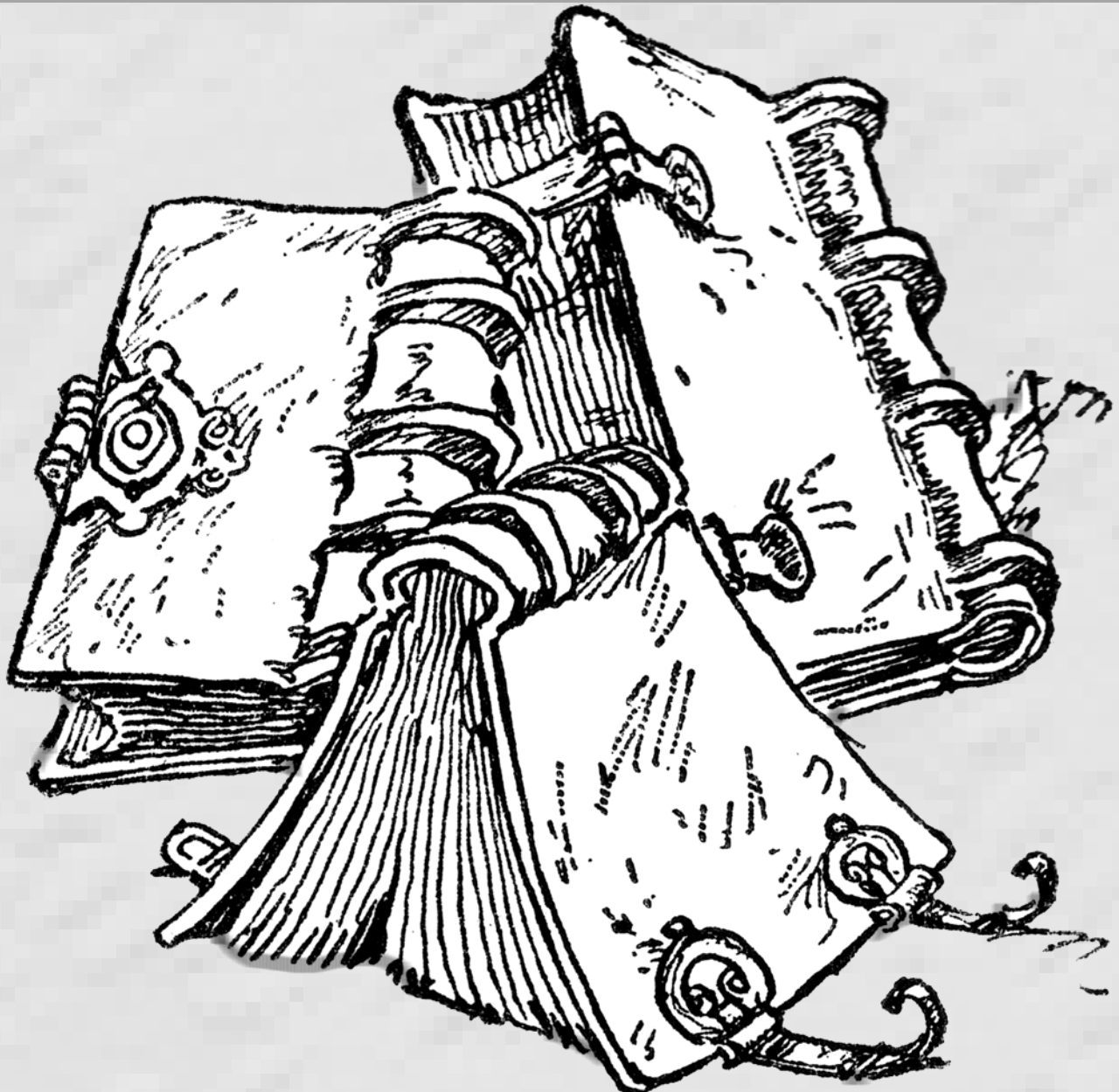




*A Free Resource for the Players of 1st
Edition AD&D, OSRIC, and Similar
Fantasy Role Playing Games*

A Book of Miscellaneous Spells

by Andrew Hamilton





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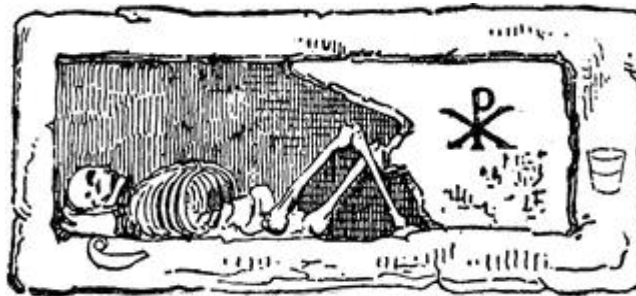
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Nothing in this publication constitutes official rules additions or changes to the *AD&D™* game. Use is at the discretion of the game master and the players of individual games.

Table of Contents

Table of Contents	3
--------------------------------	----------

Introduction	5
---------------------------	----------

Author's Comments	5
-------------------------	---

Editor & Inspirer's Comments	5
------------------------------------	---

Cleric Spells	6
----------------------------	----------

Level 1	6
---------------	---

Thresh	6
--------------	---

Wakefulness	6
-------------------	---

Level 2	6
---------------	---

Corpse Fire	6
-------------------	---

Mighty Blow	7
-------------------	---

Slow Disease	7
--------------------	---

Weather Cloak	7
---------------------	---

Level 3	7
---------------	---

Carry Illness	7
---------------------	---

Moment's Rest	7
---------------------	---

Quiet Dead	8
------------------	---

Thunder Hooves	8
----------------------	---

Level 4	9
---------------	---

Bar Entry	9
-----------------	---

Cloak of Light	9
----------------------	---

Corporeality	9
--------------------	---

Level 5	10
---------------	----

Righteous Rage	10
----------------------	----

Level 6	10
---------------	----

Hope	10
------------	----

Level 7	11
---------------	----

Divinity Vessel	11
-----------------------	----

Druid Spells	11
---------------------------	-----------

Level 1	11
---------------	----

Weather Cloak	11
---------------------	----

Level 2	11
---------------	----

Thorn-Spray	11
-------------------	----

Wild Champion	12
---------------------	----

Level 3	12
---------------	----

Animal Helper	12
---------------------	----

Barding	12
---------------	----

Cno Slainte	13
-------------------	----

Erosion	13
---------------	----

Mistcloak	13
-----------------	----

Nature's Fury	14
---------------------	----

Return to the Earth	14
---------------------------	----

Whip of Thorns	14
----------------------	----

Level 4	15
---------------	----

Dirt Nap	15
----------------	----

Moment's Rest	16
---------------------	----

Watermerge	16
------------------	----

Level 5	16
---------------	----

Nature's Cover	16
----------------------	----

Shredding Coils	17
-----------------------	----

Level 6	17
---------------	----

Nature Golem	17
--------------------	----

Level 7	18
---------------	----

Create Spring	18
---------------------	----

Elemental Siege	19
-----------------------	----

Forest Oracle	20
---------------------	----

Magic User Spells	20
--------------------------------	-----------

Level 1	20
---------------	----

Feat of Strength	20
------------------------	----

Glass Eye	21
-----------------	----

Homing Beacon	21
---------------------	----

Ignite	22
--------------	----

Kolbrandt's Keen Edge	22
-----------------------------	----

Lighten Load	23
--------------------	----

Mighty Blow	23
-------------------	----

Mighty Throw	23
--------------------	----

Stretch	24
---------------	----

Swim	24
------------	----

Thresh	24
--------------	----

Trail of Crumbs	25
-----------------------	----

Level 2	25
---------------	----

Alistair's Affixation	25
-----------------------------	----

Armor-Flow	25
------------------	----

Barding	26
---------------	----

Book Brace	26
------------------	----

Corpse Fire	26
-------------------	----

Create Water	27
--------------------	----

Dancing Sword	27
---------------------	----

Feather Hoof	27
--------------------	----

Feather Saddle	28
----------------------	----

Fire Blanket	28
--------------------	----

Fire Jump	28
-----------------	----

Flaming Hand	29
--------------------	----

Gallop	29
--------------	----

Hanging Fire	29
--------------------	----

Jade Claws	30
------------------	----

Jade Rod	30
----------------	----

Life Blossom	30
--------------------	----

Melding	31
---------------	----

Quickening	31
------------------	----

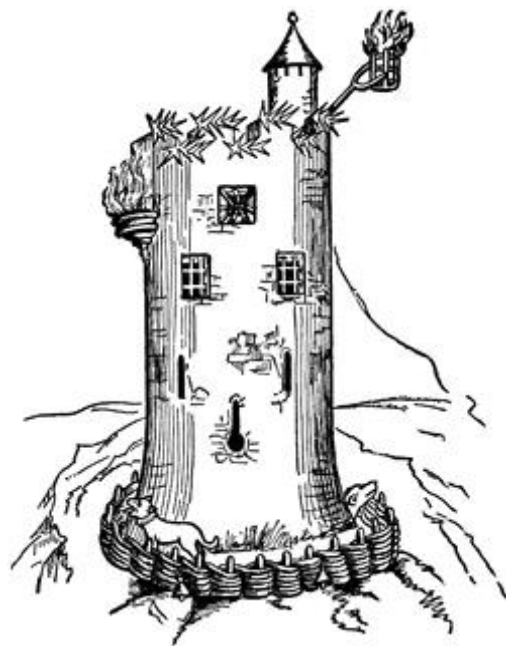


Quinn's Bookbinding.....	31
Reinforce	32
Scholar's Restoration.....	32
Selfish Light	33
Silver Touch	33
Tangled Tongue	34
Wall of Silence	34
Weather Cloak	34
Level 3	34
Animate Familiar	34
Archer's Wind.....	35
Arrow-Trap.....	36
Burning Words.....	36
Cat Nap	37
Chain Lighting.....	37
Dancing Flame.....	37
Fire Bottle	38
Globe of Silence	38
Greater Gallop	39
Green Light.....	39
Jade Mask	39
Leaf Dance.....	40
Mage Blade	40
Magic Missile Barrage	41
Mistcloak	41
Reinforce Magic.....	41
Skin of Steel.....	42
Snowfall.....	42
Twilight	42
Water Spray	43
Wind Armor	43
Level 4	43
Book Ward	43
Crushing Coils.....	44
Gil'Gaith's Invulnerability	44
Grey Globe	45
Narivus' Murk-See	45
Quarry	45
Water Jet.....	46
Wind Gusts	46
Winged Hooves.....	46
Yarrel's Ward.....	47
Level 5	47
Green Shield	47
Jade Armor.....	48
Jade Whip.....	48
Jade Soldier	48
Wall of Jade.....	49
Water Bridge.....	49
Level 6	49
Catch Globe.....	49
Gil'Gaith's Greater Invulnerability	50
Greater Ice Storm	50

Level 7	51
Prismatic Blade.....	51
Level 8	51
Bypass Barrier.....	51
Stolen Years	52
Level 9	52
Jade Dragon	52

Illusionist Spells..... 53

Level 1	53
Anonymity	53
Cryptic Text	53
Level 2	53
Annoyance	53
Level 3	54
White Noise	54
Level 4	54
Eerie Fog.....	54
Halo	55
Level 6	55
Prismatic Blade.....	55



Introduction

Author's Comments

This supplement started life on June 19, 2011 as a spell posted in the Workshop Thread on the Dragonsfoot Forums. The first spell posted was *Lighten Load* (not my best work, but I've included it from a sense of sentimentality). I would probably never have taken the next step, pulling together a compilation, if winemaker81 (Bryan) hadn't put the concept in front of me. In many ways, he deserves a lot, if not most, of the credit for this. I had no idea at that time that a single spell was going to lead to the crafting of over 150 spells.

As I tinkered with spell design, I got caught up in a few other projects, some of which led to the creation of new spells (such as the Juiblexian spells, the spells of the Thorn Queen, etc.). Other spells have been published before in the pages of *& Magazine* (http://www.and_mag.com) or various Dragonsfoot publications and threads.

Not everything here has previously seen print or an audience; while a compilation is useful, I personally find that they lack the cachet that new work has.

I also thought that this would be a good project to try out the entire production process myself, just too really see how hard it is (and it's harder than I had imagined!). This required sourcing Public Domain art (through sites like www.clipartpal.com, a complete source list is included in the appendices) and the layout process. I have a much deeper appreciation for the process, and what it must take to be a professional, now.

I'd like to take the chance to thank all of the Dragonsfoot regulars (especially winemaker81) who took the time to review and comment on the various spells that I posted in The Workshop. I appreciated all of the feedback, and I'd like to think their time and effort in posting helped craft a better end product.

I hope that you find something in these pages that you find useful, whether it be a spell you can use in your games, or inspires an idea that leads to hours of fun.

Finally, I'd love to hear from any readers. You can find me on the Dragonsfoot Forums, under the handle "decostop".

Andrew "decostop" Hamilton

12 November 2012

Editor & Inspirer's Comments

Never underestimate the results of what you think are minor, trivial actions.

In August 2011, I read Andrew's spells thread in the Dragonsfoot Workshop forum.

<http://www.dragonsfoot.org/forums/viewtopic.php?f=42&t=50362>

Andrew's prolificacy amazed me, in a few short months he posted 20-odd spells. I haven't produced 20 spells in the 30 years since I started playing AD&D. While I can create monsters and adventures and encounters and "stuff" almost instantly, formulating spells isn't my strength.

I really liked his materials and thought they deserved publishing. I quickly copied his spells, pasted them into MS Word, and did a basic formatting on the document into a two-column layout. This was probably 30 minutes of effort. I sent Andrew an instant message through Dragonsfoot asking for a real email as I had a present for him. I piqued his interest and he sent me his address, and in return I sent him a PDF of the file.

I could never have envisioned the result of what to me was a trivial action. To be honest, until I read Andrew's comments I didn't remember the details much. My encouragement ("inspiration" gives me credit I don't feel I deserve) spawned a plethora of D&D related materials and an incredible partnership. To date we are:

- Co-editors of *& Magazine*, along with some other really incredible folks.
- Co-authors of an upcoming mini-campaign setting.
- Co-authors along with my sons of an upcoming adventure module.
- Each other's editors for a range of products including a host of spells and lairs Andrew has produced plus a mini-campaign setting I am writing.

Yeah. Never underestimate the results of random acts.

Bryan "winemaker81" Fazekas

03 December 2012



Cleric Spells

Level 1

Thresh

Level: Cleric 1
Type: Invocation
Range: 0"
Duration: 1 round/level
Area of Effect: see below
Components: V, S, M
Casting Time: 4 segments
Saving Throw: N/A

This spell is of great use and value in agricultural communities, where it is used to separate wheat from chaff, although it is of little use to the average adventurer.

The Thresh spell is able to separate wheat (or barley, oats, etc.) from chaff as the grain is poured through the hands of the caster. A volume of 1d2 bushels per round can be threshed in this manner (a bushel being 8 imperial gallons, or about 60 lbs). While the short duration means only small amounts of grain can be threshed with each casting, this represents huge labor savings, and is of immense value to agricultural communities, freeing up significant time for farming families to labor on other projects. This spell makes hedge mages and clerics of agricultural deities very popular (and often well rewarded) in the harvest season.

The material component is a miniature flail (or a real flail and holy symbol will suffice) that is not consumed by the spell and may be reused.

Wakefulness

Level: Cleric 1
Type: Necromantic
Range: touch
Duration: 1 hour/level, 8 hours max
Area of Effect: see below
Components: V, S, M
Casting Time: 4 segments
Saving Throw: N/A

This clerical spell wards off sleep, ensuring that a night watchman does not fall asleep at his post, etc. It has the side benefit of making the subject immune to the 1st level magic-user spell Sleep and similar magical effects, as well as immune to sleeping potions or poisons.

Wakefulness does not negate the need for sleep and after remaining awake for an extended period of time the subject off this spell will need to catch up on sleep, or be subject to the normal effects of sleep deprivation. This spell has no effect upon elves.

Level 2

Corpse Fire

Level: Cleric 2
Type: Alteration, Necromancy
Range: 3"
Duration: 1d6 rounds + 1 round/level
Area of Effect: 1 flame/6 levels
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

The Corpse Fire spell has the effect of magically altering a normal fire so that the fire only burns the dead or undead. The spell may used in a number of ways, including funeral pyres (preventing the cremation of someone still living but magically suspended, for example), as a weapon or defence against undead (using fires as barriers), and even as a test, e.g., requiring people to hold their hands in the flame before entering a building, as living creatures will be unharmed but vampires and other undead will suffer harm.

The damage potential of the fire is not changed by the spell so a torch continues to cause normal damage, but the magic of the spell allows the flame to harm any undead creature, regardless of whether the creature is normally only harmed by magical weapons or if they are immaterial.

The material component is the cleric's holy symbol.



Mighty Blow

Level: Cleric 2
Type: Conjuraton/Summoning
Range: touch
Duration: one punch
Area of Effect: one target
Components: V, S, M
Casting Time: 5 segments
Saving Throw: see below

Other than differences described above, this spell is identical to the 1st level magic-user spell Mighty Blow. This spell is available to clerics who worship gods of battle or strength.

Slow Disease

Level: Cleric 2
Type: Necromantic
Range: touch
Duration: 1 day/level
Area of Effect: 1 person or animal
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

This spell may be used by lesser clerics and priests to slow the progress of a disease or illness until such a time as a senior cleric is able to cast a Cure Disease spell. Unfortunately for the recipient, the spell only slows the progress of the illness, it does not alleviate any of the symptoms or reduce the infectiousness of the disease. It suspends the progression of the illness for a period of 1 day per level of the caster. Thus, a 4th level cleric casting this spell on a tuberculosis patient will prevent the tuberculosis from progressing for 4 days.

This spell is effective on the magical illnesses spread by monsters such as mummies, as well as lycanthropy if cast on an infected person prior to their first transformation.

Weather Cloak

Level: Cleric 2
Type: Abjuration
Range: touch
Duration: 1 hour/level
Area of Effect: one person

Components: V, S, M
Casting Time: 5 segments
Saving Throw: N/A

Other than the casting time and need for a holy symbol, this spell is identical to the 2nd level magic-user spell Weather Cloak.

Level 3

Carry Illness

Level: Cleric 3
Type: Necromantic
Range: touch
Duration: 1 day/level
Area of Effect: see below
Components: V, S, M
Casting Time: 3 segments
Saving Throw: see below

This spell is unique to the faith of Kiputytto (goddess of sickness), and it allows the caster to touch an infected target and then "carry" that illness for the duration of the spell, with the ability to then transfer that disease to a recipient by touch. The "recipient" is allowed a saving throw against spells to avoid infection, although the donor is not allowed a save (even in the event they are aware that they are subject to a spell). The cleric who carries the illness or disease will not become infected by the disease that they carry. This spell does not affect the donor, e.g., they still have the disease.

This spell is not effective in carrying and transferring magical diseases like lycanthropy or mummy rot.

Moment's Rest

Level: Cleric 3
Type: Necromantic
Range: touch
Duration: instantaneous
Area of Effect: see below
Components: V, S, M
Casting Time: 6 segments
Saving Throw: N/A



This spell is a form of healing that provides the benefits of sleep or rest to the recipients. The spell can be used to allow individuals to go without sleep, or overcome the effects of exhaustion and fatigue (whether normal, such as from a forced march, or magical, from a Run or Haste spell). The Moment's Rest spell provides the equivalent of 1 hour of rest per level of the cleric, and this rest may be spread between more than one person (up to 1 person per 3 levels of the cleric, rounded down), and the rest does not need to be allocated evenly. Thus a 9th level cleric may provide 9 hours of rest to up to 3 persons, e.g., 6 hours of rest to one, an hour to the second, and 2 hours to the third recipient. The rest provided by this spell is adequate for the purposes of resting prior to memorizing spells (if a magic-user) or praying to a deity for spells (if a cleric).

Quiet Dead

Level: Cleric 3
 Type: Necromantic
 Range: touch
 Duration: see below
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: none

This spell prevents any dead being from being animated as undead or rising as undead. The Quiet Dead spell has two applications, one temporary and one permanent. In the temporary application, the quiet dead spell may be cast as an area effect (1"/level radius) with a limited duration (1 turn/level). This application prevents the Animate Dead spell being used on a battlefield, neutralizing the powers of necromancers and some supernatural creatures.

The permanent application affects one or more corpses (1 corpse per 6 levels of the caster). This application prevents, for all time, the corpse from being animated as undead or rising as undead if, for example, the persons had been slain by shadows or wights. If cast on undead, the Quiet Dead spell has no effect.

Thunder Hooves

Level: Cleric 3
 Type: Enchantment/Charm
 Range: 0"
 Duration: 1d4 rounds + 1 round/level
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: see below

This spell is favored by paladins, as it allows them to make the kind of battle charges that are the stuff of legend. This spell can only be cast if mounted, and takes effect when the caster charges an enemy. The spell manifests as a thundering, resonating hoof fall as the cleric or paladin's mount takes each step. The spell unnerves foes and strengthens the fighting spirit of allies.



Foes will be intimidated, and all within a 10' + 1"/level radius must make a morale check on the initial charge at a -10% penalty. Should additional morale checks be required during the duration of the spell, enemies of the cleric or paladin within a 1"/level diameter suffer a -15% penalty.

For allies, the spell bolsters morale (+15% to all allies within a 1"/level radius), for any check they must make. Finally, it adds 1d8 hps damage to any damage inflicted by the initial charge (but not to any subsequent attacks).

The material component of the spell is a holy symbol, and the cleric or paladin must yell a battle cry honoring their deity during the charge.

Level 4

Bar Entry

Level: Cleric 4
Type: Abjuration
Range: touch
Duration: 1 hour/level
Area of Effect: see below
Components: V, S, M
Casting Time: 1 round
Saving Throw: see below

This spell creates a barrier that prevents the passage of supernatural creatures (e.g. faerie, sentient undead, demons, devils, extra-planar creatures, etc.). Regardless of the physical size or strength of the creature or the dwelling being barred, supernatural creatures may not force their way inside (including breaking through a wall, roof, etc.). A supernatural creature with magic resistance gets a single chance to bypass the Bar Access spell on a successful magic resistance roll. Spells and spell like effects may still cross the barrier (so those taking refuge inside a building could be charmed into coming outside), just as weapons may be thrown across the threshold, or minions (like foot soldiers) can easily cross.

The spell affects a single building (or in a dungeon environment, a single room) of no more than 200 square feet per level in size. So a 7th level cleric could bar entry to a large cottage or house, but not an entire inn or keep; while a 15th level cleric would likely be able to bar access to an entire church.

The material component is salt and iron filings, which are sprinkled at the thresholds (doorways, window sills, fireplace, etc.) to the area being barred.

Note: The definition of supernatural creature will vary based on each DM's campaign. Typically creatures from another plane, or with connections to another plane would be considered supernatural. A dragon would not be a supernatural creature, while

a lycanthrope may or may not be, depending upon the DM's wishes.

Cloak of Light

Level: Cleric 4
Type: Conjuraction/Summoning
Range: touch
Duration: 1 round/level
Area of Effect: one person
Components: V, S, M
Casting Time: 6 segments
Saving Throw: N/A

This spell wraps the cleric or recipient in a cloak of bright white light. The Cloak of Light provides the recipient with increased defenses against the undead. First and perhaps most importantly, while protected by the spell the cleric receives a saving throw against energy drain attacks at a +2 bonus (saving throw vs. death magic), even if not normally entitled to a saving throw. When turning undead, the cleric receives a +2 bonus to their turning rolls. The light from the cloak temporarily negates Darkness effects within a 15' radius (not dispel, the darkness effect returns if the cloaked individual moves out of the darkness area of effect), and provides illumination in a 4" radius.

Lastly, the intense light provides +1 to hit & damage against undead, while undead suffer a -1 penalty to hit, damage and initiative when in melee with the cloak wearer.

The material component is the cleric's holy symbol.

Corporeality

Level: Cleric 4
Type: Abjuration, Necromantic
Range: 4"
Duration: 1 round/level
Area of Effect: one undead
Components: V, S, M
Casting Time: 7 segments
Saving Throw: negates

This spell allows a cleric to temporarily force a non-corporeal undead creature into a corporeal form, effectively severing any ties the creature may have with another plane. The effects are two-fold.



First, the undead's Armor Class becomes 8, and the creature may be attacked with non-magical weapons.

Second, powers such as level draining or magic jar (powers associated with non-corporeality or extra-planar connections) are non-functional for the duration of the spell. The spell will also force a vampire out of its gaseous form and into a corporeal form or prevent it from taking gaseous form for the duration of the spell.

The undead suffers a -1 penalty to its saving throw vs. spells for every 4 levels of the cleric (rounded down).

The material component is the cleric's holy symbol. This spell is only available to those faiths capable of turning undead.

Level 5

Righteous Rage

Level: Cleric 5
Type: Enchantment/Charm
Range: touch
Duration: 1 round/level
Area of Effect: one person
Components: V, S, M
Casting Time: 1 round
Saving Throw: N/A

A spell often used by clerics who worship gods of war, the Righteous Rage spell is similar in effect to the spell Aid, although with a far greater benefit. The cleric (or other person) under the effects of the spell gains +2 to hit and damage, +2 to all saving throws, and receives a temporary boost of hit points equal to 1d8 + the caster's level, e.g. a 9th level caster receives 1d8+9 temporary hit points.

While under the effects of the Righteous Rage, the cleric is immune to all fear and charm effects, and radiates such a powerful aura that all turning attempts are treated as if the cleric is 1 level higher. The material component is the cleric's holy symbol.

Level 6

Hope

Level: Cleric 6
Type: Conjuration/Summoning
Range: touch
Duration: 1 day + 1 day/4 levels
Area of Effect: see below
Components: V, S, M
Casting Time: 1 turn
Saving Throw: N/A

This powerful spell inspires a large number of faithful followers for a period of time, allowing the cleric to bolster the defences of a church or community, providing defenders with inspiration and courage, or send a party of faithful followers on a mission with a meaningful blessing.

A number of individuals equal to the caster's level may be affected by the spell. While under the influence of the Hope spell, those affected gain the bonuses of the Prayer spell (foes do not suffer the penalties, however), gain +20% to both morale and loyalty (if an NPC), heal at twice the normal rate, and magical healing (whether cast by or received by the individual subject to the Hope spell) cures the maximum possible hit points, and are immune to fear effects. A cleric or paladin under the effects of a hope spell cannot be turned by evil clerics.

Most importantly, those under the effects of a Hope spell radiate optimism. The subjects of the spell are able to inspire their followers or those around them. Once per day each subject of the hope spell may create a Bless effect (as per the 1st level spell) that affects allied creatures in a radius of 10' + 1'/level of the cleric casting the Hope spell, for a period of 1 round/level of the cleric casting Hope.

This spell is a ritual that requires the cleric to deliver an inspiring speech to the subjects of the spell, allowing the divine power of their deity to be channeled through the cleric into the subjects. This spell should only be used in extremis, to accomplish some goal of significant importance to the faith or deity. Abuse of the spell (like using it for adventuring & treasure hunting) will result in the



failure of the spell and the need for the cleric to do penance.

Level 7

Divinity Vessel

Level: Cleric 7
Type: Conjunction/Summoning
Range: self
Duration: 1 round/level
Area of Effect: caster
Components: V, S, M
Casting Time: 1 round
Saving Throw: N/A

This spell fills the cleric with a divine spark, making them temporarily very powerful. For the duration of the spell the cleric receives a 1d6 increase to their strength (increasing from a strength of 18/01 to 18/51 is 1 point), dexterity and constitution, 3d8+8 hps (these hit points are treated like those from the

2nd level Aid spell), and a +2 bonus to hit, damage, AC and saving throws (on top of any bonuses from increased attributes), and may harm creatures normally only harmed by +5 or better weapons. The effect cannot be nullified by a Dispel Magic, Mordenkainen's Disjunction, Anti-Magic Shell, etc. Attributes may be increased to scores of 19 or greater as per the DM's judgment.

Containing such power is exhausting and hazardous. The cleric must make a system shock roll to survive (bonus of -1%/3 levels to the roll), and after the spell runs its course the cleric must rest 1 turn for each round spent under the effects of the spell.

As this spell requires the deity to temporarily place a fragment of their power into a mortal servant, the cleric must be in extremely good standing with their deity and be seeking to accomplish something of importance or this spell will fail. The material component is a holy symbol.

Druid Spells

Level 1

Weather Cloak

Level: Druid 1
Type: Abjuration
Range: touch
Duration: 2 hours + 1 hour/level
Area of Effect: one person
Components: V, S, M
Casting Time: 4 segments
Saving Throw: N/A

Other than the casting time, duration, and need for mistletoe or holly as a material component, this spell is identical to the 2nd level magic-user spell Weather Cloak.

Level 2

Thorn-Spray

Level: Druid 2
Type: Invocation
Range: 0"
Duration: instantaneous
Area of effect: see below
Components: V, S, M
Casting Time: 4 segments
Saving Throw: half damage

This spell causes thorns (or needles in a coniferous environment) to erupt from the material component held in the caster's hand and spray an area 120 degree arc 3' + 1'/level long.

The damage caused is 1 hp/caster level to each creature in the area (save vs. spells for ½ damage).



The material component is a wand or stick cut from a thorny plant, e.g. a stick of Devil's club, wild rose, or hawthorn. The thorn spray is emitted from the end of the stick, and the stick may be reused as a material component.

Wild Champion

Level: Druid 2
Type: Enchantment/Charm, Necromantic
Range: 3"
Duration: 1 round/level
Area of Effect: one creature
Components: V, S, M
Casting Time: 3 segments
Saving Throw: none

The Wild Champion spell is a druidic version of the clerical spell Aid which may only be cast upon an animal. The target creature benefits from an additional 1d8 temporary hit points, +1 to hit & damage, +1 to saving throws, +3 to saving throws against charm or fear. Furthermore, for the duration of the spell the benefiting animals is able to attack and damage as if they were a +1 weapon, or at an additional +1 if the creature has more than 4 hit dice.

The druid is able to affect only a single creature, with no more hit dice than the druid has levels (e.g. a 3rd level druid may cast this spell on a wolf (a 2+ HD creature), but it would have no effect if cast on a lion or brown bear (both 5 HD creatures).

The material component of the spell is mistletoe.

Level 3

Animal Helper

Level: Druid 3
Type: Enchantment/Charm
Range: see below
Duration: 1d6 rounds + 1 round/level
Area of Effect: one animal
Components: V, S, M
Casting Time: 1 round
Saving Throw: none

This spell creates a link between a druid and a willing animal which lets the druid see, hear and smell what the animal experiences. More importantly, it can allow the druid to deliver a single spell (of 3rd level or less) through the animal helper. The animal helper spell is activated by touch, but the link created by the spell remains active as long as the animal helper remains within a range of 20 yards/level of the druid.



While linked, the animal and druid will understand each other as if a speak with animals spell is in force, and the animal will be predisposed to assist the druid, and they will get a sense of each other's thoughts & wishes. This allows a druid, watching through the eyes of a robin or sparrow, to be able to make the sparrow aware that the druid would like to see a clearing from the other side. The urges or feelings sent this way must be fairly simple, complex instructions cannot be sent. This allows a druid to conduct reconnaissance, using sight, smell and hearing, from a safe distance.

Should the druid want to send a spell with the animal helper, that spell must be cast at the same time as the animal helper spell is cast. The druid and animal helper can then "trigger" that spell at any time during the duration of the animal helper spell. The spell delivered in this manner has the same effect as if cast by the druid.

Barding

Level: Druid 3
Type: Abjuration, Conjunction/Summoning



Range: touch
Duration: see below
Area of Effect: 1 animal
Components: V, S, M
Casting Time: 6 segments
Saving Throw: N/A

Other than the casting time and need for mistletoe or holly, this spell is identical to the 2nd level magic-user spell Barding.

Cno Slainte

Level: Druid 3
Reversible
Type: Enchantment, Necromantic
Range: 0"
Duration: 3 days +2 days/level
Area of Effect: see below
Components: V, S, M
Casting Time: 1 turn
Saving Throw: N/A

This spell is similar to the 2nd level spell Goodberry, but affects 2d6 nuts instead of berries, and the resulting nuts have a greater efficacy and are longer lasting. Each nut provides sustenance equal to a single hearty meal or will heal 2 hps of damage up to a maximum 16 hps per day.

Like the Goodberry spell, a druid above 3rd level is able to determine which of the nuts subject to a spell have become Cno Slainte; and Detect Magic will also reveal the magically affected nuts. Like Goodberry, this spell is reversible (and is known as Bitternut).

A druid may only have a number of Cno Slainte spells in effect equal to 1/2 their level. A Cno Slainte spell is "in effect" as long as at least one nut from a batch is unconsumed and the spell duration has not passed. Once all nuts of a batch have been consumed, the casting is no longer in effect. When praying for spells, the druid will be aware of how many Cno Slainte spells are still active.



The material components for this spell are some nuts (a minimum of 12), oak leaves, and mistletoe.

Erosion

Level: Druid 3
Type: Evocation
Range: touch
Duration: 1 round/level
Area of Effect: see below
Components: V, S, M
Casting Time: 6 segments
Saving Throw: N/A

This spell allows a druid to shape stone, but unlike the Stone Shape spell, Erosion works by wearing away the stone, so the shape created must be smaller than the original stone. The stone to be eroded must be touched by the druid, and any fine shaping is done with the hands. The act of erosion creates a pile of sand (which may be useful), and affects more stone than the stone shape spell.

The druid is able to erode up to 2 cubic feet of sandstone, mudstone or weaker stone or 1 cubic feet of granite, chert or other hard rock each round. The erosion effect is silent, with no visual cues (other than the wearing of stone and accumulation of powdered stone), allowing the spell to be used with stealth. Both natural rock and worked stone (such as a castle or tower wall) are subject to erosion.

This spell is an effective attack spell against stone based creatures and constructs (such as stone guardians, caryatid columns, stone golems, and xorn), causing 2d4 hp of damage with each contact (a touch attack). Earth elementals are immune to the erosion, as the eroded sand will merely be reincorporated into their being.

Mistcloak

Level: Druid 3
Type: Conjunction
Range: touch
Duration: 1 turn/level
Area of Effect: one person
Components: V, S, M
Casting Time: 6 segments
Saving Throw: none



With the exception of casting time and the substitution of mistletoe or holly for the material component, this spell is identical to the 3rd level magic-user spell *Mistcloak*.

Nature's Fury

Level: Druid 3
Type: Enchantment/Charm
Range: 3"
Duration: 1 round/2 levels
Area of Effect: see below
Components: V, S, M
Casting Time: 6 segments
Saving Throw: N/A

This spell imbues animals with exceptional fury and savagery. The druid is able to affect up to 2 HD/level of animals, and may affect a single animal or a group of animals. Animals under the effect of the spell fight as berserkers, gaining either +2 to hit and damage, or an additional attack sequence each round (at the druid's discretion). Furthermore, while under the effect of the spell, animals are immune to fear or charm spells and magical effects, nor will the animal need to check morale.

The nature of the magic means that facing an animal or group of animals under the effects of this spell can be extremely unnerving. NPCs and monsters facing a pack of animals under the effects of *Nature's Fury* must make a morale check. The morale check is made at a -1 penalty for each creature beyond the first (a pack of dogs under the effects of this spell is more terrifying than a single bear).

Note: a creature with "+" hit dice is treated as the next higher base die for purposes of this spell. So a wolf (2+2 HD) is treated as 3 HD, and a brown bear (5+5 HD) is treated as 6 HD.

Return to the Earth

Level: Druid 3
Type: Necromantic
Range: touch
Duration: 1 round/level
Area of Effect: 1" diameter/level

Components: V, S, M
Casting Time: 6 segments
Saving Throw: 1/2 damage

This spell allows druids to counter the unnatural state of undead by bringing the natural forces of decay to bear against any corporeal undead within the area of effect, essentially causing them to rot away and be incorporated into the soil, supporting the next generation of life. The spell may only be cast while on a natural surface, e.g., grass, field, cave floor, but not pavement or a tile floor.

In appearance the spell has some similarities to *Entangle*, as vegetation will attempt to entangle the undead. Soil will also seem to reach up and touch the undead, and insects will appear and begin crawling all over them. Despite the apparent similarity to *Entangle*, movement is not restricted although combining this spell with *Entangle* can be extremely effective. As the spell progresses, the undead affected will begin to look worse for wear, having flesh rot away, bone desiccate, erode and crack, and they will lose mass. Undead that are "killed" by the spell or within in the spell's area of effect will rapidly decay, becoming humic material in the soil.

Corporeal undead suffer 1d4 hps damage per round, +1 point/3 levels of the druid (rounded down), although a successful saving throw vs. death magic will reduce the damage by half. A saving throw must be made each round.

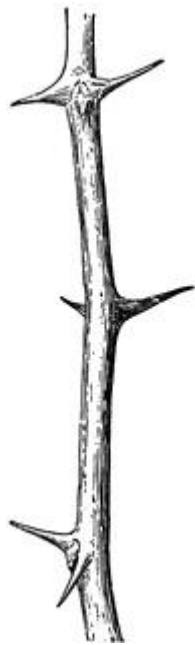
Whip of Thorns

Level: Druid 3
Type: Alteration
Range: 0"
Duration: 1 round/level
Area of effect: one whip
Components: V, S, M
Casting Time: 5 segments
Saving Throw: N/A

This spell creates a long whip made of thorny vine. The whip seems alive, and the end not held by the caster twitches and thrashes. The thorn whip may



be used in one of two ways, as a melee weapon or as an independent attacking construct.



As a melee weapon, the thorn whip strikes as a +3 weapon for purposes of to hit rolls and what the whip can effect, e.g., it can harm a creature normally harmed only by +3 or better weapons, but it may not harm a creature only harmed by +4 or better weapons. A successful strike causes 1d4+4 hps of damage and may also entangle a target (as per the UA rules for whips). An entangled target takes 1d4 hps damage/round as the whip thrashes and shreds.

After a successful strike and entanglement, the caster has the option of releasing the thorn whip and allowing the whip to attack independently. In this case, the whip will continue to cause 1d4 hps damage each round and will also act as a Rope of Strangulation (as per the DMG, with the exception that the whip is AC 7, and has 1 hp/level of the caster). At any time the caster may reclaim the whip and resume using it as a melee weapon.

The material component is a branch, at least 1' long, cut from a plant with thorns. At the end of the spell's duration, the thorn whip will shrink, returning to its original form; if the thorn whip was destroyed, then the branch will return to bits & pieces. The material component may be reused unless the whip is destroyed.

Level 4

Dirt Nap

Level:	Druid 4
Type:	Enchantment, Alteration, Necromancy
Range:	0"
Duration:	1 day/level
Area of Effect:	caster
Components:	V, S, M
Casting Time:	7 segments
Saving Throw:	N/A

This spell allows the druid and his or her carried & worn possessions to lie down and sink into the earth (a depth of 1 1/2 levels) without a trace. While in the earth, the druid falls into a meditative state, and the time spent in a "dirt-nap" is equivalent to sleep and meditation and they are able, once rested, to regain spells.

Damage is healed at twice the normal rate (2 hp/day), although a druid with healing and/or herbalism would also receive the benefit of those non-weapon proficiencies (possibly healing 4 or 6 hps per day). Furthermore, the druid is able to draw sustenance from the earth so does not suffer from deprivation while dirt-napping. The effects of poison and disease are greatly reduced while the druid dirt-naps; both poison & disease progress at 1/10 the normal rate, possibly allowing the druid to survive the effects as their accelerated healing overcomes the damaging effects of the poison or disease. In the case of fatal poison or diseases, the effects are delayed until the druid emerges from his or her dirt-nap.

The dirt-napping druid can be dug up if located, but the earth masks the druid's scent and tracks although it does not foil divination magic. The druid will also wake if the earth is disturbed (the process of waking requires 1d4 rounds). The druid will also be aware of any activity within the immediate vicinity (a 1'/level radius). While dirt-napping, the druid is able to cast divination spells, including Speak with Plants, Speak with Animals, Commune With Nature, etc. However, the range of any of these spells is limited to a radius of 2'/level. This allows the druid to interact with the immediate



vicinity, communing with plants, animals and nature. The spells do not allow direct interaction with the physical environment however.

The Dirt-Nap spell is an effective means of taking refuge or sanctuary when the druid has been grievously injured, is being pursued, or must clandestinely wait for allies or companions to arrive at a location.

Moment's Rest

Level: Druid 4
Type: Necromantic
Range: touch
Duration: instantaneous
Area of Effect: see below
Components: V, S, M
Casting Time: 7 segments
Saving Throw: N/A

Other than any differences described above, this spell is identical to the 3rd level clerical spell Moment's Rest.

Watermerge

Level: Druid 4
Type: Alteration
Range: 0"
Duration: 1 day/level
Area of Effect: caster & possessions
Components: V, S, M
Casting Time: 7 segments
Saving Throw: N/A

This spell allows the druid to merge with a body of water, becoming one with the water. The spell converts the druid and some of his or her possessions (10 lbs + 5 lbs/level) to water. In essence, the druid becomes water, mixing with the body of water. While watermerged the druid is aware of what is happening in the water within a 1"/level radius, but the druid is unable to see, hear or communicate with any environment outside of the water. Casual observation is unable to identify the watermerged druid. A Detect Magic will identify a pocket of magically altered water; True Seeing or

more powerful divination magic will identify the location of the druid.

While the spell has many benefits, it is not without risks. While watermerged, the druid is effectively immune to any physical attack forms that do not harm water (i.e. weapon blows have no effect, nor would magic missiles, lightning, cold, etc.). Being frozen is inconvenient, but not harmful, as ice is a natural form of water. However, spells that destroy water (e.g. Transmute Water to Dust) cause 1 to 1d6 hps/caster level of damage (DM uses their discretion). Similarly, if the watermerged druid could be separated from the body of water, they could be mixed with soil to make mud, poured into a container, etc.

The druid is able to resume human form at any time during the spell's duration, ending the spell.

While watermerged, the druid is limited to traveling with the current or waves, they have no means of locomotion. Therefore, in a stagnant pond or lake the druid would emerge from the water body in close proximity to where they entered. In a river, the druid would be able to travel downstream with the current, traveling at a speed equal to that of the water.

This spell is a useful means of evading pursuit, lying in ambush, or seeking refuge.

Level 5

Nature's Cover

Level: Druid 5
Type: Alteration, Enchantment
Range: 0"
Duration: permanent
Area of Effect: 12" + 1"/level radius
Components: V, S, M
Casting Time: 12 hours
Saving Throw: none

This spell accelerates the growth and advancement of vegetation, allowing nature to reclaim a disturbed area. This spell can be used by a druid to restore an area of damaged wilderness (such as an



area despoiled by magic or undead, burned by dragon fire, salted by an invading army, etc.) or even land broken to agriculture (some druids may feel the need to discourage the progress of civilization). Another use of Nature's Cover is to hide the scene of a battle or a tomb, etc.

The Nature's Cover is not instantaneous, and takes one night to work (if cast at sunset) or one day (if cast at dawn). Over a twelve hour period topsoil will drift and flow over an area, and grass, weeds and herbs will grow and die at an astonishing rate, with trees and shrubs also sprouting and growing tall. At the end of the twelve hour period, the area affected by the Nature's Cover will be either indistinguishable from the adjacent wilderness (if cast on a disturbance in a wild area) or will appear to be a patch of wilderness with trees of an age equal to the twice druid's level (actual level, not effective casting level, so a Hierophant can create a patch of wilderness with some very large trees. Of course, the spell matches the adjacent terrain, so trees result in a forested area, scrub in foothills, grass in prairie or savannah, etc.

The Nature's Cover is a ritual that requires the druid to remain on location the entire 12 hour period, and they are so absorbed in the ritual that surprise will be automatic. Wise druids (and they all are) will ensure that they have guardians protecting them during such a ritual.



Shredding Coils

Level: Druid 5
Type: Conjunction
Range: 6"

Duration: 1 round/level
Area of effect: 100 square feet/level
Components: V, S, M
Casting Time: 7 segments
Saving Throw: see below

The shredding coils spell conjures huge, sinuous and animate thorny vines that erupt out of the ground. One vine per level of the caster is summoned – each vine is approximately 20' to 25' long and 1' thick, with an AC of 6, and can be severed with (4 + caster level) hps of damage from edged weapons.

Each creature within the area of effect must make a saving throw vs. spells. Failure indicates that they have been wrapped by one of the vines, and they will suffer 1d4+1 hps of damage per round and will also be held immobile for the duration of the spell. A successful save results in 1d4 hps of damage (being lashed with thorny vines), but the individual has not been wrapped and is not held. However, an individual who makes a successful saving throw must exit the area of effect or be subject to additional constricting attacks each subsequent round until one of:

- all the vines are constricting a target, or
- they exit the area of effect, or
- the spell expires

The material component of the spell is a wand or stick cut from a thorny plant (e.g. a stick of Devil's club, wild rose, or hawthorn). The material component is thrown to the ground, and then it "takes root" and erupts into thorny vines.

Level 6

Nature Golem

Level: Druid 6
Type: Conjunction
Range: 0"
Duration: see below
Area of Effect: 1 golem
Components: V, S, M
Casting Time: 1 turn
Saving Throw: none



A druidic version of the clerical golem spell, this spell creates a nature golem, an automaton that is animated by nature spirits. The spell is cast on a natural area, and at the end of the casting (1 turn), a nature golem emerges from the surroundings. The nature golem will stand at least 5' in height, but may be up to 1' in height per level of the caster (although the additional height makes no difference in the golem's statistics). The nature golem will lay dormant until such a time as the druid compels it to action. Once the nature golem is activated, it has a limited lifespan (the duration of the nature golem is 2 hours/level of the caster).

The nature golem will fight as directed by the druid, stand in defence of a location or creature, or undertake any relatively simple task as directed by the druid that creates it. If the nature golem is alone when animated, it will follow its instructions to the best of its ability, and cease activity once the activating conditions no longer prevail (i.e. if a nature golem ordered to keep intruders out of a grove activates and chases off 2 ogres, the nature golem will then stand motionless until more intruders arrive or its lifespan runs out). If the druid maintains control of the nature elemental (e.g. is present), the druid can give the nature golem new orders or change instructions.

The nature golem is quite powerful (AC 4, MV 12", HD 5+10, Hps 50, Atts 2, Dmg 1d6/1d6, SA none, SD Immune to blunt or piercing weapons; Immune to sleep, charm, fear, hold, cold or lightning; Hit by +1 or better weapons, MR Save as caster), and strong (able to carry 500 lbs), but it does have a significant limitation. The golem is unable to leave a natural environment. Thus a nature golem cannot cross a bridge, enter a building, or cross a paved road. The nature golem is able to cross cultivated fields and dirt roads however, as these environments allow an adequate connection with the earth and living things.

There is no need for the druid to craft or construct a body for the nature golem; the nature spirit that animates the golem pulls a body together from available materials. So a nature golem from a forest will be made of branches, moss, stones and earth; a

golem from a desert will be made of sand, perhaps some cacti or thorn bushes, and rock; and a nature golem from a swamp would be made of mud, reeds and willows.

Level 7

Create Spring

Level:	Druid 7
Type:	Conjuration/Summoning
Range:	0"
Duration:	permanent
Area of Effect:	one spring
Components:	V, S, M
Casting Time:	24 hours
Saving Throw:	N/A



This powerful (and time consuming) ritual creates a connection to the Elemental Plane of Water, forming a spring of pure water. The spring flows at a rate of about 2 gallons per round, seemingly bubbling up out of solid ground (or rock, etc.). The actual planar opening is normally 3' or 4' below the ground's surface, and it follows a channel (or cracks if cast on solid rock) to the surface. The planar opening's actual point in space is a bit elastic, so efforts to dig

up the source of the spring will "push away" the planar opening. A Dig or Disintegrate spell will clear away enough material quickly enough that it will leave the planar opening suspended in the air although it will sink to ground level over the course of a few days).

The spring created by this spell is permanent, is not subject to Dispel Magic, Anti-Magic Shell or similar, but it could be affected by Mordenkainen's Disjunction, and depending upon the environment in which it is cast, the effects can be quite dramatic (creating an oasis in a desert for example, or creating a small swamp or pond if cast in a hollow or low lying area). As such, this ritual is used carefully and with great consideration by druids. It is most often cast when creating a druidic sanctuary or if the druids are restoring wilderness that has been destroyed by evil magic or supernatural forces.

There is a 5% chance that something comes through the connection to the Elemental Plane of Water during the casting (once the ritual is complete, the connection is small enough to prevent any passage by elemental creatures. What exactly comes through is up to the DM to determine, but whatever comes through will not be under the control of the druid, and is likely to be angry at having been drawn to the Prime Material Plane.

The material component is a basin full of pure water and mistletoe.

Elemental Siege

Level:	Druid 7
Type:	Conjuration/Summoning
Range:	touch
Duration:	1 day/level
Area of Effect:	see below
Components:	V, S, M
Casting Time:	1 turn
Saving Throw:	N/A

An incredibly powerful spell, elemental siege allows the druid to bring the forces of nature to bear against a fortification or structure, eventually wearing the fortification down to nothing. This spell is only rarely used, and only in those situations where a druidic circle feels the need to make a very clear statement.

When the spell is cast, the natural elements of the area begin to act against the target fortification. Winds may pick up, scouring the fortification with sand and grit, wearing away stone; rain may fall and then freeze, cracking mortar and grout (or even stone); termites or other insects may infest the wooden portions of the structure; vegetation may sprout in the cracks and grow un-naturally quickly, cracking stone; torrential rains may wash away soil, undercutting foundations; high winds peel off roofs and topple weak wall; heavy snowfalls collapse roofs; etc.



A structure of up to 400 square feet in footprint/level of the druid may be affected by the spell. To those inside the targeted structure the experience is terrifying, but not fatal (occupants suffer no damage). The structure itself is another matter, as it suffers a number of structure points of damage equal to the caster's level, daily. If cast upon a larger structure, the elemental siege will affect a portion of the overall structure, centered around the spell anchor. The damage caused by the elemental siege will be evenly spread across all of the structures within the footprint.

For example, if cast by a 14th level druid on a target with there were 100' of wall, two towers, and 3 wooden buildings, then each structure would suffer 2 structure points per day for a 14 day period, or 28



points total. The same spell cast on a wizard's tower will cause 14 structure points of damage each day, for a 14 day period, for a total of 196 structure points.

The elemental siege spell is a ritual spell, cast upon an anchor of some sort (a stone, a weapon, or any mundane item that the druid feels is symbolic), and the anchor then placed at or within the target fortification. Dispelling an Elemental Siege spell is difficult, as the effect itself cannot be dispelled through a Dispel Magic or even Mordenkainen's Disjunction. The spell anchor itself must be found, and a successful Dispel Magic cast upon the anchor. Unfortunately, the anchor does not radiate magic and is not immediately recognizable by plain sight.

The spell can be ended at any time the druid wills it. This allows the druid to bring an Elemental Siege against a fortress or structure and effectively force a local ruler into negotiations or otherwise meeting the druid's demands.

Other than the anchor, some holly & mistletoe, no material components are required for the casting of this spell.

Forest Oracle

Level: Druid 7
Type: Divination
Range: see below
Duration: 1 round/level
Area of Effect: 1 mile/level radius
Components: V, S, M

Casting Time: 2 rounds

Saving Throw: none

Despite its name, the Forest Oracle spell may be used in any environment. This spell allows the druid to enter a trance and share the senses of all animals and plants within the area of effect, effectively letting the druid know everything that is happening within the area of effect. While the druid is limited to the sense of the creatures within the area of effect, he or she uses their own intellect to interpret what others are seeing, smelling, tasting, etc. This spell allows, for example, identifying the location and make-up of an armed group of men or monsters, finding the location of a buried ruin (some insects must know where it is), mapping a river or lake bed, finding out what monsters are active in a region, the location of a rare plant, etc.

The druid is able to "scan" a square mile each segment, zooming from creature to creature, or plant to plant. A detailed "search" of a square mile consumes a round. Gathering more detailed information, like conducting a count of a band of armed humanoids will take the same time as making the observation in person would require.

This spell cannot be avoided through the use of magical concealment spells, as the druid has the ability to draw on the observations and experiences of all the plants and animals within the area of effect, so an invisible creature would be revealed by its impact on the plants it steps on or brushes against, its smell etc.

Magic User Spells

Level 1

Feat of Strength

Level: Magic-User 1
Type: Alteration
Range: 3"
Duration: 1 round + 1 round/3 levels
Area of Effect: one person

Components: V, S, M

Casting Time: 1 segment

Saving Throw: none

This spell provides a temporary increase to a single individual's physical strength, allowing them to accomplish a feat of strength. The increase is equal to 1d4 points + 1/3 caster levels (rounded down). Thus a 1st level magic-user will be able to increase their own or an ally's Strength by 1d4 points for 1



round only. A 6th level magic-user will be able to increase their own or an ally's strength by 1d4+2 points for 3 rounds.

While this spell is initially weaker than the 2nd level spell Strength, with a significantly shortened duration, there are several important differences:

- Strength gain is not based on the recipient's class.
- Each "band" of exceptional Strength is treated as 1 point, thus a recipient with a 17 strength receiving a 3 point strength gain is treated having 18/51 strength for the duration of this spell.
- Spell will allow Strength to exceed 18/00 (thus a Feat of Strength spell cast by a high level magic-user could conceivably provide a recipient with the Strength of a titan for a short period of time

The material component of this spell is tuft of fur or hair from a strong animal or monster (e.g. bull, bear, giant) wrapped in iron wire.

Glass Eye

Level: Magic-User 1
Type: Invocation
Range: 0"
Duration: 1 round + 1 round/2 levels
Area of Effect: 1 glass eye
Components: V, S, M
Casting Time: 1 segment
Saving Throw: N/A

This spell allows the caster to see through a glass sphere, a "glass eye". The caster must close their own eyes to concentrate, or they will become disoriented as they simultaneously see out of their own eyes and the glass eye. The magic-user may use the glass eye in a number of ways, including holding the "eye" to see around corner, reaching it through a crack, lowering it into a hole, or having a familiar or other party member carry it. The magic-user could also leave it behind and watch what happens after they leave a room.

If the glass eye is rolled into a room or down a hall, the vertigo is very disorientating, and the resulting

dizziness will reduce the magic-user's movement rate and by 50% for 1d3 rounds. If the glass eye is broken while the magic-user is looking through it, they must save vs. spells or be blinded for 1d3 rounds.

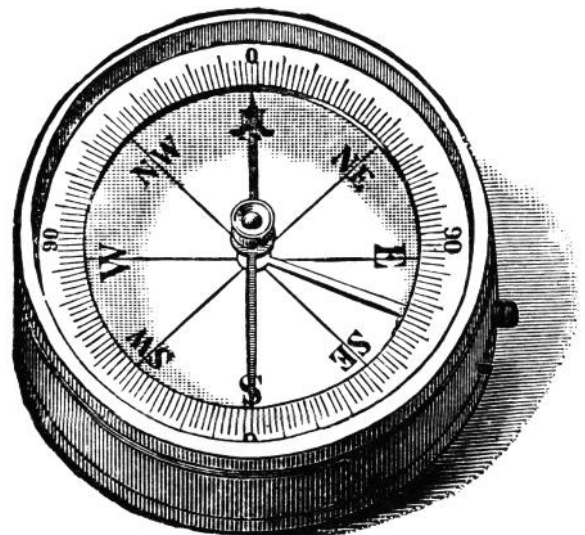
The material component of the spell is a glass sphere or crystal sphere 1" to 2" in diameter.

Note: there is a necromantic version of this spell that uses the eyeball of a recently slain (dead less than 24 hours) creature as a material component. The necromantic version is known as "Borrowed Eye".

Homing Beacon

Level: Magic-User 1
Type: Divination
Range: touch
Duration: 1 hour/level
Area of Effect: see below
Components: V, S, M
Casting Time: 1 segment
Saving Throw: none

This spell was developed by a magic-user who often lost his way in the wilderness. Later, the spell gained popularity with magic-users who explored the Halls of Fate and the many dungeons connected to those ruins; this spell helping them determine which way to head for home after triggering an exit teleport.



The spell's effects are quite simple, when cast it gives the magic-user a sense of the direction to travel to get "home", as well as a sense of the distance (generally a few miles, a score of miles,



hundreds of miles). This is like a compass, so if a magic-user has to deviate around terrain obstacles, he will always be able to determine where "home" is.

For the purposes of the spell, "home" is a location where the spell caster has placed a rune or mark or some type. The mark must be placed on a structure or the ground; placing it on a mobile item (like a ship, wagon, etc.) will cause the spell to fail. Similarly the mark must be on the same plane upon which the spell is cast.

The need to place a mark as a focus limits the usefulness of a Homing Beacon spell scribed on a scroll, as the Homing Beacon's mark must be set at the time the scroll is scribed. Thus, a Homing Beacon scroll found in a dungeon may lead to the tower of a long dead wizard, etc.

The material component of this spell is a feather from a homing pigeon.

Ignite

Level: Magic-User 1
Type: Invocation
Range: 1" + 1"/3 levels
Duration: instantaneous
Area of Effect: 1 flammable item/3 levels
Components: V, S
Casting Time: 1 segment
Saving Throw: see below

This spell was initially designed as a means of "showing off", allowing a magic-user to walk into a room and cause torches, candles, lanterns or even a fireplace to ignite. At higher levels, the spell-caster can simultaneously ignite two or more items (a high enough level magic-user could cause an entire candelabra to spontaneously ignite). Of course, like most spells, adventuring magic-users developed a number of uses for it beyond the intended purpose. Thus, it has seen use igniting pools of oil, straw, ropes and similar items. When determining what could be ignited by the spell, the DM should consider the spell as being equivalent to a wooden match.

The nature of the magic prevents the ignition of living creatures including plants, but can target a scroll or map held by a person. If the spell is used to ignite something held by a person, the holder of the object may save vs. Magic to prevent the spell from taking effect.

This spell needs no material component, as the magic-user that devised the spell felt that entering a room and digging around in one's pockets for a material component was hardly a dramatic entrance.

Kolbrandt's Keen Edge

Level: Magic-User 1
Type: Alteration
Range: touch
Duration: see below
Area of Effect: one normal bladed/edged weapon
Components: V, S, M
Casting Time: 1 turn
Saving Throw: none

Commonly called *Blade Hone*, this spell imparts an extremely sharp edge to a non-magical bladed or piercing weapon (swords, axes, spears, arrows, etc.). The spell is cast while the caster tends to the blade with a whetstone, files, etc. and is essentially a short ritual worked into the normal care and maintenance of the weapon.

The weapon subjected to this spell will have a bonus of +1 to hit and damage for a number of successful attacks equal to 1/2 the caster level (rounded up). However, the edge will be retained for no more than 24 hours, regardless of whether or not it is used in combat. The weapon is not considered magical for purposes of determining what creatures can be affected by the weapon. Nor will the weapon radiate magic.

Kolbrandt, the famous but quite introverted and surprisingly modest mage-smith who developed this spell (among many others), was known to refer to this spell as "Blade Hone", and hated the fact that it was more commonly known as Kolbrandt's Keen Edge.

The material components of the spell are the normal tools that a warrior or weapon smith would use to care for a weapon.

DM's Note: In a system that uses critical hits & fumbles, consideration could be given to making a weapon under the effects of this spell more dangerous, to both the wielder and the target.

Lighten Load

Level: Magic-User 1
Type: Alteration
Range: touch
Duration: 1 hour/level
Area of Effect: one container
Components: V, S, M
Casting Time: 1 segment
Saving Throw: none

This spell was researched by a magic-user who often found himself serving as the party pack animal to keep the fighters unencumbered for combat, the thieves unencumbered for scouting, and clerics unencumbered for pontificating (and combat). Lighten Load is cast on a container such as a backpack, sack, or saddlebags. The container must be empty at the time that the spell is cast; if cast on a backpack or sack which is already full the spell will fail and the spell will be lost from memory.

The effect of the spell is to reduce the "weight" of the contents by 10%/level of the caster (up to a maximum 90% weight reduction). This allows a backpack to be stuffed full of coins (for example), without weighing down the carrier, or without causing the seams or straps to fail. At the end of the spell's duration the full weight of the contents is immediately felt.

The material component of the spell is a feather and a container, neither of which is consumed in the casting.

Mighty Blow

Level: Magic-User 1
Type: Conjuraton/Summoning
Range: touch
Duration: one punch
Area of Effect: one target

Components: V, S, M
Casting Time: 1 segment
Saving Throw: see below

Researched by a magic-user who was involved in a few too many bar room brawls, the mighty blow spell allows a magic-user to deliver a single punch of incredible force. The mighty blow provides a damage bonus of +1 hp/caster level to a punch or kick. In addition (if using Appendix Q, System II in *Unearthed Arcana*), the blow is treated as "large, hard" object, and the caster's level is added to their strength to determine stunning likelihood. In all cases, the target must save verse death magic or be knocked prone.

The spell is only good for a single blow, but the spell remains active for 1 round/3 levels of the caster. For example, a 1st level caster must land the mighty blow during the 1st round, or the spell dissipates. A 4th level caster could swing and miss in the 1st melee round, but would still have a chance to deliver the blow in the 2nd melee round.

There is no saving throw against the damage or the increased knock-out percentage, but there is a save against the knock-down. The material component of the spell is a few hairs from a mule's tail.

Note: this spell would be suitable as a 2nd level spell (5 segment casting time) for clerics who worship gods of battle or strength.

Mighty Throw

Level: Magic-User 1
Type: Evocation
Range: 0"
Duration: 1 round
Area of Effect: caster & 1 item
Components: V, S, M
Casting Time: 1 segment
Saving Throw: N/A

This spell allows a magic-user to throw an object a great distance. The caster is able to throw an item with a maximum weight equal to (2 x Strength score) + (5 x level), and throw that weight a distance equal to (2 x Strength) + (5'/level).

If the object being thrown has a weight of 1/2 to 3/4 the maximum allowable weight, the distance



thrown is increased by 50%. If the object being thrown has a weight of less than 1/2 the maximum allowable weight, the distance that the object can be thrown is doubled.

For example, a 1st level magic-user with a Strength of 10 can throw a 23 lb weight a distance of 25'. A 10th level magic-user with a Strength of 10 would be able to throw a 50 lb object a distance of 70'.

Stretch

Level: Magic-User 1
Type: Alteration
Range: 0"
Duration: 1d6 rounds + 1 round/level
Area of Effect: caster
Components: V, S, M
Casting Time: 1 segment
Saving Throw: N/A

The Stretch spell allows the spell caster to elongate their limbs, allowing them to stretch out their hand, fingers & arms to touch or grab something. The caster can reach through bars, across thresholds, or over a weight activated trap trigger plate. The reach may be increased by 1' + 1'/level (up to a maximum of a 10' increase) without a loss of strength.

If the stretch spell is used to stretch the entire body (such as reaching up to a ledge, or up out of a pit), the effective height and reach may be increased by 2' + 1'/level (to a maximum of 22' increase).

The effects of the stretch spell do not add any rubbery characteristics, or add any durability or damage resistance (i.e. it does not allow the caster to mimic Marvel Comic's Mr. Fantastic's™ abilities), although they become "double jointed" and have more range of motion in their joints allowing for contortion to reach out of the way spots.

The material component of this spell is a small ball of natural rubber, which must be consumed by the caster.

Swim

Level: Magic-User 1
Type: Enchantment

Range: 6"
Duration: 1 turn/level
Area of Effect: one person
Components: V, S
Casting Time: 1 segment
Saving Throw: N/A

This spell provides the recipient with an extraordinary swimming ability, far in excess of that provided by the swimming non-weapon proficiency. The spell provides the swimmer with the following benefits:

- The swimmer does not tire for the duration of the spell. Once the spell duration ends the recipient can swim on their own, and is treated as if they are just starting to swim, e.g. no post-spell fatigue.
- The swimmer ignores 5 lbs of gear and associated encumbrance per caster level so a swim spell cast by a 9th level magic-user would allow a swimmer to swim in plate mail armor without penalty.
- The effective swimming speed is 9".

The Swim spell does not provide the swimmer with the ability to breathe underwater, nor does it have any effect on the recipient's ability to hold their breath.

Despite having verbal, and somatic components, the spell was specifically designed to be cast by a magic-user in the water.

Thresh

Level: Magic-User 1
Type: Invocation
Range: 0"
Duration: 1 round/level
Area of Effect: see below
Components: V, S, M
Casting Time: 1 segment
Saving Throw: N/A

Other than the differences in casting time, and no need for a holy symbol as a material component, this spell is identical to the 1st level cleric spell Thresh.



Trail of Crumbs

Level: Magic-User 1
Type: Divination
Range: touch
Duration: 1 hour/level
Area of Effect: see below
Components: V, S, M
Casting Time: 1 segment
Saving Throw: none

This spell was devised by a magic-user who had an unpleasant and near fatal experience in a labyrinth. For the duration of the spell the caster may retrace his or her steps exactly, despite any misdirection or confusion magical effects that may be in force, from his current location back to the place at which the spell was cast. The Trail of Crumbs spell is not the same as a map, and it cannot be used (for example) to examine a mental image of a route of travel and determine if the spell-caster has circled back or crossed their own path. Similarly, the exact route is traced, so the need to deviate around an obstacle on the return trip will temporarily render the spell useless, although the spell's efficacy returns once the spell-caster is back on a path previously traveled.

Note: If the spell is cast when the caster is already lost, the spell cannot be used to help the magic-user gain their bearings.

The material component of the spell is a scrap of paper, about an inch by an inch in size, torn from a map.

Level 2

Alistair's Affixation

Level: Magic-User 2
Type: Alteration
Range: touch
Duration: see below
Area of Effect: see below
Components: V, S, M
Casting Time: 2 segments
Saving Throw: N/A

Derived from the Wizard Lock spell, the magic-user Alistair developed this spell to foil thieves and to keep his apprentices from getting into things that they shouldn't. The spell became popular when one of Alistair's apprentices became a ship-wizard, and used it to secure his cabin belongings. In short order, the spell was traded to many merchant magic-users, and the utility of the spell has caused it to spread quickly.

The spell allows an object to be "stuck" to a floor or wall (or ceiling, or statue, etc.) with a force similar to a Wizard Lock. Pulling on the object, prying, etc. will not be effective in removing the object. If enough force is applied, the object or the wall, etc. will break apart (at the DM's discretion).

An object of 5 lbs per level of the caster may be affected, and the Affixation effect can only be negated by the caster, a magic-user 4 levels higher than the caster, or a successful Dispel Magic. The Knock spell will not negate the effects of Alistair's Affixation.

Armor-Flow

Level: Magic-User 2
Type: Alteration
Range: touch
Duration: 6 turns + 1 turn/level
Area of Effect: 1 armor clad individual
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

The Armor-Flow spell is a works to temporarily make armor lighter and more flexible.

The primary benefit of the spell is that it reduces movement penalties, allowing a human or elf wearing the heaviest armor to move as if unarmoured (MV 12"). It also works to make the metal armor quieter, which allows an elf or half-elf to move silently and retain their racial surprise bonuses, even while wearing the heaviest of armor. While this spell is in effect, any fighter/thief or cleric/thief combination is able to wear heavy and bulky metal armors and perform thieving skills without penalty. Finally, should an individual be forced to swim while wearing armor subjected to an Armor-Flow spell, they will find that the armor



drags (water resistance), but acts like leather armor rather than metal armor, e.g. it does not immediately drag them to the bottom.

The material component of the spell is a scrap of silk, which is consumed in the casting.

Barding

Level: Magic-User 2
Type: Abjuration,
Conjuration/Summoning
Range: touch
Duration: see below
Area of Effect: 1 animal
Components: V, S, M
Casting Time: 2 segments
Saving Throw: N/A



Developed by a magic-user with an affinity for horses, the Barding spell is not unlike the 1st level magic-user spell Armor, although it affords slightly better protection. The spell, while initially intended for horses, is effective on, and strictly limited to animals (defined as non-magical creatures with an intelligence rating of animal or semi-). Thus dogs, mules, camels, elephants, etc. can all benefit from the barding spell.

This spell provides a +2 bonus to Armor Class, increasing to a +3 bonus when the caster reaches 9th level. In addition to the Armor Class bonus, the beneficiary of the barding spell receives a +1 bonus to all saving throws except fear or charm, against which they gain a +3 bonus.

The spell lasts for 24 hours or until damage equal to 12 + caster's level hit points of damage are done to the animal benefiting from the Barding spell.

The material component of the spell is some hair from the subject animal (or shed skin, feather, etc.), which has been twisted together with some iron wire.

Book Brace

Level: Magic-User 2
Type: Alteration
Range: touch
Duration: permanent
Area of Effect: one book
Components: V, S, M
Casting Time: 2 turns
Saving Throw: N/A

This spell makes non-magical paper, parchment and vellum more durable, less flammable, and resistant to immersion in water. The effect is to provide a permanent +2 bonus to any item saving throws, and ensure that immersion in water does not destroy the paper or the ink (much like underwater paper). The spell is a ritual, where the properties of some of the material components (a piece of oilskin, a piece of ironwood, and a pinch of asbestos) are transferred to the target book.

The spell has no effect on scrolls, or any magical writings, but it can be used to make spell books more durable. Any book or writing that has been subjected to this spell will have a slight magical aura, and the effects can be dispelled (via Dispel Magic or similar effect).

Corpse Fire

Level: Magic-User 2
Type: Alteration, Necromancy
Range: 3"
Duration: 1d6 rounds + 1 round/level
Area of Effect: 1 flame/6 levels
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

Other than the use of a bit of bone and ash as the material components, this spell is identical to the 2nd level cleric spell.

Create Water

Level: Magic-User 2
Type: Conjunction
Range: touch
Duration: instantaneous
Area of Effect: see below
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

The arch-mage Cazimere, always fascinated by water, researched a magic-user's version of the clerical Create Water spell, and ended up developing a spell that opens a micro-gate (in terms of both size & time) to the Elemental Plane of Water. The spell has the same effect as the clerical spell, summoning 2 gallons per level of pure water. The material component of the spell is a drop of water. Unlike the clerical version of this spell, the magic-user version cannot be reversed.



Dancing Sword

Level: Magic-User 2
Type: Invocation
Range: see below
Duration: 4 rounds
Area of Effect: 1 sword
Components: V, S, M
Casting Time: 2 segments
Saving Throw: N/A

This spell allows a magic-user to mimic, but not duplicate, the dancing properties of the magical

Sword of Dancing (in the DMG). The magic-user casts the spell upon a normal sword which he then tosses into the air. The sword will dance and attack a single opponent, striking as a fighter of a level equal to the caster's level, although the sword does not gain multiple attacks if the magic-user is level 7 or higher. The sword strikes at a +1 weapon for the purposes of to hit & damage rolls, as well as to determine what type of creatures the sword can affect. The sword will attack one target, and one target only, and can continue to pursue that target a maximum distance of 3" + 1"/caster level, moving at a speed of 12".

At the end of the 4 round spell duration, the sword falls to the ground. The spell does not damage the sword, and the sword may be used normally, or used as a material component in a Dancing Sword spell in the future. This spell fails to take effect if cast upon a magical weapon.

Feather Hoof

Level: Magic-User 2
Type: Alteration
Range: touch
Duration: 1 turn/level
Area of Effect: 1 horse or mount/6 levels
Components: V, S, M
Casting Time: 2 segments
Saving Throw: N/A

Developed by an elven spell caster who spent time in the saddle, this spell gives a horse or other hoofed animal the same stealthy abilities as an unarmored elf. The spell acts to dampen the sounds of the horse's hooves on the ground, as well as any harness or vegetation that comes into contact with the mount. While the spell does not camouflage the horse & rider, it does allow the elf to guide his or her mount in a manner that does not foil the elf's natural ability to surprise opponents. Any horse or mule affected by this spell is treated as an unarmored elf for purposes of surprising a foe.

As the caster increases in level, more than one horse may be affected by the spell. At levels 1 to 6, the caster may only affect a single hoofed animal, at level 7 to 12, the caster may affect 2 hoofed animals,



at level 13 to 18 the caster may affect 3 animals. The progression continues as a caster advances in level.

Feather Saddle

Level: Magic-User 2
Type: Alteration
Range: touch
Duration: 1 hour/level
Area of Effect: one saddle
Components: V, S, M
Casting Time: 2 segments
Saving Throw: N/A

This spell was developed by elven spell casters who served as mounted messengers or scouts as a means of increasing their speed of travel. Feather



Saddle is cast upon a normal saddle, which must be on the mount at the time of casting. The effect of the spell is to reduce the effective weight of a rider and the rider's gear by 10 lbs/level of the caster, reducing the burden which the mount must carry.

Fire Blanket

Level: Magic-User 2
Type: Abjuration
Range: touch
Duration: 1 round/level
Area of Effect: 1 cloak or blanket
Components: V, S, M
Casting Time: 2 segments
Saving Throw: N/A

The Fire Blanket spell magically empowers a cloak or blanket, making it invulnerable to normal fire, and allowing it to immediately smother normal flames. The Fire Blanket can be used to immediately extinguish a camp fire, a torch, or other fire that is smaller than the magically empowered cloth. In the case of larger fires, the fire blanket can be used to beat a clear path through a burning building or forest fire, either allowing safe passage at 1/2 normal speed, or extinguishing an area equal to 20 square feet per round.

Should the Fire Blanket be wrapped around someone or something, they are protected from any fire as if they were wearing a Ring of Fire Resistance.

This spell was developed by a member of the Royal College of Wizards and Magicians and taught to junior members to allow the College members to more effectively assist the Fire Watch in stopping fires or rescuing those trapped inside burning buildings.

The material component is a cloak or blanket.

Fire Jump

Level: Magic-User 2
Type: Evocation
Range: 3"
Duration: 1 round
Area of Effect: one fire
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

This spell allows a magic-user to manipulate existing fires, making fire leap from the source fire to a designated target. If the spell caster is attempting to strike a target with the fire, they must make a "to hit" roll, with a +3 bonus to hit. The caster may attack as many times per round as they have melee attacks (including making an attack the round that the spell is cast).

Damage caused by the fire is the same as the source of the fire, e.g. 1d4 hit points for a torch, 2d4 for a campfire, and 3d4 for a conflagration. The spell is effective whether or not the source flames are magical, (e.g. a Fire Jump spell could draw on a Wall of Fire as a source, effectively adding an offensive capability to a defensive spell) or shed by a living creature (e.g. using a salamander as a fire source). The caster must select a single source fire; even if there are multiple fires in the range, the magic-user is not free to switch source fires. The Fire Jump is as likely to ignite flammable materials as the source fire is.

The range of the spell is 3", allowing the caster to draw upon a source fire that is up to 30' away. The

attacking distance (from the source) of a Fire Jump is $10' + 3'/\text{level}$.

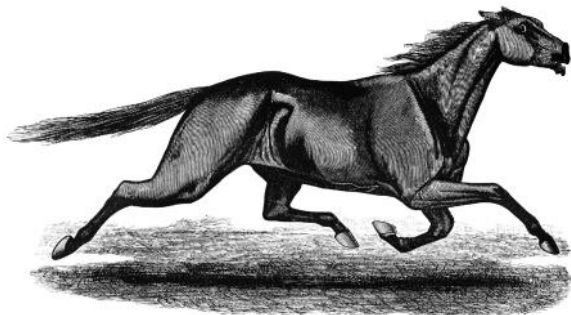
Flaming Hand

Level: Magic-User 2
Type: Evocation
Range: touch
Duration: 1 round/2 levels
Area of Effect: caster
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

This spell is a derivative of the Burning Hands spell, causing less damage, but longer lasting. Upon casting, a flame, equal in size to the flame on a torch, appears in the caster's palm (either the right or left hand, at the caster's discretion). The caster's hand and arm suffer no damage, but should he touch other parts of his body he or she will suffer normal damage. This localized fire protection extends to other flames as well. A magic-user under the effect of a Flaming Hand spell could reach that hand into a forge or camp-fire without harm.

The flame sheds light like a torch, and contact with the flame causes 1d4 hp of damage on a successful "to hit" roll. Combustible materials can be ignited by the flaming hand, so secondary fire effects are possible. The spell also has the capability of harming creatures normally struck only by magical weapons as the flame, while not powerful, is still magical flame.

A caster may combine the Flaming Hand spell with pyrotechnics or affect normal fire spells. The material components of this spell are a small sliver of flint & steel, wrapped in an oil soaked rag. The material components are consumed in the casting.



Gallop

Level: Magic-User 2
Type: Enchantment/Charm
Range: 1"
Duration: 1d4+4 hours
Area of Effect: see below
Components: V, S, M
Casting Time: 1 round
Saving Throw: none

Another spell developed by elven spell casters who served as mounted messengers or scouts, this is a version of the 1st level spell Run, modified for use on a horse or other hooved animal. It will not work on canines, cats, dragons, or other "mounts". A creature subject to the gallop spell is able to move at twice the base movement rate for a 5 to 8 hour period without tiring. After the spell expires, the horse must be fed, watered and rested for a period equal to the time it galloped, or else suffer all the effects of fatigue.

The Gallop spell effects one creature for every three caster levels (rounded down). Thus a 5th level caster may only affect a single horse, while a 6th level caster may affect 2 horses with a single Gallop spell.

Hanging Fire

Level: Magic-User 2
Type: Conjunction
Range: 4"
Duration: 1 round/level
Area of Effect: see below
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

Created by the wizard Narivus, this spell summons a sheet of flames that hang in the air for the duration of the spell. While the flames are normal fire, they are:

- hot, causing 1d4+1 hps damage to any creature passing through them or standing in them;
- opaque (proving 90% concealment);
- not thick (the sheet of flame is about 1' thick); and



- not a physical barrier, e.g., arrows could be shot through the flames, objects thrown, or a spear thrust through the hanging flames.

However, the hanging flames can be used to deter pursuit, create a barrier, set flammable items on fire, or other similar uses. Narivus was fond of casting this spell, and then flinging oil through the Hanging Fire to create a flaming spray.

The sheet of fire can cover an area equal to 5'/level x 1'/level (5 square feet at first level, 20 square feet at 2nd level, 45 square feet at 3rd level, etc.). If the sheet created is larger than the space available, the hanging fire will "thicken" up at its upper and outer (but not lower) edges.

Jade Claws

Level: Magic-User 2
 Type: Alteration
 Range: 0"
 Duration: 1 round/level
 Area of Effect: 1 person
 Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: none

This spell creates a set of long, gleaming jade like claws that spring from the recipient's finger-tips and coats the hands, wrists and lower half of the forearm with a rough green stony coating or shell. The claws may be used in melee, causing 1d4 hps of damage per strike in addition to any strength bonuses. The claws also act as a +1 weapon for determining what creatures they can effect. The stony shell protects the spell recipient from any tough related effects of creatures that they strike (such as shadows, slimes, etc.).

Other benefits of the Jade Claws include enhanced climbing ability (+15% or +3 on a d20 roll) as the claws can be used to dig into and grip walls, and the ability to handle acids or materials that would corrode or harm flesh but not stone.

Monks will benefit greatly from Jade Claws as the spell adds 1d4 hps of damage to the monk's base open hand damage, and allows them to strike and harm creatures normally harmed only by +1 or

better weapons. The creator of the Jade Claws spell lived in a monastery, working with monks constantly. He researched a series of spells that could be used to aid his companions.

The material component of this spell is a jade rod or wand, about 1" in diameter and 12" long, which is touched to the recipient. The rod can be reused.

Jade Rod

Level: Magic-User 2
 Type: Enchantment, Conjunction
 Range: touch
 Duration: 1d6 plus 1 round/level
 Area of Effect: one rod
 Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: none

The Jade Rod creates a magical construct that can be used as a bo stick or a jo stick (caster's choice at the time of casting). The Jade Rod will either appear in the caster's hand, or in the hand of an individual touched by the magic-user. The Jade Rod has no bonuses to hit or to damage, but is capable of harming any creature, regardless of the level of immunity to non-magical weapons that creature may have (e.g., hit by +3 or better weapons, etc.). However, should the Jade Rod be used as a melee weapon against a creature with magic resistance, the Jade Rod must first overcome that creature's magical resistance before being able to harm the creature.

This spell was researched by a magic-user who had witnessed his allies (an order of monks) routed by creatures immune to normal weapons. Seeking a means of evening the odds and allowing the monks to gain their damage bonuses with weapons, the magic-user researched this spell.

The material component of the spell is a small rod of jade, at least 1/2" in diameter and 4" long (or larger). This jade rod is not consumed in the casting, and may be reused.

Life Blossom

Level: Magic-User 2



Type: Necromancy
Range: 0"
Duration: 1 day/level
Area of Effect: caster & 1 item
Components: V, S, M
Casting Time: 2 segments
Saving Throw: N/A

The life blossom spell creates a link between the caster and a cut flower. For the duration of the spell and as long as the caster lives, the cut flower will remain full and unwilted. Should the caster die, the cut flower will immediately (within 1 to 3 rounds) wilt and lose all of its petals. If the magic-user is still alive at the end of the spell's duration, the flower does not immediately "die", it instead begins to wilt normally.



This spell was researched by a traveling magic-user, allowing him to leave a token to his wife know that he was unharmed on his travels.

The material components of the spell are a freshly cut flower and a drop of the caster's blood.

Melding

Level: Magic-User 2
Type: Alteration
Range: touch
Duration: permanent
Area of Effect: see below
Components: V, S, M
Casting Time: 1 round
Saving Throw: none

This spell was created for use by city or artisan magic-users, a utility spell somewhat like Mending. The Melding spell allows two or more non-magical, non-living items to be joined together in a fashion that makes a single item. Furthermore, the "joint" is not a weak spot like a welded seam or a glued surface. The melded materials actually flow into one another, becoming a single item. For example, if two 10' poles made of different woods were melded together, end to end to create a 20' pole, the location of the meld would look like the two woods were mingled with each other. The melding "joint" would

be the same strength (no weaker and no stronger) as any other portion of the 20' pole.

The effects of the melding require DM discretion, as melding a door to a doorframe (for example) might create a -6 penalty to the Strength attribute to successfully open the door representing the need to break the material, rather than unstuck a door. Similarly, a 20' (or 30') pole may not be weak at the joint, but it may not be able to support its own weight either.

A magic-user of level 1st to 5th is able to join 2 items. A magic-user of 6th to 10th level can join three items (for example, melding a bar to a door and a doorframe), and a 11th level or greater magic-user could join 4 items. The melding spell can meld a surface area of 16 square inches (4 x 4 inches) per level of the caster.

The melding is a permanent, irreversible effect, and cannot be dispelled. Melded items do not radiate magic and are not treated as magical items.

The material component of the spell is two or more small (1/2" diameter) balls of clay, one for each item to be melded. The clay balls are each rubbed against one item, then the clay rolled into a single ball, and the items to be melded then held together.

Quickening

Level: Magic-User 2
Type: Enchantment/Charm
Range: touch
Duration: 1 round/level
Area of Effect: 1 person
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

This spell is a weaker version of the Haste spell, without any negative side effects. It provides the recipient with a bonus to initiative (+3 bonus) and movement (+3") for the duration of the spell. Additional attacks or actions are not gained by the recipient. The spell cannot be stacked.

Quinn's Bookbinding

Level: Magic-User 2



Type: Alteration
Range: 0"
Duration: 1 turn/level
Area of Effect: caster & 1 item
Components: V, S, M
Casting Time: 2 rounds
Saving Throw: N/A

This spell was developed by a magic-user whose primary profession was that of a book-binder, to assist in the assembly of books. The spell combines the actions of several cantrips (cut, drill, gather, glue, stitch and tie), and allows the caster to switch between the actions for the duration of the spell.

The magical action thus speeds the assembly process, and aids in making precise cuts, stitches, etc. letting a skilled book-binder assemble a book (of high quality assembly) in far less time than a manual assembly process would take. Each turn that the Quinn's Bookbinding spell is in effect, the equivalent to one hour of normal work can be completed. Should the caster be of high enough level or memorize a sufficient number of Quinn's Bookbinding spells, the assembly time can be reduced to one-sixth of the normal (manual) time.

It is important to note that the spell does not (1) provide any skill beyond that which the caster already has, (2) create or provide materials, or (3) make the final book "magical". The quality of the assembled book is limited by the skills of the caster and the quality of the materials used in the assembly.

The material components of the spell are the materials necessary for the construction of the book. The components are incorporated into the final product.

Reinforce

Level: Magic-User 2
Type: Alteration
Range: touch
Duration: permanent
Area of Effect: 1 cubic foot/level
Components: V, S, M
Casting Time: 1 round

Saving Throw: N/A

Derived from the Mending spell, the Reinforce spell makes a non-magical material harder, stronger, or more durable without providing magical durability or properties. The reinforcement must work within the limitations of the materials. For example, a piece of rotten wood could be reinforced to be as hard as green wood, or a piece of soft poplar or pine could be reinforced to become hard as oak.

The spell is a mainstay of the urban "mage for hire", and is popular with ship owners (applied enough times, it makes a hull less susceptible to ship worm and normal wear & tear), tavern owners (chairs & tables last a little longer), and various authorities (a low cost means of strengthening doors, bars and other parts of a fortification or prison).

The game effects are minor, providing a +2 bonus to item saving throws for a material treated in this manner (or a reduction of 10% to bend bars rolls, etc., an extra structural point or two for doors, walls, etc.). The spell can be cast on non-magical armour or weapons, and while the armour or weapons would benefit from the saving throw bonus, there will be no bonuses to Armor Class, attack or damage. Items subjected to this spell will radiate magic, but are not treated as magical items in terms of the creatures that they can affect.

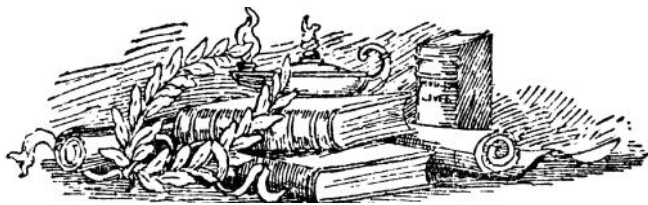
Scholar's Restoration

Level: Magic-User 2
Type: Transmutation
Range: touch
Duration: permanent
Area of Effect: see below
Components: V, S, M
Casting Time: 2 turns
Saving Throw: see below

This is a version of Mending intended to restore paper, papyrus, parchment and vellum - it was created to preserve and recover books and scrolls. More properly considered a ritual, this spell requires that the damaged paper, papyrus, parchment or vellum be laid out on a clean, white



cotton sheet, and four specially prepared candles (scented wax) set out, one at each corner.



The spell's effects are combined to a single document, which may be a single sheet or scroll, or a book. For the spell to successfully restore the document, the caster must make a successful saving throw vs. spells, with the following adjustments:

- For every 5 levels of the caster +1 bonus
- For every 50 years of the document's age -1 penalty
- Water damage -1 penalty
- Mold & mildew -1 penalty
- Book -2 penalty
- Fire damage -4 penalty

These modifiers are cumulative, so a 150 year old water damaged book with mold will have a -7 penalty to the save.

Should the saving throw be successful, the document will be restored to a legible state and a physical condition that allows the document to be handled without fear of immediate damage to it. On an unsuccessful save, the document does not survive the ritual, and is completely destroyed. The consequences of spell failure have prevented this spell from becoming widespread amongst the scholarly community.

Selfish Light

Level: Magic-User 2
Type: Evocation
Range: touch
Duration: 1d6 turns + 1 turn/level
Area of Effect: see below
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

Intended to provide a magic-user with a means of seeing in the dark while undertaking activities that

require stealth, this spell must be cast on a torch or lantern (a non-magical light source). At higher levels (6th and higher), the spell can be cast on a campfire.

The spell's effect is to make the flame and the light cast by the flame visible only to the caster and possibly a handful of others. The flame is even invisible to infravision & ultravision, allowing a magic-user to use this spell to sneak around a dungeon with a lantern and not be easily noticed by sentries, wandering monsters, etc. An additional benefit is that the flame will burn for the duration of the spell, regardless of the amount of fuel available (so a torch might burn for up to 3 hours in the hands of a 12th level magic-user). Otherwise, the properties of the flame remain intact, including for purposes of spreading a fire. It is important to note that any fire created by a flame under a Selfish Light spell does not have the property of invisibility. So a brand set aflame by a Selfish Light camp fire would be plainly visible, as would oil set ablaze by a Selfish Light torch.

If a Selfish Light is used on a flame that has been set to a particularly large item (like a wooden palisade or a building), the flame will retain its invisible properties until such a time as the size of the flame exceeds that of a large campfire (about 10 cubic feet of fuel, plus or minus the caster's level).

Initially, only the magic-user casting the spell will benefit from the Selfish Light. At the 6th level, two other persons or creatures can benefit from the spell, with an additional 2 beneficiaries being designated at the 9th, 12th, 15th, etc. level of the caster.

Silver Touch

Level: Magic-User 2
Type: Alteration, Enchantment
Range: touch
Duration: 1d4 rounds + 1 round/level
Area of Effect: 1 or more non-magical weapons
Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

This spell is a weaker version of Enchanted Weapon, and provides one or more weapons with the properties of silver, allowing an otherwise



normal weapon to harm some creatures like lycanthropes, and some select undead and extra-planar creatures. Only one non-magical weapon may be affected by casters of the 5th level or less. At 6th level, 2 weapons may be affected by the silver touch, 3 weapons at 9th level, 4 weapons at 12th level, etc. up until a maximum of 7 weapons (at 21st level).

The material component of the spell is a silver coin for each weapon, which is touched to the weapon, and then seemingly disappears into the weapon. The material component is consumed in the casting.

Tangled Tongue

Level: Magic-User 2
Type: Enchantment/Charm
Range: 6"
Duration: 1d4 rounds/level
Area of Effect: one person
Components: V, S, M
Casting Time: 2 segments
Saving Throw: negates

This spell is a form of charm that prevents a target from speaking properly, getting tongue-tied, and essentially spouting gibberish. The Tangled Tongue spell was initially intended as a combat spell, effectively preventing speech and spell casting. Since that time it has also found popularity amongst magic-users who want to humiliate and embarrass individuals.

Individuals under the effect of the spell are only limited in their ability to speak. They are still able to hear normally, and they may read and write normally. A successful saving throw vs. spells will negate the effects of the tangled tongue spell. The material component of the spell is a short piece of cord (3" long) tied in a knot.

Wall of Silence

Level: Magic-User 2
Type: Abjuration
Range: 6"
Duration: 1 round/level
Area of Effect: see below

Components: V, S, M
Casting Time: 2 segments
Saving Throw: none

This spell is similar to the Globe of Silence spell, but it creates a smaller barrier on a single plane. The barrier will be 25 square feet + 10 square feet/level in surface area. Typically, the Wall of Silence is used to erect a soundproof barrier across a window or door, or (at higher levels) a corridor. At the 7th level of caster ability, the total surface area may be "split" into three separate barriers as long as they are all within the 6" range of the spell, and sound proof up to 3 windows or doors.

The sound dampening properties of the Wall of Silence are equivalent to those of the 3rd level magic-user spell Globe of Silence.

Weather Cloak

Level: Magic-User 2
Type: Abjuration
Range: touch
Duration: 1 hour/level
Area of Effect: one person
Components: V, S, M
Casting Time: 2 segments
Saving Throw: N/A

The Weather Cloak spell creates a magical aura that protects the recipient from the effects of natural weather conditions for the duration of the spell. This means that protected individual is immune to heat stroke, frost bite, hypothermia, etc. caused by natural conditions. It does not protect the recipient from magical fire, magical cold, electricity, drowning or other extreme exposures.

The Weather Cloak is a spell commonly learned and used by magic-users dwelling in the wilderness or on the frontier, and is common with druids and those clerics that worship weather or nature deities.

Level 3

Animate Familiar

Level: Magic-User 3



Type: Necromancy
Range: 0"
Duration: permanent
Area of Effect: one familiar
Components: V, S, M
Casting Time: 1 day
Saving Throw: none

The Animate Familiar spell is an evil spell which can only be cast by a magic-user on a familiar that has already been bonded with the magic-user (as per the 1st level Find Familiar spell). The familiar is ritually slain, and then animated. The magic of the ritual prevents the magic-user from suffering the consequences of a familiar being killed; but this protection is only in force for the duration of the ritual. The animation process allows the undead familiar to retain its mental capacity as well as its personality. Over time the undead familiar will gain in mental capacity (adding +1 Intelligence after 10 years of unlife, and another +1 Intelligence point after an additional 40 years of unlife).

The undead familiar will begin to abandon many of the mannerisms and habits they had while alive. For example, after a few years an undead cat will give up grooming, a raven or crow would stop preening.

The process of decay is dramatically slowed, so that the familiar will not lose its fur or feathers and become a skeleton with rotten bits of meat and skin hanging off of it. Instead it will become an emaciated creature, with dull, lifeless eyes. They often carry a faint odor of decay or rot with them, and their presence unnerves normal animals which will not attack an undead familiar unless they have no other choice. The undead familiar is unsanitary however, and any wound that they cause has a 15% chance of becoming infected (as per a giant rat).

The undead familiar gains many of the benefits that are shared by most undead, including immunity to sleep, charm, cold (magical or otherwise), and poison. They are also immune to the special attacks of other undead (e.g. paralysis, level draining, stench, aging, fear), although they are certainly vulnerable to physical attacks. Being undead, they have no body heat, and are effectively invisible to infravision. The link to the negative Material Plane that animates and preserves the undead familiar

also makes it resistant to normal weapons; silver or magical weapons are required to harm the undead familiar. As well, undead familiars only suffer 1/2 damage from piercing weapons, as they longer have vulnerable, functioning internal organs.

Undead familiars are vulnerable to turning however, although they are turned as an undead creature with a number of hit dice equal to their master's level. Undead familiars have the same saving throws as their masters.

The undead familiar gains hit point bonuses; +1 hp/3 caster levels. Thus the undead familiar of a 5th level magic user gains +1 hps. The undead familiar of a 6th level necromancer gains +2 hps, +3 hps with a 9th level caster, etc., with no practical limit to the hit point bonus.

The magic-user also gains bonus hit points, as per the Find Familiar spell, but these bonus hit points are calculated from the base hit points (i.e. 2 to 4 hit points) of the familiar, not the adjusted hit points. Similarly, if the undead familiar is destroyed, the magic-user only suffers damage based on the base hit points of the familiar, not the augmented hit points.

It should be noted that an undead familiar will survive the transformation of its master from a living being into a lich or a vampire.

The material components for this spell are an altar consecrated to an evil deity (of the spell caster's faith), an obsidian knife, a ceremonial bowl, and a black silk sheet to wrap the familiar in. The material components may not be reused.

Archer's Wind

Level: Magic-User 3
Type: Conjuraton/Summoning
Range: touch
Duration: 1 round/level
Area of Effect: one person
Components: V, S, M
Casting Time: 3 segments
Saving Throw: none

This spell creates a link between the Elemental Plane of Air and a bow. The result is that any arrow fired from that bow will have a tail wind of nearly



hurricane force behind it, propelling the arrow faster, farther and harder than normal. This provides a bonus of +1 to hit and +2 damage, and increases range by +50%.

Arrow-Trap

Level: Magic-User 3
Type: Abjuration, Invocation
Range: 6"
Duration: 1 round/level
Area of Effect: see below
Components: V, S, M
Casting Time: 3 segments
Saving Throw: none

This spell attracts any missiles (arrows, bolts, javelins, sling bullets, etc. whether magical or mundane), causing their flight to alter, and they home in on a single point. While this is seemingly an excellent defensive spell, useful in sieges, on the battlefield, etc. it attracts all missiles, making missile fire from the caster's allies as

useless as that of his enemies. The properties of the Arrow-Trap extend a 5'/level radius of the caster. Thus, an arrow trap cast by a 5th level magic-user will attract any arrow, bolt, javelin, sling bullet, etc. that is targeted at any target within a 25' radius of the arrow trap. The same spell cast by a 10th level caster will attract any arrow, bolt, javelin, sling bullet, etc. that is targeted at any target within a 50' radius of the arrow trap, effectively rendering missile combat useless in a large portion of battlefield. The attracted missiles unerringly home on the arrow trap, altering course and striking, even if it causes the missile to fly past its maximum range.

The arrow-trap is fixed, not mobile, so the magic-user casting the spell must coordinate their casting closely with any military commanders, to ensure the area of protection and the duration provide



maximum value to any troops. This spell is certainly favored by cavaliers and cavalry commanders, and much reviled by elven archers, as it has the potential to turn the tide of a battle by rendering archers effectively useless.

The arrow-trap spell has no effect on larger missiles such as boulders thrown by giants, catapults, ballista, or other siege weapons.

The material component of the spell is a lodestone, which is consumed in the casting.

Note there are numerous rumors about higher level spells that create mobile or portable arrow-traps, or longer lived arrow traps. While such spells would certainly be useful to military commanders, there is no evidence of such spells ever having been used.

Burning Words

Level: Magic-User 3
Type: Evocation
Range: touch
Duration: until triggered
Area of Effect: see below
Components: V, S, M
Casting Time: 1 round
Saving Throw: N/A

Similar to explosive runes, the burning words spell is cast upon a scroll, page or similar written message which must be inscribed upon a flammable material (i.e. a message engraved in stone or steel could not be affected by a burning words spell). It was developed as a means of sending a dramatic message or threat, but also has some use as a component of a trap.

The spell effect is triggered by reading the message. After the message is read, all of the words burst into flame (the flames shoot up 3 to 4'). Anyone holding the message or immediately adjacent to the message suffer 1 hp of damage/level of the spell caster (to a maximum 12 hit points of damage). Flaming words then "hang" in the air or whatever point the flaming words spell was triggered, lasting 1 round/3 levels of the caster (rounded up). The paper, parchment, or other material will also continue to burn for this same period of time (even if separated from the

flaming words). The magical flames can only be extinguished by magic during the duration of the effect, and they may ignite any flammable materials they are in contact with.

Cat Nap

Level: Magic-User 3
Type: Enchantment/Charm
Range: touch
Duration: see below
Area of Effect: 1 person
Components: V, S, M
Casting Time: 3 segments
Saving Throw: none

This spell allows the recipient to gain a full night's rest after a 1 hour nap. All benefits of a full night's sleep are gained, including healing, elimination of fatigue, recovery of temporary ability loss, and the ability to study or pray for spells. There are no negative consequences of using the spell for a single night or nap.

The spell may be used for multiple nights, but for each consecutive night, there is a 10% chance that all of the past avoided sleep will "catch up" to the cat napper. For example, if a recipient uses this spell 3 nights in a row, there is a 30% chance that they will end up sleeping for 21 hours, or suffer from fatigue. On the sixth consecutive use, there is a 60% chance that the recipient will sleep for 42 hours, or suffer from fatigue if woken early. Obviously, the spell is most useful if used only one night, or every second night, as multiple uses may have dire consequences.

The material component of this spell is a tuft of cat hair.

Chain Lighting

Level: Magic-User 3
Type: Alteration, Evocation
Range: 6"
Duration: see below
Area of Effect: see below
Components: V, S, M
Casting Time: 3 segments
Saving Throw: see below

Developed as a means of combating the darkness abilities of the drow, the chain lighting spell has combat applications against any race that is light sensitive. Chain Lighting creates globes of light with the same size (2" globe) and intensity as the 1st level magic-user spell Light. The Chain Lighting spell creates one globe of light per round, to a maximum number of globes equal to the level of the caster. The individual globes each last for a number of rounds equal to $(1d6 + 1/2 \text{ of the caster's level})$.

The caster has the ability to determine the location of the first globe of light; each subsequent globe will appear in a random location $(1d4+1"$, in a direction determined by the grenade-like missiles table, page 64 in the DMG). The spread or "bounce" of the spell-effect will be stopped by walls or other physical barriers, and the globe of light will appear at that barrier. The creator of the spell found the random nature of the spread was a necessary trade-off to allow the spell to spread without sustained concentration.

The true potential of the spell is that each globe of light must be dispelled or extinguished individually. For example, a single Darkness spell cannot snuff out multiple globes of light. A successful Dispel Magic will stop the spread of the Chain Lighting spell; however, a dispel attempt must be made for each individual globe of light.

The material component of the spell is a clear crystal or gemstone of some type (10 GP or greater in value), which is consumed in the casting.

Dancing Flame

Level: Magic-User 3
Type: Invocation
Range: 6"
Duration: 10 rounds + 2 round/level
Area of Effect: one creature
Components: V, S, M
Casting Time: 5 segments
Saving Throw: N/A

This spell was developed by a magic-user who loved flame based spells and had the opportunity to witness a Chain Lightning spell in action. The dancing flame creates a flame gout within a 60' distance of the magic-user, striking a target of the



caster's choice. The flame gout causes damage equal to 2 hp/level of the caster. The Dancing Flame then leaps to the next closest creature or target based on proximity, not direction from the magic-user. The flame decreases in intensity with each leap, causing 2 less hp of damage to each subsequent target, e.g., a Dancing Flame cast by a 7th level caster will cause 14 hp of damage to the first target, 12 hp to the 2nd target, 10 hp to the 3rd target, etc.

Each target may save vs. spells for 1/2 damage, with half points rounded up. The material component is a bit of sulphur.

Fire Bottle

Level: Magic-User 3
 Type: Abjuration, Enchantment
 Range: 0"
 Duration: 1 hour/level
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: see below

This spell is a very useful and potentially dangerous spell, as it enchants a bottle to allow it to siphon off and "hold" fire. The fire can be released at a later time, when the bottle is opened or broken. The fire bottle may hold 2 hps/level of fire. The magic-user casting the fire bottle spell has two options for "filling" the bottle. The first option is to use a controlled fire, such as a torch, campfire or bonfire and draw off that fire into the bottle. The second is to soak up some of a larger fire, like a Fireball, Wall of Fire, or red dragon breath. The caster must be adjacent to or in the fire to be siphoned. The bottle must be filled within 1 turn of the spell being cast, and the bottle will hold fire for 1 hour/level of the caster.

When using a controlled fire to fill the fire bottle, the magic-user typically selects a fire of a smaller size than the bottle capacity and draws the entire fire into the bottle, extinguishing the source fire. Consider a torch to be 6 hps, a fireplace or campfire to be 12 hps, and a bonfire to be 18 hps of damage. As long as the amount of fire filling the bottle is less than the 2 hp/level capacity, there is no need for a



saving throw, and the fire is drawn into the bottle. If the damage capacity of the fire exceeds the fire bottle's capacity, a saving throw (as per the caster, but without benefit from any fire resistance or protection from fire bonuses) is required. If the saving throw is successful, then the bottle draws off some of the fire, leaving the remainder available to harm the magic-user, e.g., a 10th level magic-user may draw off 20 hps of a 30 hp

fireball, leaving the magic-user facing the remaining 10 hps of damage, saving to reduce that damage by half.

If the fire bottle fails it's save it explodes, and the magic-user takes damage equal to the fire being siphoned off plus 1d6 hps from the bottle fragments.

The fire in the Fire Bottle can be released by opening the bottle, breaking the bottle or allowing the spell duration to run out. Opening the bottle creates a burst of fire (5' + caster level) feet in radius, save for half damage. Breaking the bottle has the same effect, plus 1d6 hps of damage from the bottle fragments. Finally, allowing the spell duration to run out causes the bottle to explode, releasing the fire and shooting fragments (causing the same damage as breaking the bottle).

The fire bottle can be used as a defence or a weapon, left as a trap, or used as a time delay device by magic-users intent on arson.

The material component of the spell is a fine crystal bottle worth at least 100 GP. The bottle is destroyed as a result of the spell.

Globe of Silence

Level: Magic-User 3
 Type: Abjuration
 Range: 6"
 Duration: 1 round/level

Area of Effect: see below
Components: V, S, M
Casting Time: 3 segments
Saving Throw: see below

The Globe of Silence is distinct from the Silence 15' Radius spell as the globe is a sound barrier, not a sound nullifier. Thus those on either side of the globe's wall can speak with or hear others on their own side, as well as cast spells with a verbal component. However, sound does not cross the shell of the globe. Thus, a fight inside the globe would not be heard outside of the globe, or the globe would protect those inside it from a Shout spell or a harpy's song as long as the sound effect originated on the other side of the globe.

The Globe of Silence is often used to conceal a noisy undertaking (such as breaking down doors or digging through walls, attacking sentries) or to protect the caster from some noise based attack.

The caster may create a Globe of Silence with a maximum radius equal to 5 + their level in feet. They have the option of making the globe smaller should they wish to do so. The spell may be centered upon the caster, another willing person, or some physical point. Should the spell be centered on an unwilling individual, that individual is entitled to a saving throw vs. spells. A successful save vs. spells negates the spell.

The material component is a ball of cotton inside a hollow glass sphere. The material components are consumed in the casting of the spell.

Greater Gallop

Level: Magic-User 3
Type: Enchantment/Charm
Range: 1"
Duration: 1 hour + 1 hour/2 levels
Area of Effect: see below
Components: V, S, M
Casting Time: 1 round
Saving Throw: none

An enhanced version of the second level magic-user spell Gallop, the Greater Gallop only works on horses or other hoofed animals -- it will not work on canines, cats, dragons, or other "mounts". A creature

subject to the Greater Gallop spell is able to move at twice the base movement rate for the duration of the spell, and does so without tiring. Unlike the Gallop spell, there is no need for a horse to be fed, watered or rested any more than normal, making the Greater Gallop spell an effective method of moving overland quickly. However, the spell will only be effective once in any 48 hour period, preventing repeated applications.

The spell effects one creature for every four caster levels (rounded down). Thus a 7th level caster may only affect a single horse, while an 8th level caster may affect 2 horses with a single gallop spell.

Green Light

Level: Magic-User 3
Type: Conjunction
Range: 6"
Duration: 1 turn/level
Area of Effect: 2" radius globe
Components: V, S, M
Casting Time: 3 segments
Saving Throw: none

This spell conjures a globe of bright green light, illuminating an area with a size and intensity equal to the 1st level Light spell. There are a few subtle differences however. The Green Light does not affect either infravision or ultravision, and it causes both magical items and invisible creatures and items within the globe to flicker with a dark green outline (equal to Faerie Fire). If the invisible creature or magical items is removed from the globe of green light, the Faerie Fire effect immediately ends.

Like the light spell, the Green Light spell may be cast on either a fixed point, or on an object (allowing it to be used like a lantern).

The material component is a disc of jade, 1/8" to 1/4" thick and 1" in diameter. The disc is not consumed in the casting of the spell, and may be reused.

Jade Mask

Level: Magic-User 3
Type: Conjunction, Divination & Abjuration
Range: self
Duration: 1d4 turns + 1 round/level



Area of Effect: caster
Components: V, S, M
Casting Time: 3 segments
Saving Throw: N/A

The Jade Mask spell creates a featureless jade mask that covers the caster's face. The mask has no holes or slots for the eyes, mouth or nose, but vision, smell and speech is unimpeded. Drinking or eating is impossible however; and the mask must be willed away (ending the spell) if the caster needs to drink a potion, eat, etc.

While the mask is in place, the caster is able to detect illusions (the illusionary image is seen, with a greenish halo or aura, but the illusion is not seen through) and is immune to gaze or breath based petrification attacks. Note that the mask does not protect against touch based petrification attacks.

The material component is a smooth jade disc, at least 2" in diameter but no more than 6" in diameter. The disc is not consumed during the casting of the spell and may be reused.

Leaf Dance

Level: Magic-User 3
Type: Enchantment
Range: touch
Duration: 1 turn/level
Area of Effect: 1 individual
Components: V, S, M
Casting Time: 3 segments
Saving Throw: none

This spell, favored by many of the Guardians of the Elven Courts, is a spell that combines elements of the Spider Climb spell, and also increases the sure-footedness of the recipient while simultaneously reducing their weight (effectively reducing weight by 10%/level of caster, to 90% reduction). The end result is that the spell's subject is able to run and leap through the trees with speed and agility that make a squirrel look slow and clumsy, all without fear of falling. For game purposes, an individual under the effects of a Leaf Dance spell moves through the canopy of a forest without suffering movement or combat penalties. The effects of the

spell may be combined with the effects of a Run spell to allow very rapid movement through the tree tops.

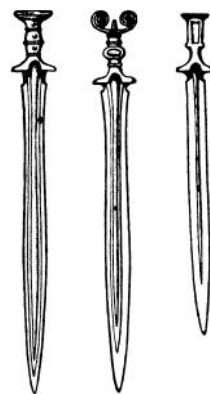
An individual moving through tree-tops will receive the benefits of at least 25% concealment if they are subject to missile fire (or more, at the DM's discretion). Attempts to track a creature under the effects of a Leaf Dance spell suffer a -40% penalty (-20% if the tracker has the ability to Leaf Dance).

There are many tales told by intruders into the Elven Courts about the bands of elven archer-patrols that attack from the safety of the tree tops, devastating the ranks of monsters and bandits alike. The elves and their allies celebrate tales, while the gnolls and other evil forces that war with the Elven Courts curse them.

The material component of the Leaf Dance spell is a tuft of squirrel fur. This material component is not consumed in the casting; and many of the elven fighter/magic-users that patrol the borders of the Elven Courts wear a squirrel tail or squirrel fur charm to aid in the casting of this spell.

Mage Blade

Level: Magic-User 3
Type: Evocation
Range: touch
Duration: see below
Area of Effect: one weapon
Components: V, S, M
Casting Time: 3 segments
Saving Throw: by transmitted spell



A spell crafted by elven fighter/magic-users to increase their deadliness in battle, this spell allows touch spells of the 3rd level or less to be transmitted by a sword or other weapon. The spell does effect magical weapons. This allows the sword damage and the spell damage to be delivered simultaneously. The mage blade and the touch spell are cast simultaneously, and the casting times added together. For example, a 5th

level magic-user with a Strength 16 casts a Mage Blade and a Shocking Grasp, the casting time is 4, and the total damage is 2d8+6 (1d8 long sword, 1d8+5 shocking grasp, +1 Str bonus).

Magic Missile Barrage

Level: Magic-User 3
Type: Invocation
Range: 6"
Duration: instantaneous
Area of Effect: see below
Components: V, S, M
Casting Time: 3 segments
Saving Throw: none

An enhanced version of the Magic Missile spell, this spell was researched by a magic user who wanted to be able to better support his adventuring companions while they were locked in melee combat. Spells such as Fireball and Ice Storm, while having excellent damage potential, had the unfortunate side effect of harming his companions as well as his enemies. This spell was a compromise, allowing precise targeting and the ability to target multiple targets, but accepting slightly lower damage potential.

This spell creates a single Magic Missile per caster level, and the missiles can be targeted at a single creature or spread out at multiple targets (similar to the Magic Missile spell). The missiles have weaker damage capability (1d4 hps) but the same limitations as the 1st level spell. The barrage radiates out from a central point which must be within 6" range of the caster. The individual magic missiles can strike targets within 10' + 2'/level of the barrage origin.

Mistcloak

Level: Magic-User 3
Type: Conjunction
Range: touch
Duration: 1 turn/level
Area of Effect: one person
Components: V, S, M
Casting Time: 3 segments
Saving Throw: none

This spell wraps the caster in a thick, cool and damp mist. While the mist is thick enough to dampen (not soak) the ground or objects within it, the magic prevents the Mistcloak from dampening or damaging the caster's possessions. The mist will wrap around the cloaked individual to a radius of 1'/caster level, and shrouds the caster, concealing them and giving them a number of benefits. A Mistcloak created by a higher level caster may be large enough to cloak more than one individual, but the cloak will always be anchored to a single individual.

The mists provide concealment, penalizing any missile attacks (-2 to hit) made against the mistcloaked individual. It also masks the cloaked individual's scent, it hides them from infravision and ultravision although there will be a large blob or cloud visible to infravision & ultravision, and shelters from the hot sun or heat (making the effective temperature 21 to 30 degrees cooler). In a misty or foggy environment, the mistcloak will also make the protected individual effectively invisible.

The mistcloak also will provide a single protection against fire damage (reducing the damage of a flame attack by 1/2, but the fire will "burn off" the mistcloak).

The material component of the mistcloak spell is a scrap of silk that has been soaked in dew and kept damp.

Reinforce Magic

Level: Magic-User 3
Type: Alteration
Range: 12"
Duration: permanent
Area of Effect: 3" cube
Components: V, S, M
Casting Time: 3 segments
Saving Throw: see below

This spell augments another spell cast by the same caster, making it more difficult to dispel. It adds one half of the caster's level to the base level of the spell being reinforced for purposes of resisting dispelling efforts only (not for spell effects). A common application of this spell is to reinforce Wizard Lock spells, charm person or monster spells, or various



protective spells (Walls, Protection from Evil, etc.). The successful application of this spell requires a saving throw versus spells on the part of the caster. Spells cast by another magic-user or spell caster cannot be augmented by the Reinforce Magic spell.

The material component is a silver chain (worth no less than 50 GP) which symbolizes binding the two spells together. The chain is consumed in the casting.

Skin of Steel

Level: Magic-User 3
Type: Abjuration, Alteration
Range: self
Duration: 6 turns + 1 turn/level
Area of Effect: caster
Components: V, S, M
Casting Time: 3 segments
Saving Throw: N/A



This highly specialized spell allows a dual classed fighter/magic-user or cleric/magic-user to wear metal armor and cast spells unhindered. The spell is of little value to normal magic-users (who cannot wear armor in any regard), nor is it of any use to elven or half-elven fighter/magic-users (who are able to wear metal armor unhindered anyway).

The spell was developed by a dual-classed magic-user/fighter (Nathan Westwood, the Crying Knight), to allow him to wear magical plate mail. It is limited in circulation, and a spell little valued or sought after by even the most ardent collectors of lore.

The material component of the spell is a band of finely wrought silver chainmail with interwoven silk (worth at least 150 GP) that is wrapped about the caster's arm.

Snowfall

Level: Magic-User 3
Type: Conjunction/Summoning
Range: 1"/level



Duration: 1 round + 1 segment/level
Area of Effect: cylinder, 2" radius x 10" height
Components: V, S, M
Casting Time: 3 segments
Saving Throw: N/A

Similar to the 1st level spell Precipitation, this spell conjures a wet, heavy snowfall. Snow accumulates at a rate of 1/50" per segment, with the area of effect being a cylinder of 2' radius and 10' in height. The snowfall is heavy (approximately 6 tons per segment), and will extinguish natural fires, cause damage to heat loving or fire based creatures (1d4 or 2d4 hps per round, respectively), negate spells such as Heat Metal, and creates a slippery surface (as per the ice storm spell).

This spell has seen some unorthodox usage, including swamping a longboat, collapsing a farmhouse roof, and breaking the branches of an apple orchard. It has also been used to help extinguish burning buildings.

The material component of this spell is wetted, ground white crystal (of no particular value). The ground crystal is tossed in the air and consumed.

Twilight

Level: Magic-User 3
Type: Invocation
Range: 6"
Duration: 1 turn/level
Area of Effect: 6" radius
Components: V, S, M
Casting Time: 3 segments
Saving Throw: N/A

This spell has the same range and effect as Continual Light, but creates a late evening lighting condition, enough to read by, fight by, etc. but not light enough to affect dark dwellers like orcs, drow, etc. Vampires, shades and shadows would be protected from the harmful effects of sunlight within the area & duration of effect. The spell may be centered on a person (save vs. spells negates the effect if involuntary), an object, or a point in space.

Within the spell's area of effect, hiding in shadows is easier, and those attempting to do so have a +10%

bonus to their attempts. While Twilight has a duration (unlike Continual Light or Darkness), it is in some ways more powerful than those related spells, temporarily negating them within the area of effect, regardless of whether the light/darkness effect was cast prior to or after the casting of the Twilight. Continual Light or Darkness effects will resume when the duration of the spell ends (or the centre of the effect moves away from the Continual Light or Darkness effect).

The material component for this spell is a glass bead that has been left outside during a sunset.

Water Spray

Level: Magic-User 3
Type: Conjunction
Range: touch
Duration: 1 round/level
Area of Effect: see below
Components: V, S, M
Casting Time: 3 segments
Saving Throw: none

This spell produces a spray of water from the caster's hand. The effect is very much like a garden hose (maybe 2" range with enough arc, more likely 1"), producing only a small volume of water each round (1 gallon per level per round), but with a duration of 1 round/level. The water spray has about the same force as a garden hose (able to spray about 10'), and is not typically an offensive spell. Against flame based entities (like fire elementals, magmen, salamanders, etc.) the water jet spell will cause damage (1 hp/level of the caster) for each round the creature is targeted by the water stream. Depending upon the circumstances, a "to hit" roll may be required for the magic-user to successfully strike the target with the water stream.

The water spray is useful for watering plants, fighting small fires, providing livestock with drinking water, washing away acid or slimes, etc.

Wind Armor

Level: Magic-User 3
Type: Conjunction/Summoning
Range: touch

Duration: 1 round/level
Area of Effect: one person
Components: V, S, M
Casting Time: 3 segments
Saving Throw: N/A

The Wind Armor spell wraps the recipient in a field of swirling winds. These winds extend 2' out from the protected individual, and have the effect of misdirecting and dampening blows, as well as dampening fire and lightning damage.

Melee attacks against the wind armored person are at -2 to hit and -1 to damage. Missile attacks are made at -4 to hit and -1 damage. Fire and electrical damage are saved at +2, and damage is reduced by -1 hp per die of damage. Furthermore, the winds are strong enough to dampen falls; the wind armored individual suffers -1 hp of damage per die of falling damage.

The winds are intense enough to extinguish torches (if the torch is used as a weapon against the wind armored person). However, the Wind Armor has a disadvantage; the winds are strong enough to disrupt the use of missile weapons (the protected individual attacks with missile weapons at a -4 penalty as well), extinguishes any torches carried by that individual, and will rip small items (like scrolls and spell components) out of their hands.

DM's note: The inability to use spell components will effectively prevent spell casting. Lastly, the winds are loud enough to require shouting as a means of communication.

Level 4

Book Ward

Level: Magic-User 4
Type: Abjuration, Alteration
Range: touch
Duration: until dispelled
Area of Effect: one book
Components: V, S, M
Casting Time: 1 turn
Saving Throw: N/A



This spell was developed by a magic-user to prevent his apprentices from tampering with his spell books. The spell acts like a Wizard Lock for books, preventing a lower level magic-user from even opening the book. No matter how much physical force is applied to the book, the covers cannot be opened, and the pages cannot be turned.



Excessive application of force will tear bits and pieces of the book away, ruining the book, but even these "chunks" of paper will be stuck together and impossible to separate. The spell also provides an additional +4 saving throw to any effects that the warded book may experience (such as fire, acid, etc.).

The material component is a strip of leather and a small lock.

Crushing Coils

Level: Magic-User 4
 Type: Conjunction
 Range: 4"
 Duration: 1 round/level
 Area of Effect: see below
 Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: see below

This spell manifests as a mass of writhing cords that is hurled by the caster at a single target, striking at +3 to hit vs. a base AC 10 (adjusted by dexterity and magic, but not by armor or shields).

On a successful hit, the mass expands, taking on the form of rubbery tendrils which wrap about the target. On the first round, the tendrils begin to constrict the target, causing 1d6 hps damage/round. If the target fails a saving throw vs. spells their limbs are entangled, preventing movement, combat or spell casting that requires semantic or material components. On a successful saving throw, damage is reduced by 1/2 and the victim is able to move at

1/2 normal, and has the ability to engage in combat (suffering a loss of all dexterity & shield bonuses, and suffers -2 to initiative, to hit and damage rolls). The spell targets creatures with a height equal to or less than 6' + 1'/caster's level. Creatures larger than this will be considered to automatically make their saving throw vs. spells.

The constriction continues without need for concentration by the caster if they wish to use the spell as a "fire & forget" spell. However, if the caster wishes to control the rate of constriction, they may maintain control of the spell. In this case, the magic-user may will the crushing to cease, but continue to have the crushing coils hold the victim captive. The constriction can resume when the caster so wishes. This allows the caster to use the crushing coils to capture prisoners, and the crushing coils can also be used to aid in interrogation.

It is possible to use brute force to break free from the crushing coils. It will take a number of rounds equal to 24 less the victim's strength to escape (treat 18/xx strength as 19 in this case) to escape.

Assistance from others reduces the escape time by 1 round per assistant, to a maximum of 3 persons (or 3 rounds). Otherwise, the coils are immune to damage by weapons; they are vulnerable to Dispel Magic or similar magical negation effects.

The material component is a ball of rubber bands or other stretchy string like material. This is consumed in the casting.

Gil'Gaith's Invulnerability

Level: Magic-User 4
 Type: Abjuration
 Range: 0"
 Duration: 1 round/2 levels
 Area of Effect: one person
 Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: none

Devised by the legendary elven fighter-magic-user, this spell makes the recipient immune to non-magical weapons. While under the effects of the Gil'Gaith's Invulnerability spell the affected

individual shimmers with a silvery light. The recipient of this spell cannot be harmed by normal melee or missile weapons, although they are vulnerable to attacks from all magical weapons, spells, fire, falling damage, cold, etc. Additionally, monsters with 4+ hit dice, or those who are only hit by magical weapons themselves, are able to affect the character normally. So, while Gil'Gaith was able to single handedly stand against orc hordes, this spell ultimately failed him when facing trolls.

Grey Globe

Level: Magic-User 4
Type: Necromantic
Range: 1"/level
Duration: instantaneous
Area of Effect: 2" radius sphere
Components: V, S, M
Casting Time: 4 segments
Saving Throw: 1/2 damage

A favorite spell of necromancers, this spell allows them to attack the living without harming their undead minions. The spell has also been adopted for use by adventuring magic-users, as it is an area effect attack spell that does not have the back-blast hazards that a fireball spell does.

This spell creates a globe of wispy, grey, dim light that silently and nearly instantaneously expands from a target point to a globe 2" in radius, then winks out (in the span of a blink of an eye). Unlike a fireball, the globe does not expand and channel in confined spaces. The Grey Globe is necromantic energy, and causes 1d4+1 hps of damage/caster level to all living creatures in the area of effect (save vs. death magic for half damage). Automatons, undead, and creatures immune to necromancy are unharmed by this spell. Similarly, items in the area of effect do not need to make an item saving throw.

The material component of this spell is ash from a cremated body mixed with ash from an undead creature.

Narivus' Murk-See

Level: Magic-User 4
Type: Alteration , Divination

Range: touch
Duration: 2 turns/level
Area of Effect: 1 person
Components: V, S, M
Casting Time: 4 segments
Saving Throw: none

Tired of being attacked by foes in the dark, or being subjected to magical darkness, Narivus researched a spell that would allow him to see in any light conditions, regardless of whether the darkness (or blinding light) was magical or not. The resulting spell, Murk-See, provides magical sight that allows the subject to see as if it were broad daylight regardless of the conditions. In fact, this spell has the (unexpected) side-effect of negating magical blindness while in effect, and it allows the recipient to see through illusions and invisibility, but not natural camouflage.

Interestingly however, an individual under the effects of the Murk-See spell will see a blank void where spell effects such as Minor Globe of Invulnerability, Globe of Invulnerability, or Anti-Magic Shell are in effect as they "hedge" out the magical sight. The material component is a sunstone worth 50 gp (which can be reused).

Quarry

Level: Magic-User 4
Type: Divination
Range: see description
Duration: 2 turn/level
Area of Effect: one creature
Components: V, S, M
Casting Time: 3 segments
Saving Throw: negates

This spell allows a caster to track a quarry unerringly, regardless of weather, light conditions, and efforts to conceal tracks. Even flying or levitating creatures can be successfully tracked. The spell caster must either have seen the target of the Quarry spell, or physically something to act as a starting point for the tracking (such as a footprint, damage caused by the quarry, or even an empty glass on a table). The spell does not reveal the current location of the quarry, just lets the caster follow the quarry's trail. The caster is able to travel



at normal speed, or even running, as they do not need to look for trail signs, they just know where their quarry passed. The target of the spell is entitled to a saving throw vs. spells, at -4, to avoid being located.

Water Jet

Level: Magic-User 4
Type: Conjunction
Range: 1" + 1"/3 levels
Duration: instantaneous
Area of Effect: see below
Components: V, S, M
Casting Time: 4 segments
Saving Throw: none

The Water Jet spell is a nearly instantaneous effect, unleashing a high pressure spray of water from the caster's hand reaching a distance of 1" + 1"/3 levels of the caster (rounded down). The jet causes damage (1 hps/level, no save) and has a Gust of Wind effect, knocking down and/or pushing back the target (save vs. spells). The amount of water generated is equal to 10 gallons/level, which remains after the spell's effect.

Against flame based entities (fire elementals, magmen, salamanders, etc.) the Water Jet inflicts the same damage effect as a Lightning Bolt (i.e. 1d6 hps of damage per level).

Wind Gusts

Level: Magic-User 4
Type: Conjunction
Range: 0"
Duration: 1 round/3 levels
Area of Effect: 1" wide path, 1' long/level
Components: V, S, M
Casting Time: 4 segments
Saving Throw: see below

Derived from the 3rd level Gust of Wind spell, the Wind Gusts spell has a similar force and area of effect, although the wind will snap and gust with stronger winds throughout the duration. The Wind Gusts spell has an extended duration, summoning a wind that lasts for 1 round/3 levels (1 round at level

3, 2 rounds at level 6, 3 rounds at level 9, etc.). The spell originates at the caster, and he or she is able to change the direction of the gusts once each round of the spell's duration.

Like the Gust of Wind spell, the Wind Gusts extinguishes candles and torches, has a chance equal to 5%/caster level each round to extinguish a lantern or similarly shielded flame, and will fan a large flame (like a grassfire, burning tree, bonfire, etc.) and cause it to spread 1d6 feet each round.

Flying creatures are slowed by this spell by the same amounts as the Gust of Wind spell, although small flying creatures will be hurled backwards each round and unable to escape the gusts unless either the direction of the gusts changes or they make a save vs. paralysis.

The material component of the wind gusts spell is a small fan or feather.

Winged Hooves

Level: Magic-User 4
Type: Evocation
Range: 0"
Duration: 1 turn/level
Area of Effect: one hoofed creature
Components: V, S, M
Casting Time: 4 segments
Saving Throw: N/A

This spell is a favorite of elven horsemen, and sees common use within the Elven Courts, particularly among the Spring Guards. The Winged Hooves spell allows a horse (or any hoofed animal) to fly like an asperii (as per *Creature Catalog I*, published in Dragon Issue #89) while under the effects of this spell.

For the duration of the spell, the affected mount is able to fly with a speed of 46", and a maneuverability class of A. They are able to carry a weight of 1,500 GP without any loss of speed, or maneuverability. Each additional 1,500 GP carried (up to a maximum 6,000 GP) results in the loss of one maneuverability class (e.g. MC:B at 1,501 to 3,000 GP weight, etc.). The unrestricted weight limit is increased by 50 GP per level of the caster,



allowing a mount under the effects of a Winged Hooves cast by a high level caster to carry two passengers (or one heavily armored passenger) without the loss of maneuverability.

The material component of the spell is a tuft of asperii fur, which must have been freely given, not taken by force or from a dead creature.

Yarrel's Ward

Level: Magic-User 4
Type: Abjuration
Range: 0"
Duration: 1 day/level
Area of Effect: see below
Components: V, S, M
Casting Time: 1 turn
Saving Throw: none

This spell is a combination of Wizard Lock, Magic Mouth, and Alarm, and was designed by Yarrel, a traveling adventurer, to temporarily secure a room or suite. He discovered a need to protect rooms, in both inns and dungeon, from intruders. The spell secures a single room, an interconnected suite or a small cottage or house with a floor area up to 100 square feet + 100 square feet/level.

The spell locks all the doors and windows (2 entries + 1 additional entry/5 caster levels, rounded up) with an effect equivalent to a Wizard Lock (with the exception of the duration). The spell also sets a two part Alarm that will notify the caster should anything larger than a mouse cross a threshold or move about the room. The first part of the alarm is a silent warning in the caster's mind, as per the 1st level spell Alarm; the second is a loud voice or wailing (as per the 2nd level spell Magic Mouth).

A Knock spell will allow the caster to pass through a locked door or window, but it will not negate the alarm function of Yarrel's Ward. Similarly, teleporting past a wall or door may bypass the lock, but will still trigger the alarm. A Dispel Magic may

be used to dispel Yarrel's Ward, but an unsuccessful attempt will trigger the alarm functions.

Yarrel traded this spell's formula to Thurvin Azuren, the Blue Cowl of Sea Reach in exchange for training and several common spells. Thurvin in turn sold copies of this spell to many magic-users, becoming wealthy in the process.

The material component of this spell is a silver lock (worth at least 55 GP), which vanishes during the casting.

Level 5

Green Shield

Level: Magic-User 5
Type: Abjuration, Conjunction
Range: 0"
Duration: 1 round/level
Area of Effect: 1'/level radius globe
Components: V, S, M
Casting Time: 5 segments
Saving Throw: none

The Green Shield spell creates a glowing green, translucent sphere of magical energy around the caster. Other individuals or creatures may stand within the globe (space permitting), and the sphere itself does not prevent the physical entrance or exit of creatures. However, the sphere does provide complete protection against Magic Missiles (as per the 1st level spell, as well as more powerful versions of the spell), normal missiles (as per the 3rd level magic-user spell Protection From Normal Missiles). As well, no electrical discharge is possible within the sphere, meaning that Lightning Bolts, etc. cannot enter the sphere to harm protected individuals; and those within the sphere cannot use electrical attacks against targets within or outside of the shield. Finally, those inside the sphere are immune to petrification or flesh to stone effects, whether delivered by touch, gaze attack, breath weapon or spell.

The material component of the spell is a disc of jade, at least 1/4" in thickness and 1" in diameter. The jade disc is not consumed in the casting and may be reused.



Jade Armor

Level: Magic-User 5
Type: Abjuration, Conjunction
Range: touch
Duration: see below
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 5 segments
Saving Throw: none

The Jade Armor spell is a powerful defensive spell that manifests as a tough "skin" of overlapping jade-like scales on the recipient although the visual effect is mineral-looking, not reptilian. The Jade Armor provides a +3 bonus to AC, and absorbs damage in a manner similar to field plate armor (as described in *Unearthed Arcana*), reducing damage by 1 hit point per die of damage suffered by the beneficiary of the Jade Armor spell. The spell is able to absorb 6 hps + 2 hps/caster level of damage before being dispelled. If the Jade Armor is not dispelled by damage, it will expire after 1 hour/caster level.

In addition to the armor class bonus and the damage reduction, an individual in Jade Armor receives a +3 saving throw bonus against petrification. Should the beneficiary of a Jade Armor spell use open hands to strike at a foe, they will be able to harm creatures normally only struck by +2 or better weapons (although there is no bonus to hit or damage). The Jade Armor is light and flexible enough that there are no movement penalties. This spell was developed with monks in mind, and a monk may benefit from the Jade Armor spell without any penalties to their movement, base AC, combat abilities or other special abilities.

The material component is a smooth jade disc, at least 2" in diameter but no more than 6" in diameter. The disc is not consumed during the casting, and may be reused.

Jade Whip

Level: Magic-User 5
Type: Conjunction
Range: 0"
Duration: 1 round/3 levels

Area of Effect: one whip
Components: V, S, M
Casting Time: 5 segments
Saving Throw: see below

This spell summons a stony, green whip to the caster's hand. The whip can be used as a melee weapon (the caster strikes with a +3 bonus to strike and suffers no non-proficiency penalties). The whip causes 1d8 hps of damage per strike, although its primary function is not as a melee weapon. On a successful strike, the target must save vs. petrification or be turned to green stone. A petrified individual will remain petrified until released by a Stone to Flesh spell or similar magic. A Dispel Magic or Remove Curse spell will not reverse the petrification.

The whip may be used multiple times (striking as often each round as the number of melee attacks that the caster has), and may petrify multiple individuals. The Jade Whip cannot be handed to anyone other than the caster, and should the caster release the Jade Whip, the whip will disappear and the spell will end.

The material component is a jade wand or rod, at least 1/2" in diameter and 14" long with a minimum value of 200 GPV. The rod is not consumed in the casting.

Jade Soldier

Level: Magic-User 5
Type: Alteration, Conjunction
Range: 0"
Duration: 1 turn/level
Area of Effect: 1 figurine
Components: V, S, M
Casting Time: 5 segments
Saving Throw: none

This spell is cast upon a jade figurine which is then thrown to the ground. The figurine grows in size and animates, becoming a magical automaton that follows the directions of the spell caster.

Any properly prepared jade figurine could be used, such as a dog, lion, cat, lizard or monster, although the most commonly used figurines are human



soldiers. Regardless of the shape, the statistics of the Jade Soldier are the same. The jade soldier is a decent combatant (AC 2, MV 6", HD 1/2 caster level, (rounded down), Hps 10 + 2 hp/caster level, Atts 1, Dmg 1d10, SA none, SD 1/2 damage from normal weapons; Immune to sleep, charm, fear, hold, cold or petrification), but not overly strong (able to carry 150 lbs), and incapable of independent thought or action

The figurine can attack targets indicated by the caster, protect the caster, hold a door, carry an object, etc. If the Jade Soldier completes a task as directed, it will then stand motionless waiting for additional direction.

The jade figurine will be 2" to 4" in height, carved from high quality jade, and subjected to a purification ritual by the caster. The ritual is about 1 hour in length, can be used on up to a dozen figurines at one time, and does not occupy a spell slot. The details of the ritual are commonly included in a spell book as part of the Jade Soldier spell. This requirement means that a magic-user cannot simply pick up a few figurines in the market and start casting. The figurines are worth a minimum of 150 GP, and they shatter to worthless shards at the expiration of the spell.

It is rumored that the creator of the Jade spells, Takin of the Jade Garden, also created a high level version of this spell that allowed him to simultaneously animate 3 or more Jade Soldiers, and that he used this spell to help his allies, The Order of Ji-Khahln, to defeat the ogre-magi of the White Rain Mountain.

Wall of Jade

Level: Magic-User 5
Type: Evocation
Range: 1/2"/level
Duration: permanent
Area of Effect: special
Components: V, S, M
Casting Time: 5 segments
Saving Throw: none

The Wall of Jade is a variation of the Wall of Stone spell. The spell has the exact same characteristics, with the exception that the wall looks like, and feels

like jade. However, should someone carve a piece, the "jade" turns to soft, rotten sandstone over the course of 1 to 6 hours (this is not a quick road to riches).

The material component of this spell is a piece of jade worth at least 50 GP. The jade is consumed in the casting of the spell.

Water Bridge

Level: Magic-User 5
Type: Transmutation
Range: 1"/level
Duration: 1d6 rounds + 1 round/level
Area of Effect: see below
Components: V, S, M
Casting Time: 5 segments
Saving Throw: none

The Water Bridge spell pulls together water into a hard cohesive form, and creating a bridge 10' + 3'/level in length and up to 1'/level in width. The bridge can span a river, small pond, moat, etc. The bridge is capable of supporting 500 lbs + 200 lbs/caster level of weight at any time, so a band of armoured men could cross quickly, but cavalry or large monsters (like giants) would have to cross one at a time, if the bridge would even support them at all.

The bridge is made of water, and blends in with the background water, and is thus effectively invisible (so those crossing must be directed by the magic-user casting the spell, or feel for the bridge). The magic-user does not have to concentrate to maintain the spell effect, but is able to end the spell voluntarily.

Level 6

Catch Globe

Level: Magic-User 6
Type: Evocation
Range: 12"
Duration: 1 round/level
Area of Effect: one globe
Components: V, S, M



Casting Time: 6 segments

Saving Throw: see below

This spell creates a globe of magical force that varies in size (based upon the caster's desires) of up to 1'/level in radius. The globe has a number of effects, and can be extremely useful in the hands of a creative magic-user:

- 1) Anyone caught in the globe must save vs. spells (at a -2 penalty) or be immobilized until the spell's duration has expired.
- 2) Anything entering the globe will be immobilized until the spell's duration has expired. This includes arrows, the blossoming of a Fireball, etc., and effectively protects a trapped individual from harm.
- 3) Any object within or held by the globe becomes unmovable for the duration of the spell, thus preventing a door from being closed (or opened), a cart from tipping over the edge of a cliff, etc.
- 4) The globe can be used as a physical barrier or obstruction, for example preventing a wall from closing in a wall trap, or damming a water flow from a pipe or aqueduct.

The material component of the spell is a small glass or crystal sphere (1 to 2 inches in diameter), worth 100 GP or more. The sphere is consumed in the casting.

Gil'Gaith's Greater Invulnerability

Level: Magic-User 6
Type: Abjuration
Range: touch
Duration: 1 round/level
Area of Effect: one individual
Components: V, S, M
Casting Time: 6 segments
Saving Throw: N/A

A more powerful version of the Invulnerability spell developed by the legendary elven fighter-magic-user, this spell provides the recipient with greater immunity to magical weapons.

Caster Level	Hit By
< 13	+1 or better weapon (> 4 HD)
13 to 15	+2 or better weapon (> 6 HD)
16 to 18	+3 or better weapon (> 8 HD)
19+	+4 or better weapon (> 10 HD)

While the Gil'Gaith's Greater Invulnerability provides incredible protection from melee attacks, it has limitations. The recipient of the spell remains vulnerable to damage from spell effects, breath weapons, siege engines, falls, gas, etc.

The material component of the spell is a piece of adamantite the size of a coin (50 to 100 GP value) and diamond dust (minimum 100 GP value), both of which are consumed in the casting.

Greater Ice Storm

Level: Magic-User 6
Type: Conjunction
Range: 1"/level
Duration: 1 round + 1 round/6 levels
Area of Effect: 4" radius
Components: V, S, M
Casting Time: 6 segments
Saving Throw: 1/2 damage

Developed by a magic-user to create a spell which can be utilized as either an attack spell or an effective barrier, the Greater Ice Storm spell is a modified version of the 4th level Ice Storm spell, the difference being an extended duration of effect. The improved spell lasts 1 round plus 1 round per 6 levels (rounded down), thus, a 12th to 17th level caster will call a Greater Ice Storm into being for 3 rounds, an 18th to 23rd level caster for 4 rounds, and a 24th to 29th level caster for 5 rounds.

This version causes less damage (3d6 hps) than the hailstorm version of the 4th level Ice Storm spell, with the exception that 3d6 hps of damage are caused each round to any individual within the area of effect. In addition to the hailstorm effects, the Greater Ice Storm also creates a sleet effect (like the 4th level Ice Storm spell) which effectively blinds those within its area of effect, reduces movement by 50%, and creates slippery surfaces resulting in a 50%



probability of falling each round (requiring a round to regain one's feet).

The area of effect is similar to a fireball in so far as that in a restricted space (such as a dungeon corridor) the ice storm will flow out to fill its complete area of effect. This means that a Greater Ice Storm would will up to 2,680 linear feet of corridor 10' wide and 10' high.

The material component for the Greater Ice Storm spell is a drop of water and some dust or fine grains of sand.

Level 7

Prismatic Blade

Level: Magic-User 7
Type: Conjunction/Summoning
Range: touch
Duration: see below
Area of Effect: see below
Components: V, S, M
Casting Time: 7 segments
Saving Throw: see below

A modification of the Prismatic Spray spell, this spell calls into being a blade like shaft of scintillating light. Only the spell caster may wield the prismatic blade.

For a spell effect to take place, a successful strike is necessary, the prismatic blade strikes at +3 to hit, and strikes at all targets as if they were AC 10, adjusted only by magical protection & dexterity bonuses.

On a successful strike the target suffers one of the prismatic effects, as determined by the spell caster. Once a given effect has been expended, the "color" is lost from the prismatic blade. One strike per color is possible (7 strikes total), at which point the spell ends. The prismatic blade also vanishes after 1 turn, regardless of how many colors are remaining. Multiple strikes per round are possible if the magic-user has multiple attacks.

The colors & offensive effects are the same as the prismatic sphere spell (as described in the PHB):

Color	Effect
Red	10 hps damage
Orange	20 hps damage
Yellow	40 hps damage
Green	save vs. poison or die
Blue	save vs. petrification or turn to stone
Indigo	save vs. wands or go insane
Violet	save vs. spell or sent to another plane

The material component is a prism, consumed in the casting.

Level 8

Bypass Barrier

Level: Magic-User 8
Type: Alteration, Enchantment
Range: touch
Duration: 1 round/level
Area of Effect: one magical barrier
Components: V, S, M
Casting Time: 8 segments
Saving Throw: see below

This spell was developed specifically to allow powerful magic-users to force their way past any magical barrier be it a Wall of Force, a Wizard Lock, Prismatic Sphere, etc. without triggering any defensive aspects of the barrier or suffering damage from any physical expressions of that magical barrier. Thus, a magic-user could use the Bypass Barrier spell to cross a Wall of Fire or Prismatic Wall without suffering any injury or magical effects. Furthermore, the nature of the Bypass Barrier spell is such that the magical barrier remains intact, allowing the magic-user to bypass a defence and leave it in place to cover his own passage.

The likelihood of successfully passing the barrier is 6%/level of the caster, less 4%/effective level of the barrier (and in no case is the likelihood of success less than 12%). In the event that the barrier is a spell, then the effective level of that barrier is the level of the magic-user or cleric that cast the barrier or warding spell. Magical barriers created by magical items (e.g. wands, scrolls, etc.) have an effective



level as described in the DMG). Attempts to pass a barrier created by a deity always take place at the lowest chance of success (12%).

The material components for this spell are a wisp of white silk, which is consumed in the casting.

Stolen Years

Level: Magic-User 8
Type: Necromantic
Range: touch
Duration: instantaneous
Area of Effect: one creature & caster
Components: V, S, M
Casting Time: 8 segments
Saving Throw: partial, see below

This necromantic spell steals life from the victim, and transfers it to the spell caster, a means of providing extended youth & vigor without resorting to Potions of Longevity. The spell only works on humans, humanoids, and demi-humans (e.g. entities that are human-like in nature); it will work on lycanthropes which have enough humanity to be susceptible to the spell effects. The target of a Stolen Years spell will be aged 1d4+1 years and be subjected to a system shock roll. A successful saving throw vs. Spells reduces the aging to 1 year, and they will receive a 15% bonus to their system shock roll.

In the event that the target fails their saving throw, some of the youth is transferred to the caster, and the caster becomes one year younger (there is no youth benefit received if the target makes their save). The caster is not subject to a system shock roll.

In the event that this spell is used against undead, demons, devils, or other extra-planar beings, the caster suffers 6d4+6 hit points of damage, and must make a system shock roll or die.

The material component of this spell is a rosebud or other flower bud, which must be touched to the target of the spell.

Level 9

Jade Dragon

Level: Magic-User 9
Type: Conjuraction/Summoning
Range: 12"
Duration: 10 rounds + 1 round/level
Area of Effect: 1 "dragon"
Components: V, S, M
Casting Time: 9 segments
Saving Throw: none

The Jade Dragon spell summons or creates a massive construct made of jade or a jade-like material that will dig up and out of the ground (at the location indicated by the spell caster) on the round following the casting of the spell, and is able to attack on the same round it emerges. The Jade Dragon resembles an Asian dragon, rather than an Occidental dragon; being long and sinuous and lacking wings. The Jade Dragon is actually an earth elemental that takes draconic-form, and is further empowered by the magic of the spell.

The Jade Dragon is equivalent to a 16 HD earth elemental with 3 differences. First, the Jade Dragon has a hit point bonus (+1 hit point per caster level) in addition to the base 16 HD (i.e. a Jade Dragon conjured by 20th level magic-user will have a 16d8+20 hps). Secondly, the Jade Dragon has 2 attacks each round, each causing 4d8 hit points of damage (instead of a single attack). Third, the Jade Dragon has an Armor Class of -2, representing the conjured construct's hard, polished stone surface. Otherwise, the Jade Dragon has the same limitations, powers and vulnerabilities as an elemental.

There is no chance of the elemental that empowers the Jade Dragon breaking free of the magic-user's control; and at the end of the spell, the Jade Dragon crumbles into greenish rock and clay.

The material component of the spell is a carving of a Jade Dragon, worth at least 1,000 GP. This carving is destroyed in the casting of the spell.



Illusionist Spells

Level 1

Anonymity

Level: Illusionist 1
Type: Illusion/Phantasm,
Enchantment/Charm
Range: self
Duration: 1 turn/level
Area of Effect: caster
Components: V, S, M
Casting Time: 1 segment
Saving Throw: negates

This spell works to blur the memories of those that the caster interacts with, making it impossible to accurately describe the illusionist. During face to face interactions, the targets of the spell (anyone with who the illusionist interacts) will not notice anything unusual. Afterwards however, the victims, if they fail a saving throw vs. spells, will find it impossible to remember any details or be able to describe the illusionist. In game terms, this would play out like "I think he was a human, or maybe an elf. Maybe he was actually a she. With brown hair, no blonde, no, maybe red... I really don't remember." On a successful saving throw, the target's memory is intact, although they do not notice any spell effects. The illusionist cannot tell whether or not the target has made their saving throw.

This allows to illusionist to conduct business while hiding their identity. The anonymity spell does not prevent targets from understanding the actions that the illusionist is undertaking. Thus, they would recognize a threat or crime, and react accordingly.

The material component is a bit of wool.

Cryptic Text

Level: Illusionist 1
Type: Illusion/Phantasm
Range: 0"

Duration: permanent
Area of Effect: see below
Components: V, S, M
Casting Time: 1 segment
Saving Throw: N/A

This spell allows a caster to write in what appears to be complete gibberish, preventing important information like command words, trap deactivation instructions, secret door instructions, etc. from falling into the wrong hands. About one line of text (12 words) per caster level can be affected by the Cryptic Text spell. The spell is cast and then the illusionist is able to write at a normal pace until they have written the total amount of cryptic text allowable by the spell, or set down their writing instrument.

The caster is able to understand his own writing, but no one else can. Even a Comprehend Languages spell or the thieves' read languages skill is ineffective in deciphering cryptic text. However, casting a Cryptic Text spell will allow cryptic text to be read. A successful Dispel Magic will undo the effects of the Cryptic Text spell, effectively erasing the text.

The material component of the spell is quill, ink and paper (or similar writing materials).

Level 2

Annoyance

Level: Illusionist 2
Type: Illusion/Phantasm
Range: 6"
Duration: 1 round/level
Area of Effect: 1 target
Components: V, S, M
Casting Time: 2 segments
Saving Throw: see below

This spell creates an audible and visual distraction intended to disrupt spell casting. The target of the



spell must make a saving throw vs. magic each round or be unable to either cast a spell or concentrate on maintaining a spell effect.

The audible effect is a high pitched whining occasionally rising to a shriek (rising up to 110 dB, loud enough to drown out what's happening around the target, but not enough to permanently harm their hearing). The visual component is sparkling spots flashing in front of the target's eyes.

In addition to disrupting spell casting, the target of the spell suffers -2 to hit and damage in combat (only a -1 penalty if they successfully make their saving throw vs. spells).

The material component is a pinch of ground glass.

Level 3

White Noise

Level: Illusionist 3
Type: Illusion/Phantasm
Range: 6"
Duration: 1d6 rounds + 1 round/level
Area of Effect: 10' + 2'/level radius & see below
Components: V, S, M
Casting Time: 3 segments
Saving Throw: none

This spell creates a field of white noise that cancels all sound within it (sound will not travel into or out of the white noise field). This prevents those within from hearing speech, sound based attacks (like a harpy's song), or any noise. This effectively negates casting of any spells with a verbal component. Moving silently is automatic within the spell's area of effect, and depending upon the circumstances surprise may be more likely to achieve.

The white noise area of effect is larger than that of the clerical silence 15' radius spell, and as the field may only be centered on an area (not on a person or creature) the effect is not subject to saving throws or magical resistance. Of course, individuals may move out of the area of effect and resume speech, spell casting, etc.

Level 4

Eerie Fog

Level: Illusionist 4
Type: Illusion/Phantasm, Enchantment/Charm
Range: 0"
Duration: 10 rounds + 1d4 rounds/level
Area of Effect: one fog bank 30'/level radius, 10' + 1'/level height
Components: V, S, M
Casting Time: 4 segments
Saving Throw: see below



This spell creates a bank of thick, greenish-grey fog radiating outwards from the spell caster. A sense of unease permeates the fog bank, the temperature drops several degrees, and sounds seem muted and echo, making it difficult to determine the direction that

they originated from, and a minor disorientating effect is at play making it difficult to determine direction. When a PC or NPC attempts to determine direction, roll 2d4's, the first to represent the direction they think they are facing, the second to determine the direction they are actually facing (1 = north, 2 = east, 3 = south and 4 = west). The range of vision within the fogbank is reduced to 20' maximum, and creatures beyond that range are considered to have 100% concealment (with respect to Armor Class bonuses against missile fire and spell effects).

In addition to the disorientating effects and restricted vision, the sense of dread that comes with the fog has a minor fear effect. NPC morale is reduced by 20%. Should anyone inside the eerie fog experience a dangerous or frightening event (e.g. coming face to face with a monster/enemy, being attacked, hearing an ally scream in pain or call for help, etc.) they will be subject to the effects of a Scare spell.

Undead and mindless automatons are immune to the fear effects of this spell (as are cavaliers), although they are affected by visual reduction and disorientating effects.

The material component is a pinch of soil taken from a graveyard.

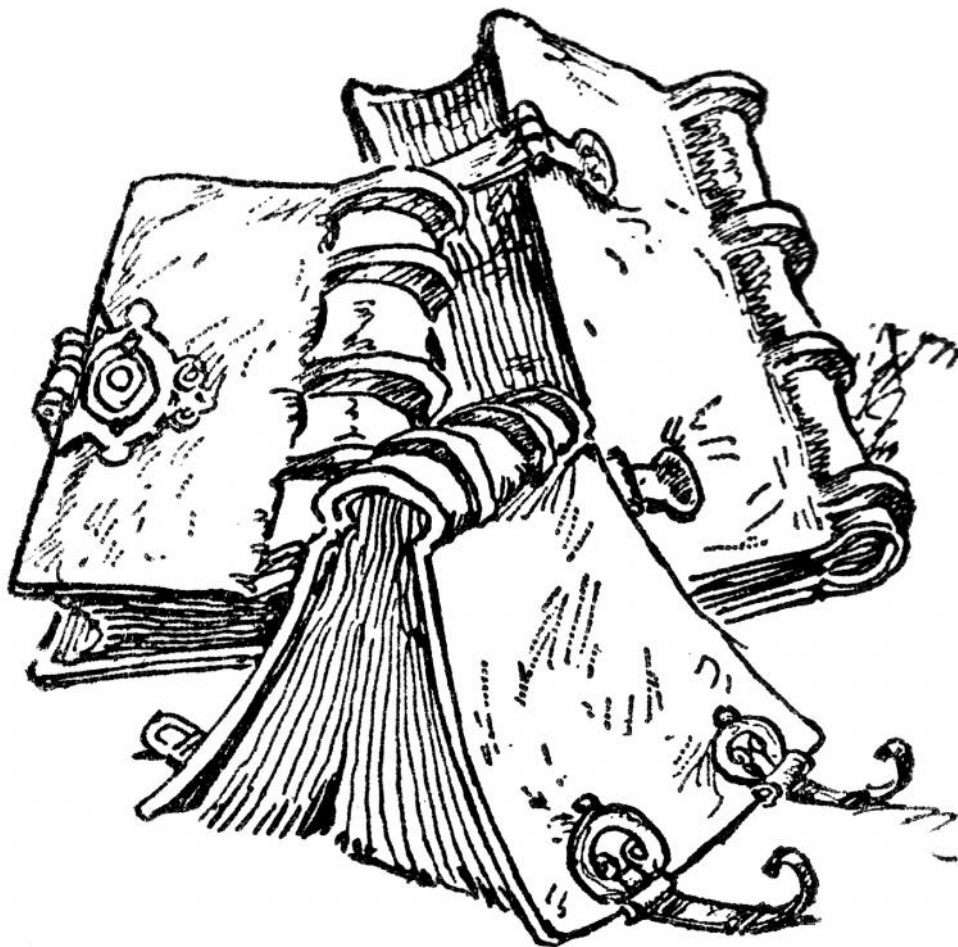
Halo

Level:	Illusionist 4
Type:	Illusion/ Phantasm
Range:	3"
Duration:	2d4 rounds + 1 round/level
Area of Effect:	one figure
Components:	V, S, M
Casting Time:	4 segments
Saving Throw:	none

The Halo spell creates an aura of shimmering light around one figure. The light is so intense that it is hard to make out the haloed figure, and thus both melee and missile attacks are harder to land (-2 penalty to hit). Furthermore, any creature in melee combat with the haloed individual suffers a -2 penalty to AC & initiative, as a result of the dazzling & disorienting light. The person wearing the halo is not affected by the light. Creatures that are sensitive to bright light (such as mind flayers, goblins, some undead) suffer double penalties (-4 to hit, AC and initiative) and will generally attempt to avoid creatures affected by a halo.

The Halo sheds light equivalent to the light spell, but it is not dispelled by a darkness or continual darkness spell.

The material component for this spell is a piece of magnesium, which is consumed in the casting.



Level 6

Prismatic Blade

Level:	Illusionist 6
Type:	Conjuration/Summoning
Range:	touch
Duration:	see below
Area of Effect:	see below
Components:	V, S, M
Casting Time:	6 segments
Saving Throw:	see below

Other than the casting time, this spell is identical to the 7th level magic-user spell Prismatic Blade.



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