Only

This spell allows the mage to teleport through anything up to, and including, lead in density. There is a 30% high and a 30% low crock factor.

## **PLYABLE MAGIC**

Duration: 10 full turns plus 1 full turn per level of the caster over level needed for use

Area affected: 20' (length) x 10' (width) x 6" (thickness).

This spell creates a transparent material in the area which can be molded, bent, twisted and formed by the mage as if it were clay. The material actually has the consistency of wood. The material might be used to make a small boat or patch up a hole in a galley or whatever the mage can think up.

## **SUPER RADIUS SPELL**

Duration: 1 blast

Area affected: 120 ft. diameter sphere

This spell, when incorporated into one of the following spells, will increase the dimensions of the other spell to the dimensions of this spell. It will work with these spells:

Fire Spell

Cold Spell

Acid Spell

Stun Spell

Alkalai Spell

Sonic Spell

Lightening Spell

Blind Spell



LEVEL  
5

# 6TH LEVEL SPELLS

## ARMOR

Duration: 1 full turn per level of caster  
Number affected: 1 target

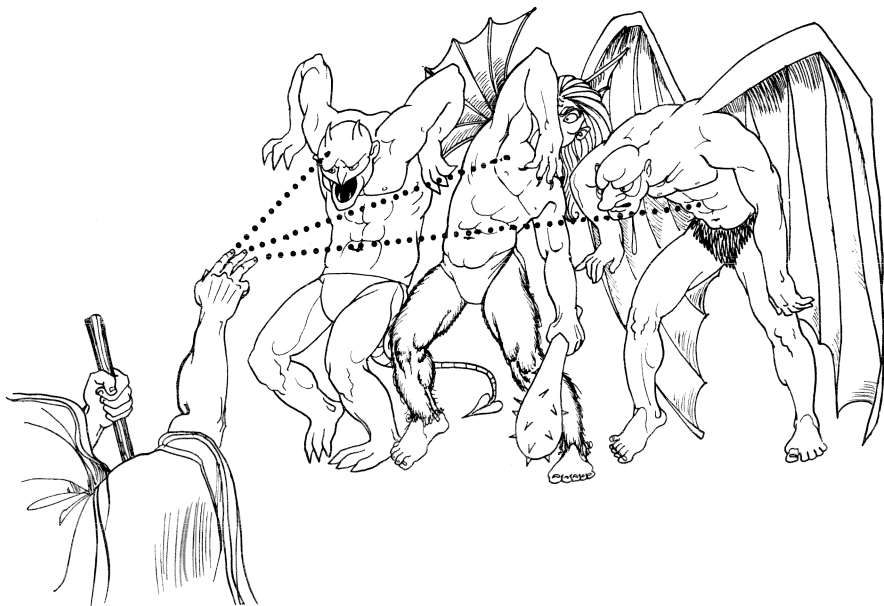
By casting this spell, the mage creates a synthetic magical armor which is invisible, weightless, and totally conforming to the target. The armor gives the target the equivalent of AC 2 + 2.

## AUTOMATIC WEAPONS

Duration: 1 melee

Number of Bolts: 1 bolt per level of caster

This spell conjures small bolts which are shot at opponents, each bolt rolling to hit the appropriate AC. The bolts are +2 and do 2-12 points of damage (no save, thump damage). The mage decides which targets he wants to hit and can fire the bolts in up to a 90 degree arc.



**CARDIAC  
ARREST**

Duration: 1 melee

Number affected: 1 target

The target must make a saving throw or have a heart attack resulting in immediate death. If save is made, then suffer severe pain which incapacitates for the duration of the melee round.

**CONTROLLED  
RADIUS SPELL**

Duration: 1 blast

Area affected: 5' to 80' diameter

This spell allows the mage to cast any spells listed in the Super Radius Spell, but with the diameter listed in this spell. Note: The caster chooses his desired diameter.

**CREATE AIR**

Duration: - - -

Number affected: - - -

This spell allows the caster to create 1 hour of air for 1 person per level of caster.

**EXORCISE  
LESSOR DEMON**

Duration: Permanent

Number affected: 1 lesser demon

This spell gives the caster a 5% chance per level of being able to exorcise the target. However, the mage only gets one attempt per demon, so be careful! The range of this spell is 20 feet.

**GED'S GALE**

Duration: 1 melee

Area affected: An area 60 feet wide plus 10 feet per level of caster over level needed for use.

This spell creates torrential winds blowing away from the caster. All caught within the area must save or be blown 1-100 miles in a random direction away from the caster. If saving throw is made, then only blown 1-100 feet. Look out for solid objects! (Note: DMs should deliver damage to those who are blown anywhere due to this spell if they should happen to hit a solid object.)

**IMPROVED  
FLIGHT**

Duration: 1 full turn per level of the caster

Number affected: 1 target

This spell allows the target to fly at 480 feet per melee round.

**REFLECTION**

Duration: 1 melee round per level of the caster

Number affected: Self Only

This spell causes the creation of 2-12 images of the caster. The images move exactly as the caster and his voice seems to come from all of them. If anyone strikes one of the images, the weapon appears to just pass through without hurting the image and the image is unaltered. If the real mage is struck, the weapon will appear to simply pass through him and the mage will appear unharmed although he does take the damage.

## **TRANS- PORTATION**

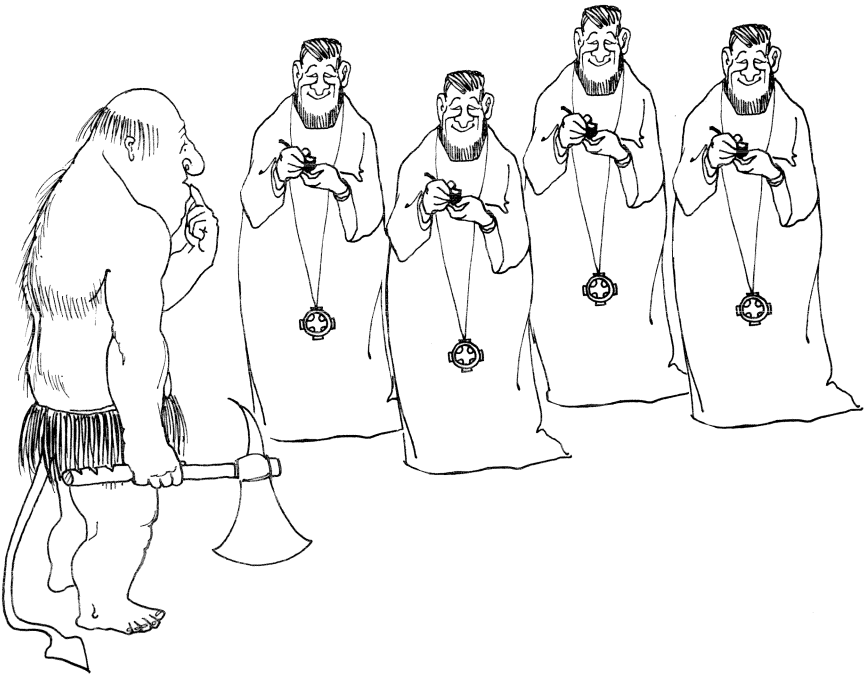
Duration: 10 full turns plus 1 turn per level of caster over level needed for use  
Area affected: 30' diameter  
This spell conjures a clearless and colorless disc which is capable of carrying 2,000 lbs. and moves at 48" per turn over normally walkable terrain.

## **TRUTH SIGHT**

Duration: 1 full turn per level of caster  
Number affected: Self Only  
This spell allows the caster to see things as they really are. This does not apply to level or class, unless obvious, but rather this spell reveals illusions, disguises, and whether or not someone is telling the truth to the caster.

## **WATER WALKING**

Duration: 1 full turn per level of caster  
Number affected: Self Only  
This spell allows the caster to walk on water for the duration of the spell.





# 7<sup>TH</sup> LEVEL SPELLS

LEVEL  
5

## **THE ANTI-SURPRISE SPELL**

Duration: 1 full turn per level of caster  
Area affected: Up to 5' radius per level of caster  
This spell surrounds the caster and moves with him for the duration of the spell. No one in this area can be surprised by anything; this includes monsters, traps, etc. Note: The monsters within the area also benefit from the spell.

## **AREA OF HELL**

Duration: 1 melee round per level of the caster  
Area affected: 5' x 5' area plus one more such area per level of the caster over level needed for use.  
This spell brings forth the environment of one random plane of hell into the affected area only. All persons within the area suffer the effects of the environment. For each 5' x 5' area brought forth, there is a 1 in 6 chance that a demon from that plane of hell will be present and attack those within the spell area.

## **CASTLE PROTECTION**

Duration: Until Dispelled  
Area affected: Up to a square 100 ft. area  
This spell will turn away all types up to 4 hit dice and 50% up to 7 hit dice and 25% up to 10 hit dice and minus 1% per level thereafter.

## **COLLISION INDUCED**

Duration: 1 melee  
Number affected: 1 target plus 1 additional target per level of caster over level needed for use. Each target must make a saving throw or be violently thrown into the other targets, or wherever the mage desires, at 10 m.p.h. per level of caster above 14th. The collision which takes place delivers 1d6 per 10 m.p.h. times the number of colliding targets. If save is made, then take 1/2 damage.

## **COUNTER CURSE**

Duration: Until used once  
Number affected: Self Only  
Once this spell is cast on the mage, any curse directed at him is sent back to the sender of the curse. Once this spell has successfully sent back one curse, it needs to be recast.

**FLAMBOYANT  
TELEPORTATION**

Duration: 1 melee

Number affected: Self Only

With the use of this spell, the mage can teleport anywhere, except through lead, and if desired, he may appear/disappear in a puff of smoke. There is no chance of error with this teleportation.

**GED'S  
HOLY HEAT**

Duration: 1 melee

Area affected: 100' (long) x 5' (wide) beam

This spell creates a spiraling golden pillar of sunlight which originates from the caster's finger. All caught in the sunlight must make their saving throw or take the caster's level in d6 damage, be blinded (until cured), and be paralyzed. If saving throw is made, then take 1/2 damage, slowed, and minus 2 on all attacks due to watery eyes for 1-6 melee rounds (same duration for the slow).

**TELEPORT  
OTHERS**

Duration: 1 melee

Number affected: 1 target plus 1 additional target per level of caster over level needed for use.

This spell allows the user to teleport others to where he desires. Note: The mage is not teleported with them.

**VISUALIZE  
THE PAST**

Duration: 1 melee per level of the caster

Area affected: Any area in sight

This spell allows the mage to see the past (up to 1 hour per level of caster) of the area he is looking upon.

# 8<sup>TH</sup> LEVEL SPELLS

LEVEL  
5

## THE CHOKE

Duration: Until once used

Area affected: - -

This spell causes anyone attempting to commune, or talk with greater beings, with the intention of finding anything out about the caster of this spell to have their connection choked out, i.e. the spell is stopped.

## CLOSE GATE

Duration: One Use

Area affected: Anywhere within spell range.

This spell gives the caster a 4% chance per level of being able to close any magically opened gates.



**CONJURATION  
OF THE  
WIND BEASTS**

Duration: Until the caster dismisses the beast or until the beast is destroyed  
Number affected: 1 wind beast per conjuring  
This spell conjures a beast which has the following statistics:

HD: 10d8 (maxed-out) Dex: 20 AC: 9 + 4(5) Movement: 48".

The wind beast looks like a seven foot tall tornado. The beast attacks with one nudge (strike) for 4-48 thump damage + 5d6 electrical damage. Any hand held weapon striking the wind beast will be sucked into the tornado unless the wielder of the weapon can make a 1/2 dexterity roll.

**CONVERT**

Duration: Until another conversion is made  
Number affected: 1 target  
This spell causes the target, if saving throw is failed, to be converted to the alignment of the caster. If saving throw is made, however, the target will attack with righteous fury, getting +4 on all attacks and saves. The monster will remain at +4 until the caster is gone from sight or until he is dead (monster or mage).

**CURE INSANITY**

Duration: Permanent  
Number affected: 1 target  
This spell allows the mage to cure any one target of its insanity. The target must roll on a spell survival chart, however, and if he fails his roll he dies from the trauma. The range of this spell is 10'.

**DISPELL  
UNDEAD**

Duration: - -  
Number affected: Varies  
This spell allows the caster to function as a cleric of the equivalent level with respect to undead.

**INDETECT-  
ABILITY**

Duration: 1 full turn per level of caster  
Number affected: 1 target  
This spell makes the target undetectable to anyone by any means except sight, i.e. he can't be heard or felt, etc. but he can be seen.

**THE LAST WORD**

Duration: Until used once  
Number affected: Self Only  
By casting this spell on himself prior to his death, one melee round after his death he can cast any one of his spells. Thus, he gets THE LAST WORD!



## **RADIOACTIVE MUTATION**

Duration: 1 melee (effects last longer)

Number affected: 1-6 targets

If the target fails his saving throw, he becomes sterile and 1-4 limbs wither and become gnarled and his skin becomes dry and scaly, falling off in 1-12 days and leaving behind a pinkish raw flesh. If the victim wears clothes or attempts to hold anything, the raw flesh will break and the victim will bleed 2-12 points per melee round. If the target makes his saving throw, he simply becomes sterile for 1-3 years.

## **RE-ASSEMBLE UNDEAD**

Duration: 1 minute per level of caster

Area affected: 20' x 20' square

This spell totally reforms any undead which have been destroyed in the area within 10 minutes per level of the caster. Once re-assembled, the undead can be spoken to through a Converse With Dead Spell. This spell becomes permanent if a Re-create Undead Spell is cast after it.

## **REGENERATE LIMB**

Duration: - -

Number affected: 1 target

This spell will regrow any **one** missing limb on the target. However, the spell takes 24 hours to completely regrow the limb and will not regrow the brain. Range of this spell is 0' (the mage must touch the target once).

## **SPEAK WITH THE ANCIENTS**

Duration: 10 melee rounds

Area affected: - -

With the use of this spell, the mage can speak freely with any dead hero, god, wizard, demon, etc. The being spoken to is not required to tell the truth, or even talk, but he **is** there.

## **SPELL OF YOUTH**

Duration: 1 melee

Number affected: 1 target

The target must make his saving throw or lose 5 years off his lifespan, the 5 years being added to the mage's lifespan. If he makes his saving throw, he loses 1 year off his lifespan, but the mage does not receive the year.

## **WALL OF FIRE AND ICE**

Duration: 1 full turn plus 1 additional full turn per level of caster over level needed for use

Area affected: One cubic 10' area plus one additional area per level of caster over level needed for use.

The wall conjured by this spell does the caster's level in d6 of both fire and cold damage, i.e. if the caster was 10th level, any victims trying to pass through the wall would take 10d6 of fire and then 10d6 of cold damage.



LEVEL  
6

# 9TH LEVEL SPELLS

## CONJURATION SPELL

Duration: Until conjured beast dies or until the mage dismisses the beast  
Number affected: Whatever the number appearing is for the monster conjured  
This spell, when used with the necessary conjuring ingredients, will summon any of the monsters listed in the monster section of this book.

## CURE ANY BLINDNESS

Duration: Permanent  
Number affected: 1 target  
This spell allows the mage to cure any target of its blindness and takes 1-10 minutes to cure temporary blindness and 1-10 hours to cure permanent blindness. The range of this spell is 0' (the mage must touch the target).

## INTER-DIMENSIONAL TRAVEL

Duration: 10 full turns plus 1 full turn per level of caster over level needed for use  
Number affected: Self Only  
With this spell, the mage may travel to any other plane or dimension and remain there until the duration is up or until he desires to return. Note: The mage is not affected by the weather conditions of the other plane.

## LUCANOR'S SPELL OF MIRACULOUS SIGHT

Duration: 10 full turns  
Number affected: Self Only  
With the use of this spell, the mage gains the following abilities without harm to himself:

- Gamma Ray Vision
- See Invisible Objects
- See All Planes/Dimensions
- Truthsight
- Infravision
- Hidden Objects, etc.

## MASS CONVERSION

Duration: As Convert Spell (8th)  
Number affected: 2-8 targets  
This spell is exactly like Convert Spell with the exception that more targets are affected.

**RE-CREATE  
UNDEAD**

Duration: - - -

Number affected: 1 target

This spell, when cast after Re-assemble Undead Spell (8th), gives "life" back to the undead, i.e. he is back as he was as an undead, not as a living being.

**SPELL OF  
RETURNING**

Duration: 1 melee

Number affected: 1 target

This spell affects any one conjured/summoned beast of the mage's choice. The beast must make a saving throw with no artificial protections or be sent back to where he came from.

**TEMPORARY  
MONSTER  
RAISE**

Duration: 1 full turn plus 1 additional turn per level of caster over level needed for use

Number affected: 1 target

This spell, when cast on a dead monster, will animate the monster for the duration of the spell. The "zombie" will serve the caster totally. Note: This spell does not work on humanoids.

**RAISE  
MONSTER  
FULLY**

Duration: Permanent (until monster's next death)

Number affected: 1 target

This spell will bring any dead monster back to life with no ill effects.





# 10<sup>TH</sup> LEVEL SPELLS

## **AIRLESS VACUUM**

Duration: 1 melee per level of caster  
Area affected: 20' x 20' area plus 5' addition to both dimensions per level of caster over level needed for use. All caught in the area must save or have their lungs sucked out due to sudden loss of **all** air. If saving throw is made, then they will suffocate in 1-10 melee rounds (1-5 if surprised). Note: The vacuum area cannot be left or entered by anything.

## **ARROWS OF ORICHALCUM**

Duration: 1 melee  
Number created: 1 orichalcum arrow plus one additional arrow per level of caster over level needed for use  
Number targets: Varies  
This spell creates arrows of the fabled metal, orichalcum. Each arrow hits all A.C.s as AC 9 and does 1-100 points of damage. Magic resistance, etc., will **not** stop the arrows, but some sort of protection from magic missiles will make it harder to hit the target, needing a 20 to hit.

## **THE BINDING MONSTER RAISE**

Duration: Until monster's next death  
Number affected: 1 target  
This spell is like Raise Monster Fully Spell (9th), but once the monster is raised, he must serve the caster totally. This "loyalty" lasts until the monster's next death, at which time he is free.

## **MANNA DRAIN**

Duration: 1 melee  
Number affected: 1 target  
The target must make his saving throw or lose all of his remaining spellpoints which also stuns him for 1-10 melee rounds. If saving throw is made, then the target loses 1-100 spellpoints.

## **MASS CREATION STONE**

Duration: Until Dispelled  
Area affected: One 10' x 10' x 10' area plus one more such area per level of caster over level needed for use. The caster can create stone in any size and shape up to his maximum cubic footage. This spell is especially useful in making one-night forts.

**MASS  
OBLITERATION**

Duration: 1 melee  
Number affected: 2-12 targets  
~~This spell causes the targets to save or be totally obliterated. If they make their saving throw, then they suffer 10d6 sonic damage.~~

**SANCTUARY**

Duration: Until used  
Number affected: 1 target  
This spell is cast on either a character or his item and upon the character's next death, the target of this spell will be teleported (no error) back to the character's home or pre-designated sanctuary.

**SET'S  
BOUNDARY  
OF EVIL  
SUPREME**

Duration: Until dispelled by the caster or removed as an Ultra Permanent Spell  
Area affected: 10' (length) x 10' (height) x 1/4" (width) plus one more such area per level of caster over level needed for use.  
This spell creates a wall which appears as a black shadow and may/may not (caster's option) have a flaming cobra in the middle of each 10' section. If an evil person or thing passes through this wall, nothing happens. If a neutral person or thing passes through this wall, he takes a loss of 1-100% of his hit points in damage and faints for 10 minutes (save to 1/2 damage and 5 min.). If a good person or thing passes through the wall, he is totally obliterated (if save, then suffer full effects as if he were neutral). If the flaming cobra is used and touched, he does an additional 2-12 points of damage and the victim must save or have their soul sent to Set (god of evil and the night).

**SHARER'S  
SPELL**

Duration: - - -  
Number affected: - - -  
When this spell is incorporated in the mage's "Self Only" spells, the mage may cast those spells on other targets.

**SHIELDS OF  
DEFENSE**

Duration: Caster's level in melee rounds, or until the shields are destroyed  
Area affected: Self Only  
A number of small transparent shields appear equal to 1/2 the caster's level. The shields move in and block any blows attempting to strike the mage. Each shield absorbs a number of points of damage equal to the mage's level and then the shield disappears. Only one shield may block any one blow, so that if the shield were destroyed by +20 points, the mage would take 20 points of damage.



## **SPECTRAL CREATIONS**

Duration: Until a dispell magic and curse removal are cast simultaneously, or until the caster dispells

Area affected: One target up to a 10' x 10' x 10' in total area plus one more such additional area per level of the caster over level needed for use.

The target is changed into a spectre material which will drain 2 life levels if passed through. When this spell is cast at a man he must make his saving throw or be turned into a spectre under the caster's control. If he makes his saving throw, he loses one life level.

## **SPELL OF SHATTERING**

Duration: 1 melee

Number affected: 1 target

All shields, shells, and bubbles on the target must make a saving throw or be totally shattered. If the target has no shields, then he takes 1/4 the caster's level in d6 damage.

## **TEMPORARY BINDING RAISE OF THE DEAD**

Duration: - - -

Number affected: 1 target

This spell is like Temporary Monster Raise, but this spell is for humanoids.



Level  
7

# 11<sup>TH</sup> LEVEL SPELLS

## ANTI-DESTRUCTION

Duration: Until Dispelled as an Ultra Permanent.  
Area affected: One 10' x 10' x 10' area plus one more such area per level of caster over level needed for use. The target of this spell becomes impossible to break, bend, crush, melt, or destroy in any other way. This spell can only be cast on inanimate material and if cast on a living target, the target will die in 1-3 hours.

## BALLS OF DESTRUCTION

Duration: Until dispelled  
Area affected: 1 inch sphere  
This spell creates a small 1" sphere which can contain any spell of the 11th level or lower which the mage is capable of throwing. The effects of the spell contained in the ball are released only when the caster desires it.

## DE-ACTIVATION AURA

Duration: 10 melee turns  
Area affected: 30' radius around the caster  
**Nothing** magical but the caster's items and spells can function within the area. The area follows the mage as he moves. The mage can maintain the spell longer, but the spellpoints are counted every 10 melee rounds.

## EFFECTIVENESS DOUBLED

Duration: 1 spell  
Area affected: Varies  
When incorporated into another spell, the second spell is thrown as if a mage of twice the caster's level had thrown it.

## FINAL TOUCH

Duration: 1 melee  
Number affected: 1 target  
The target must make a saving throw or be totally obliterated with molecules dispersed over a 60' area arching around the caster. If save is made, then one random limb is obliterated (suffer corresponding critical hit).

## **MAGICAL MUTILATION**

Duration: Until removed as an Ultra Permanent or until the caster removes

Number affected: 1 target

If the target fails his saving throw, he suffers one pre-specified mutilation (such as right eye removed) and every comrade the target touches suffers the same mutilation. To all mages, and mages only, the victims of this spell appear to have red skin. If the target saves, he suffers no mutilation, but still retains the red skin effect. Note: The caster is not subject to his own mutilation spell.

## **MASS DIS- INTEGRATION**

Duration: 1 melee

Area affected: One 10' x 10' x 10' area plus one more such area per level of caster over level needed for use.

This spell disintegrates anything in the area desired, up to the maximum area the mage can affect. The mage may also use this spell to disintegrate himself a throne (for example) in sheer rock, provided the area disintegrated does not exceed the maximum. If anything in the area saves, it takes 3-30 points of damage.

## **PARLAN'S ALTERATION**

Duration: Until dispelled by a mage twice the level of the caster

Number affected: 1 target

When incorporated into another spell, this spell causes the target to be physically changed (as the caster desires) with respect to the other spell. For example, if cast with a Magic Detection, the mage could make the target's touch detect a percentile of the magic powers of whatever the target touched.

## **PERSONAL SUMMONING**

Duration: - -

Number affected: Up to 5 creatures

With this spell, the mage may summon any of his creations, servants, monsters, duplicates, etc.

## **PILLARS OF PROTECTIVE ESCAPE**

Duration: 1 full turn plus 1 more full turn per level of caster over level needed for use

Area affected: Two 5' x 5' pillar plus one more pillar per level of caster over level needed for use.

The flaming black pillars created are up to 100 ft. high and from 10 to 100 ft. apart (caster determines). Touching the pillar causes fire damage (1d6 per level of caster), life drain (1 level per level of caster), and paralysis. Anyone of the caster's desire who steps between these pillars is teleported anywhere the caster desires with no chance of error (preferably to the insides of the pillars which are 20' x 20' rooms which have one-way exits, as well as gates between pillars). For anyone else who steps between the pillars, nothing happens. Note: This spell has offensive capabilities as well as defensive!

**PROTECTION  
SPELL**

Duration: 1 hour per level of caster

Number affected: Self Only

This spell allows the caster to cast a protection against any type of damage which the caster of this spell is otherwise capable of delivering, i.e. fire, cold, sonic, acid, alkalai, etc. The protection given by this spell is total (100%). The mage may not have more than three protections from this spell at the same time.

**RECALL  
OF TIME**

Duration: 1 melee

Number affected: 1 target

When this spell is used, images are conjured in the mage's mind which reveal all of the target's history, powers, etc.

**RETURN  
LESSER DEMON**

Duration: Until the Demon's next death

Number affected: 1 Demon

If a lesser demon has been exorcised, this spell returns him to existence, if the mage knows his name. The mage must cast the spell within at least one year per level of the caster since the destruction of the demon. The demon appears in full form before the mage and may not attack the mage at this time.

**SET'S SCIMITAR**

Duration: Permanent or 1-10 days

Number affected: 1 target

If the target fails his saving throw, he loses 100% of his life levels, statistics, age, etc. and a wish is needed to return the victim. If the target makes his saving throw, then he loses 50% of his life levels, statistics, age, etc. for 1-10 days.

**ULTRA  
PERMANENT**

Duration: Until dispelled

Area affected: Variable

When incorporated into another spell, the other spell can only be dispelled by a mage one more than Thrice the caster's level, or by the caster himself.



# 12<sup>TH</sup> LEVEL SPELLS

LEVEL  
8

## ADVANCED DISEASE

Duration: Until dispelled or until target is dead  
Number affected: 1 target

This spell gives the target a random disease which is always fatal and takes melee rounds instead of days to obtain its full effects. If the target saves, then the disease progresses twice as slowly. (Note: This disease cannot be "cured", but must be dispelled instead.)

## ADVANCED PRISMATIC WALL

Duration: Until Dispelled  
Area affected: One 10' x 10' x 10' area plus one more such area per level of caster over level needed for use. This spell creates a prismatic wall of the caster's desired color within the spell effect area. *1 color only!*

## THE BINDING RAISE OF THE DEAD

Duration: Until target's next death  
Number affected: 1 target

This brings any dead target back to life immediately and with no ill side effects. However, if the target fails his saving throw, he is at the control of the mage who cast this spell until the next time he dies (no suicides! — This is total loyalty!) If the target makes his saving throw, he is still brought back to life, but he doesn't have to serve the caster. By the way, he is also totally unaware of the attempt to control him. This spell works on humanoids only.

## CONSTITUTION EFFECT DOUBLED

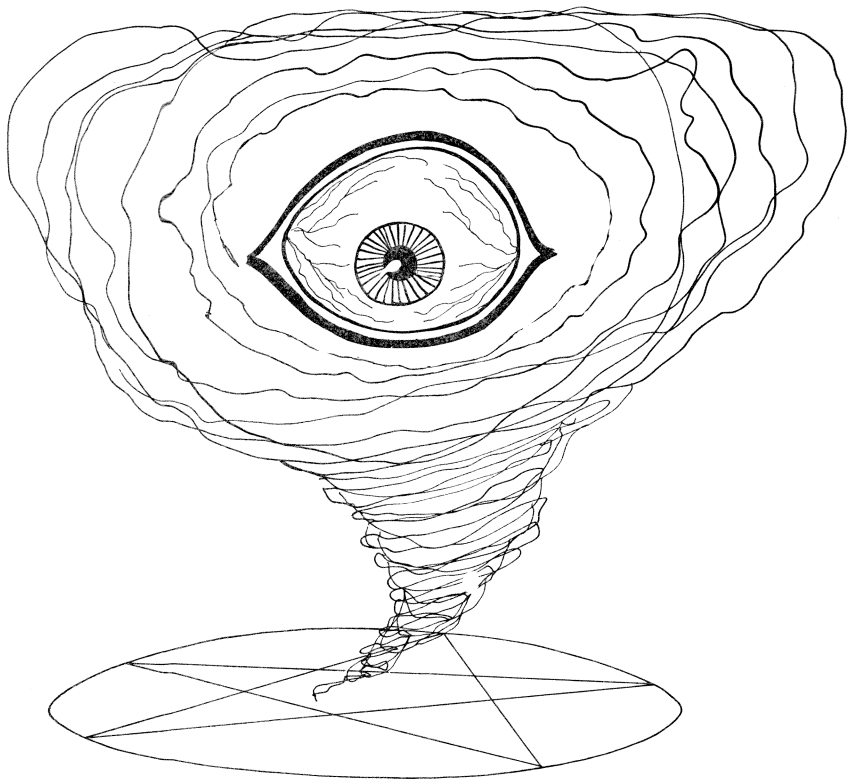
Duration: Until dispelled by a mage twice the level of the caster  
Number affected: Self Only

This spell doubles the constitutional effect on the mage's hit points. (If a mage had a 15 Constitution and is supposed to get + 1 point per level, he would get + 2).

## THE DRAIN OF DEATH

Duration: Until levels lost are re-attained by the victim.  
Number affected: 1 target

This spell can work two ways. When cast at a target, the target must save or lose the level of caster in life levels, save to half the loss. For example, if a 20th level mage used this spell, the target would lose 20 life levels, save to 10 life levels lost. When the caster places this spell on himself, the next time he touches someone, they lose his level in life levels, save to half the loss.



## **DUPLICATION**

Duration: Lasts until dispelled

Number affected: 1 target

This spell creates a duplicate of the target with up to 100% of the same powers. The caster may say only 50% of the power, or 35%, etc. The duplicate is created with no harm to the target and he/it will serve only the caster of this spell. (Note: 100% of the same powers means the duplicate would have 100% the hit points, stats, and special abilities of the target.) This spell can be cast at any one target only once in its lifetime, or there is an 80% chance that the original target will go permanently insane.

## **EXPLOSIONS INDUCED**

Duration: 1 blast

Number affected: 1 explosion plus 1 additional explosion per level of caster over level needed for use of this spell.

This spell creates explosions near the target so that dirt, rocks, and whatever is in the area, flies into the target doing 1d6 per level of caster per explosion induced. Since this is considered thump damage, there is no saving throw. (Note: Since the spell is not directly aimed at the target, absorbtions, spell turning, and spell resistances do not apply, however, an area magic shell would protect the victim from this spell.)



## **EXTENSION OF DISTANCE**

Duration: 1 spell

Area affected: That of the spell which this spell is used with

This spell, when incorporated into another spell, increases the other spell's range by 10 times. So, a mage using this spell while casting Magic Detection, for example, would have a spell range of 2,400 ft.

## **THE KISS OF LIFE**

Number affected: 1 target plus 1 additional target per level of caster over level needed to use spell

This spell is usable only against undead or similar beings. The victims are turned into first level **living** men. If save, then lowered 1-10 levels.

## **LIFE CREATION**

Duration: Permanent

Number affected: 1 Target

This spell gives life to the caster's personal creations or monsters. The target is an independent entity, but will **not** turn against its creator regardless of anything.

## **MATURING LIFE**

Duration: Permanent

Number affected: 1 target

The target of this spell is aged 30 years each time the spell is cast. This spell does not wither the target but rather matures him, as if he had naturally grown throughout 30 years of time.

## **ORIGINAL SPHERE OF SONIC CONTAINMENT**

Duration: 1 blast

Area affected: 5' to 80' diameter (Mage Determines).

This spell creates a sonic explosion which causes all in the area to make a saving throw. If save is failed, each victim is shrunken down and frozen in time in a small indestructible 6" diameter sphere which is milky in appearance, thus making it impossible for anyone but the caster to see inside it. If save is made, then the victims suffer the caster level in d6 sonic damage. (Note: Those caught within the spheres are unable to do **anything** but speak with their captor.)

## **PARLAN'S CALL OF THE UNDEAD**

Duration: Until undead are destroyed or until undead are dismissed by the mage

Number affected: - -

This spell brings to the caster one class of specified undead (vampires, spectres, etc.) in their maximum number with maximum points. The undead will aid the caster until destroyed, dismissed, or 1 game year. Note: There is a 1 melee delay between casting of the spell and arrival of the undead.

## **TECHNO REFLECTOR**

Duration: 1 full turn plus 1 additional turn per level of caster over level needed for use

Number affected: Self Only

This spell causes **any** technology which would normally affect the mage to be sent back at the techno user.

## **WALL OF SPELLS**

Duration: Until Dispelled or until the caster desires the spell to stop

Area affected: 10' (Length) x 10' (Width) x 1/4" (Thickness) + one more such area per level of the caster over level needed for use.

This spell conjures a shimmering wall which is the color of the purest gold. The wall cannot be seen through, but may be passed through by anyone. The wall's basic function is to obliterate all humanoid types and to give 1d6 sonic damage per level of caster. However, the mage may also designate up to 9 other spell effects to take place on anyone passing through the wall, i.e. the caster could say the following effects will take place when someone/something passes through the wall: (This is in addition to the obliteration.)

- 1) Explosions Induced (as spell)
- 2) Fire Spell
- 3) Alkalai Spell
- 4) Radioactive Mutation (as spell)
- 5) Final Touch Spell
- 6) Spell of Youth
- 7) Flamboyant Teleportation Spell
- 8) Body Spasm Spell
- 9) Paralysis Spell

So, each person passing through the wall would suffer all of these effects simultaneously!!

# 13<sup>TH</sup> LEVEL SPELLS

LEVEL  
9

## **CALL OF KNOWLEDGE**

Duration: 1 full turn plus 1 more full turn per level of caster over level needed for use

Area affected: - -

This spell opens a conversational (not just yes or no questions) level communication with the greater beings in any given world. The higher beings must answer any questions as truthfully and completely as possible.

## **EFFECTIVENESS TRIPLED**

Duration: 1 spell

Number affected: Varies

When incorporated into another spell, the second spell is thrown as if a mage of triple the caster's level had thrown it.

## **EXTENSION OF DISTANCE 2**

Duration: 1 spell

This spell is like Extension of Distance, but the distance is times 20 instead of times 10.

## **THE LAND SPELL**

Duration: 1-6 melee rounds (whatever is desired by caster)

Area affected: 100' (long) x 100' (wide) x 10' (deep) plus one more such area per level of caster over level needed for use.

The area of affected land is at the control of the mage. He can command it to move, turn upside down, raise, smash someone, flatten some army, or whatever his whims demand. If the caster hits someone with the land, they take triple the caster's level in d6 (save to 1/2 damage). If the land makes it saving throw nothing happens.

## **MASSIVE TELEPORTATION**

Duration: 1 melee

Number affected: Up to 100 targets plus 10 additional targets per level of caster over level needed for use.

If save is failed, the targets are teleported anywhere the caster desires. There is no chance of error as long as the caster is going with the targets, but if he doesn't, there is a 10% high and a 10% low crock factor.

## **THE NEUTRON EFFECT**

Duration: 1 melee

Area affected: Any point within the line of sight, and then a 2 mile radius around the aiming point

Number affected: Up to 50 x the caster's level

All in the area that are affected by the spell must make their saving throw or die. If save, then mutation occurs (one random limb falls off with no pain felt). Note: This spell will affect the caster the first time it is cast, from then on, he will not be affected by it.

## **SEARCH FOR DESTRUCTION**

Duration: 1 blast

Number affected: 1 target

This spell causes a multi-colored flame to explode around the target. The target must make a saving throw or take the caster's level in d6 of **one** of the following types of damage, depending on which one of the types the target is **not** immune to. If he is affected by more than one of the types of damage, then he takes damage from one which is most harmful to him.

- 1 Fire
- 2 Cold
- 3 Lightening
- 4 Sonic
- 5 Acid
- 6 Alkalai

## **SPELL OF THE INFINITE PLANES**

Duration: Until the caster desires

Number affected: Up to 10 targets plus 1 additional target per level of the caster over level needed for use.

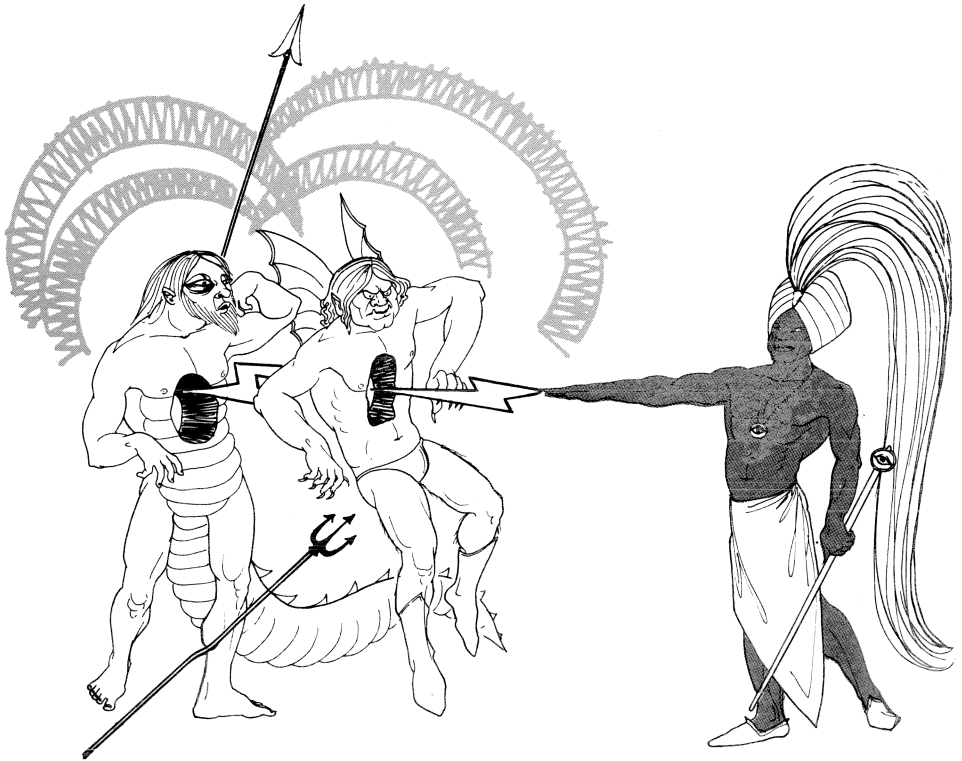
The targets must save or be sent to **any** plane of life that the caster desires (Astral, Ethereal, etc.). The target's items go with them and they will remain in the other plane until the caster desires their return or until the victim can find some way back. If save is made, then just the magical items go to the other planes.

## THE TIDAL WAVE

Duration: Varies

Area affected: Any beach area up to 1 mile inland and 100' long plus 100' additional per level of caster over level needed for use.

This spell conjures a 500' high tidal wave which will curl and pound down at a specified distance inland up to 1 mile from the shore. The impact point is 20' x (Length of Wave) and everything in the impact point must take three times the caster's level in d6 (thump damage). All other areas that the wave passes over take the caster's level in d6. Living beings in the damage areas are allowed saving throws to 1/2 damage, as this spell is meant for the destruction of property, and not people. There is a 5 melee round delay before the wave surfaces, during which time the mage must concentrate, and once surfaced, the wave will move at 300' per melee round. (Note: The range of this spell is line of sight.)





# 14<sup>TH</sup> LEVEL SPELLS

LEVEL  
9

## **REBIRTH**

Duration: Until dispelled as an Ultra Permanent Spell  
Number affected: 1 target plus 1 additional target per level of caster over level needed for use

With this spell, the mage can change the mind, body and soul of the target(s). For example, let's say a mage was fighting a hydra. He could cast this spell and say, "Mind of an idiot, Body of a snail, and Soul of a priest!", and if the target failed his saving throw, he would be a good, stupid snail!!! If the target makes his saving throw, then he suffers only **one** of the changes.

## **SUPREME TELEKINESIS**

Duration: Up to 1 full turn plus 1 additional turn per level of the caster over level needed for use

Number affected: 1 target

This spell allows the mage to move 10,000 pounds per level of the caster at the rate of 5 m.p.h. If the mage moves less weight, the speed will increase proportionately. If the target makes its saving throw, then it moves at 1/2 the speed. This spell can be used to move a mountain, or collapse a castle, or even put a man through a wall!!! The possibilities are endless.





# 15<sup>TH</sup> LEVEL SPELLS

LEVEL  
9

## **BLACKSTONE'S PILLS**

Duration: - -

Area Affected: - -

This spell creates one small red pill which contains a number of spellpoints equal to the number of the mage's total spellpoints, i.e. if the caster had 500 spellpoints, the pill would contain 500 spellpoints. The pill can be taken at a future date and it would return the spell points to the swallower. This spell incapacitates the mage for 1-4 days. This is not total incapacitation, but rather the mage cannot function magically. Note: If more than one pill is taken in a one day period, there is a 75% chance of an overdose which causes unconsciousness for 1-4 hours with a 10% chance of death resulting.

## **GED'S FOG**

Duration: 1 full turn per level of the caster

Area affected: 100' x 100' area plus one additional such area per level of caster over level needed for use

This spell creates a thick gray fog which is completely odorless and so opaque that visibility is nil unless x-ray vision is employed at which time visibility is increased to 5 feet. The fog is so thick that it requires at least an 18 Strength to move in it, and even then there is only a 10% chance of being able to move at 1/4 speed. This chance of movement increases by 5% per point of Strength over 18, however movement still remains 1/4. All weather protections are destroyed by the fog and it cannot be blown away, even by torrential winds. All those in the fog receive 1/2 the caster's level in d6 acid damage (save to half damage), have their lungs pulled out through their mouths causing immediate death (save to suffocation in 1-3 melee rounds), and have a 50% chance of being disoriented causing them to move in a random direction if movement is possible (No save). The caster of this spell has full visibility and suffers no ill effects from the fog because it will part out of his way and then flow back in behind him. The fog can move at 36" to wherever the mage desires.

## **INGREDIENTS NEEDED FOR CONJURATION**

1. Black Lotus
2. Brandy
3. Cat's Breath
4. Diamond
5. East Wind
6. Emerald
7. Gold
8. Hexagram
9. Holy Water
10. Human Bone
11. Human Sacrifice
12. Human Virgin Sacrifice
13. Lead
14. Medusa Blood
15. North Wind
16. Oak
17. Onyx
18. Pentagram
19. Pine
20. Platinum
21. Poppy
22. Rose
23. Ruby
24. Sapphire
25. Sea Water
26. Silver
27. Mixed Spices
28. South Wind
29. Troll Bone
30. West Wind
31. Wine
32. Wing of a White Bird

"For explanation of this List, see  
The Conjunction Spell, 9th Level."

## CONJURABLE BEASTS

### Astral Eye Beast

HD: Varies

AC: Tentacles = 6, Main Body = 2

Move: 0"

Dex: 17

Ingredients Needed: 1, 8, 14, 19, 26

The main body of this beast sits on the astral plane, but its tentacles are on the normal plane. Thus, it appears to look like just 10 tentacles coming from an invisible body. Each tentacle has 50 hit points and does 1-20 points of damage. The main body (an eye) has 100 hit points and causes one victim per melee to make their saving throw at -6 or have their eyes explode. If save, then blinded for 1-6 minutes. This attack affects the normal plane even though the body is on the astral plane. The main body, however, can only be affected by things which are on the astral plane. The Astral Eye Beast is unaffected by mind effects, sight effects, and cold.

### Bes – Caller of Nightmares

HD: 300 hit points

AC: 2 + 10

Move: Teleport at will (no error)

Dex: 22

Ingredients Needed: 7, 12, 17, 18, 21, 31

This demonic creature can claw with both claws for 7-42 (each) and bite for 3-18. Each time he hits someone, they must make their saving throw or see I.D. nightmares which kill the victim. If save, then see visions which incapacitate for 1-3 melee rounds. Bes can also breathe a one target breath of black flames which do 6-36 and drain 4 points of Constitution. Bes is 75% magic resistant.

### Blue Star

HD: 16

AC: 9

Move: Speed of Light

Dex: 20

Ingredients Needed: 2, 4, 9, 18, 24, 27

The Blue Star first appears in the night sky as a falling star which descends on the unsuspecting party. It appears so bright once it has landed that anyone looking directly at it must make a saving throw or be blinded permanently, save to watery eyes. Twice per melee it fires a "shooting star" which hits all ACs as AC 9 and does 1-100 points of damage. Any weapon hitting the Blue Star must make a saving throw or be totally melted on the spot. When his total hit points are reached, the Blue Star explodes in a 20' radius and all living things in the area must make their saving throw at -4 or be burnt into nothingness. If save, then blinded for 1-3 minutes. Heat damage thrown at the Blue Star will add to its hit points and cold does 1/2 damage.



**BCS**

## SPELLS LISTED BY LEVEL

### 2nd Level

1. Awaken
2. Body Spasm
3. Calculation
4. The Conjured Sword
5. Control Body Temperature
6. Cure Seasickness & Hangovers
7. Miscellaneous Detect Spells
8. Dragon Sleep
9. Elven Senses
10. Insomnia
11. Magic Detection
12. Observation Awareness
13. Shut Mouth
14. Sight Amplification
15. Sound Amplification
16. Spell of Bad Taste
17. Tracking Spell
18. Weather Prediction

### 3rd Level

1. The Bland Spell
2. Extinguish Fire
3. Plane Gazing
4. Secret Script
5. Sleeper's Spell
6. Statistic Booster
7. Watery Protection
8. Windy Protection

### 4th Level

1. Acid Spell
2. Alkalai Spell
3. Blind Spell
4. Cauterize
5. Cold Spell
6. Empathic Aid
7. Fire Spell
8. Levitate Others
9. Lightening Spell
10. Light Waves
11. Pressure
12. Rope Work
13. Sonic Spell
14. Spell of the Giant Strength
15. Sun Spell

### 5th Level

1. Cure Monster Wounds
2. Cure Temporary Blindness
3. Ged's Bloody Death
4. Light of Day
5. Paralysis Spell
6. Protection/Normal Weapons
7. Resistant Spells
8. Telepathy
9. Wall of Disguise
10. Waterbolt

### 6th Level

1. Acid Rain
2. Alkalai Rain
3. Body Blast
4. Converse With Dead
5. Cure Heavy Monster Wounds
6. Gamma-Ray Vision
7. Gamma Teleportation
8. Plyable Magic
9. Super Radius Spell

### 7th Level

1. Armor
2. Automatic Weapons
3. Cardiac Arrest
4. Controlled Radius Spell
5. Create Air
6. Exorcise Lesser Demon
7. Ged's Gale
8. Improved Flight
9. Reflection
10. Transportation
11. Truth Sight
12. Water Walking

## 5 ~~Sixth~~ Level

1. The Anti-Surprise Spell
2. Area of Hell
3. Castle Protection
4. Collision Induced
5. Counter Curse
6. Flamboyant Teleportation
7. Ged's Holy Heat
8. Teleport Others
9. Visualize the Past

## 5 ~~Eighth~~ Level

1. The Choke
2. Close Gate
3. Conjunction of the Wind Beasts
4. Convert
5. Cure Insanity
6. Dispell Undead
7. Indetectability
8. The Last Word
9. Radioactive Mutation
10. Re-assemble Undead
11. Regenerate Limb
12. Speak with the Ancients
13. Spell of Youth
14. Wall of Fire & Ice

## 6 ~~Sixth~~ Level

1. Conjunction Spell
2. Cure Any Blindness
3. Interdimensional Travel
4. Lucanor's Spell of Miraculous Sight
5. Mass Conversion
6. Re-create Undead
7. Spell of Returning
8. Temporary Monster Raise

## 6 ~~Fourth~~ Level

1. Airless Vacuum
2. Arrows of Orichalcum
3. The Binding Monster Raise
4. Manna Drain
5. Mass Creation of Stone
6. Mass Obliteration
7. Sanctuary
8. Set's Boundary of Evil Supreme
9. Sharer's Spell
10. Shields of Defense
11. Spectral Creations
12. Spell of Shattering
13. Temporary Binding Raise of the Dead

## 7 ~~Eleventh~~ Level

1. Anti-Destruction
2. Balls of Destruction
3. De-activation Aura
4. Effectiveness Doubled
5. Final Touch
6. Magical Mutilation
7. Mass Disintegration
8. Parlan's Alteration
9. Personal Summoning
10. Pillars of Protective Escape
11. Protection Spell
12. Recall of Time
13. Return Lesser Demon
14. Set's Scimitar

## 8 ~~Twelfth~~ Level

1. Advanced Disease
2. Advanced Prismatic Wall
3. The Binding Raise of the Dead
4. Constitutional Effect Doubled
5. The Drain of Death
6. Duplication
7. Explosions Induced
8. Extension of Distance
9. The Kiss of Life
10. Life Creation
11. Maturing Life
12. Original Sphere of Sonic Containment
13. Parlan's Call of the Undead
14. Techno Reflector
15. Wall of Spells

### ~~Thirteenth~~ Level

1. Call of Knowledge
2. Effectiveness Tripled
3. Extension of Distance 2
4. The Land Spell
5. Massive Teleportation
6. The Neutron Effect
7. Search for Destruction
8. Spell of the Infinite Planes
9. The Tidal Wave

### 9 ~~Fifteenth~~ Level

1. Blackstone's Pills
2. Ged's Fog

### ~~Fourteenth~~ Level

1. Rebirth
2. Supreme Telekinesis

## SPELLS

### (Alphabetical Order)

Acid Rain . . . . .	17
Acid Spell . . . . .	11
Advanced Disease . . . . .	41
Advanced Prismatic Wall . . . . .	41
Airless Vacuum . . . . .	33
Alkalai Rain . . . . .	17
Alkalai Spell . . . . .	11
Anti-Destruction . . . . .	37
Anti-Surprise Spell . . . . .	23
Area of Hell . . . . .	23
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Automatic Weapons . . . . .	19
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Body Blast . . . . .	17
Body Spasm . . . . .	5
Calculation . . . . .	5
Call of Knowledge . . . . .	45
Cardiac Arrest . . . . .	20
Castle Protection . . . . .	23
Cauterize . . . . .	11
Choke, The . . . . .	25
Close Gate . . . . .	25
Cold Spell . . . . .	11
Collision Induced . . . . .	23
Conjured Sword, The . . . . .	5
Conjuration of the Wind Beasts . . . . .	26
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Constitutional Effect Doubled . . . . .	41
Control Body Temperature . . . . .	5
Controlled Radius Spell . . . . .	20
Counter Curse . . . . .	23
Converse Dead . . . . .	17
Convert . . . . .	26
Create Air . . . . .	20



Cure Any Blindness . . . . . 29

Cure Heavy Monster Wounds . . . . . 17

Cure Insanity . . . . . 26

Cure Monster Wounds . . . . . 15

Cure Seasickness & Hangovers . . . . . 5

Cure Temporary Blindness . . . . . 15

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Duplication . . . . . 42

Effectiveness Doubled . . . . . 37

Effectiveness Tripled . . . . . 45

Elven Senses . . . . . 6

Empathic Aid . . . . . 12

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Extension of Distance . . . . . 43

Extension of Distance 2 . . . . . 45

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Final Touch . . . . . 37

Fire Spell . . . . . 12

Flamboyant Teleportation . . . . . 24

Gamma-Ray Vision . . . . . 17

Gamma Teleportation . . . . . 17

Ged's Bloody Death . . . . . 15

Ged's Fog . . . . . 51

Ged's Gale . . . . . 20

Ged's Holy Heat . . . . . 24

Improved Flight . . . . . 20

Indetectability . . . . . 26

Insomnia . . . . . 6

Interdimensional Travel . . . . . 29

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Light of Day . . . . . 15

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Personal Summoning.....	38
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Plyable Magic.....	18
Pressure.....	12
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Protection Spell .....	39
Radioactive Mutation .....	27
Raise Monster Fully.....	30
Re-assemble Undead.....	27
Rebirth .....	49
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Re-create Undead .....	30
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Regenerate Limb .....	27
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Set's Boundary of Evil Supreme.....	34
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