

Wizard Spells

Cantrips

Thicken

Duration: Instantaneous
Creator: Steve Watkins

This cantrip makes a liquid thick to the density of watered syrup to molasses. Depending on how well it's cast, or role played.

Bubble

Duration: One hour per level of caster
Creator: Steve Watkins

Casting requires some sort of lye or soap root. Once this Cantrip is cast on liquid containing this component, it will cascade bubbles from the liquid for the duration of the Cantrip. (Note 1: If cast by itself, each bubble contains 1/16 of a vial of liquid. If cast on liquid with Thicken already cast on it, each bubble contains 1/4 of a vial of liquid.) (Note 2: If liquid used for bubbles is blessed or holy, each bubble does damage as per the amount of liquid in each bubble.)

Drill

Range: 0
Duration: 1d4 plus 1 round/level
Creator: Steve Watkins

Casting requires a small - less than 5" in diameter - object to use as the "drill bit". This Cantrip causes the bit to spin at high speeds and can be used as a drill.

Sandcastle

Range: touch
Duration: One day/level
Creator: Steve Watkins

Casting requires enough sand to complete the shape desired. This Cantrip magically forms the sand into the form specified by the caster. Such creations are watertight. Excessive heat will have a chance to create glass. Excessive cold will double the duration of the Cantrip.

Footpit

Range: 5 feet/level
Duration: Instantaneous
Creator: Steve Watkins

This Cantrip removes the ground of some random location up to 10' (per level of caster) away. A 1/2" per caster's level of ground is removed. If the ground is from solid or semi-solid rock (excluding sandstone), there is a 50% chance of spell failure.

Puppet

Range: 10 feet
Duration: One round/level
Creator: Steve Watkins

This Cantrip allows the caster to control a puppet who weighs no more than 5 pounds and 1'6" tall. No strings are

required, but the control dowels must be used to control the puppet (like a marionette). The puppet cannot lift anything, period.

2nd Level Spells

Spectre's Minor Mage Blast (Evocation)

Range: 30 yds. + 10 yds. level Components: V, S
Duration: Instantaneous Casting Time: 2
Area of Effect: 10-foot radius Saving Throw: Half
Knockdown: d6 Critical: Medium (2 hits)
Creator: Christopher Ahrens

This spell generates an instant, dull shimmering, and soundless expanding sphere of magical energy. The generated energies have little to no effect upon non-living and non-animated material, but will fully effect undead and magical constructs just as a magic missile would. Those effected are hit for 1 pt./level of the caster save for half. Any device or spell that protects against Magic Missiles is effective against this spell, for the energy type is the same. It can be blocked by solid metals, stone, and wood over 2" thick.

This spell was created for fighting in areas where fireballs and ice storms are far too dangerous (i.e., taverns, dry forests, etc.).

4th Level Spells

Spectre Mage Blast (Evocation)

Range: 60 yds. + 20 yds/level Components: V,S
Duration: Instantaneous Casting Time: 3
Area of Effect: 15-foot radius Saving Throw: Half
Knockdown: d8 Critical: Medium (3 hits)
Creator: Christopher Ahrens

This generates a sphere of energy identical to the Minor Mage Blast with the exemption that it is far more potent. The wave of energy can penetrate any thickness of wood without harm and pierces stone up to 6" and metal sheeting thinner than an inch. Those caught suffer 1d4 points of damage/ level of caster. A Shield spell brought to bear against this spell offers no protection and is destroyed in the process. Brooches of Shielding function normally.

Phantasmal Lover (Illusion)

Range: 50 yds. Components: V,S,M
Duration: 1rnd/2 levels (1t/ level) Casting Time: 4
Area of Effect: 1 creature Saving Throw - Neg.
Knockdown - N/A Critical - N/A
Creator: Christopher Ahrens

This spell calls to existence a creature of sheer beauty apparent only to the victim. Its presence is so moving that the subject, if they fail a save vs. Spells modified by Wisdom, will make all efforts to touch it. The apparition remains immobile while the victim moves to it at its greatest possible movement rate. At this point, if the subject cannot reach his 'lover' in the duration of the spell it fails. Should they meet however, the vic-

tim is overcome with a feeling of ecstasy and passes out for 1 turn/level of the caster. The material component is an article of clothing from a harlot or mistress of the night.

This spell was created as a passive alternative to the Phantasmal Killer spell and is often self-implemented upon lonely mages.

Spectre's Spell Trace (Divination)

Range: 100 yds Components: V, S, M
Duration: 1rnd/level Casting Time: 4
Area of Effect: 1 spell Saving Throw: Neg.
Creator: Christopher Ahrens

With this spell the caster can link any perceived magical effect with its caster. If the magic is experienced by the caster, the spell is saved against at a -4. If it is merely seen it is saved normally and if the caster is relying upon evidence of the spell it is saved at +2. Each day past since the magic's casting adds a +1 to the save. If the save is failed, the caster knows the location of the traced spellcaster for 1r/level. This knowledge is enough for a Teleport spell and passes the planes of existence. If the traced caster is cloaked by magic, the caster can see him/her as an outlined form. This does not work on magic item functions.

Example - Joe comes upon a clearing and out of no where a fireball, cast from an invisible bandit, explodes about him. After the flames die down, Joe calls upon the Trace. The fireball caster now save vs. spells at -4. If he fails, the caster can sense his location and if in sight could see an outlined invisible form. Now, if Joe heard a scream and rushed to help and found the clearing scorched, his spell would have been resisted at a +2, with the same results if failed.

The material component is an eye from a magic-seeing creature. It was developed to track abusers of magic who slipped capture by teleportation or similar means.

5th Level Spells

Valdimar's Charm Trap (Enchantment)

Range: 0 Components: V, S, M
Duration: Permanent Casting Time: 1 round
Area of Effect: 1 writing Saving Throw: Neg.
Creator: Christopher Ahrens

This spell imbues any magical or non-magical writing with subtle glyphs and runes of binding. Once the creature has thoroughly read (not just skimmed) the material, they must make a save vs. Spells modified by Wisdom or become under the effects of Charm Person spell. The Trap is not expended after use and can be re-read several times to maintain the Charm. The Charm lasts as a Charm Person spell, based up on Intelligence of the victim.

The material component of this is an ink prepared with the fluid from the hypnotic Markoth.

This spell was devised to ensure the servitude of the dark wizard's apprentices and give them a surprise should they read his tomes. As well, it was used as a vengeful gift to rival mages, peers, and wizard guilds that forced his co-operation at times of war.

Spectre's Wave Form (Enchantment)

Range: 5 feet/level Components: V, S
Duration: 1 rnd/level Casting Time: 1
Area of Effect: Special Saving Throw: Special
Creator: Christopher Ahrens

This spell alters any subsequently cast damaging area effect spell (i.e., Fireball, Ice Storm, Mage Blast, etc. Not Magic Missile, Acid Arrow, etc.) of 4th level or lower. The result is a wave-like shape of the spell that casts out from the mage instantly, in the direction he is facing and his line of sight is the wall's center. The wave's width is identical to the altered spell's greatest measurement. It's range originates from the caster and extends to the range of the spell (5'/level). Damage is unaffected and if any portion of the wave strike an immovable object that is not destroyed by the magic, that portion is lost.

Example: Joe the mage, Wave Forms a Lighting Bolt. The Lighting Bolt's greatest measurement is 80', so that is the width of the wave, with it extending 40' to either side of Joe. Since he is a 11th level mage it will continue 55' directly ahead. If he were to cast it from the center of a room 50' across and 50' long, the last 15' of the wave would not exist. It would travel 25' to the far wall and upon hitting the 5' wide doorway it would continue into the next room for another 30' but now only 5' wide.

Now if the walls were weak enough for his lightning bolt to destroy it, the wave would continue unhindered.

6th Level Spells

Valdimar's Spell Lace (Enchantment/ Abjuration)

Range: 0 Components: V, S
Duration: Permanent Casting Time: 1 round
Area of Effect: 1 written Saving Throw: N/A
magical spell
Creator: Christopher Ahrens

With this spell the caster can exclude an individual from the written spell's effects or make it more potent. Once named the altered spell is forever changed. If excluded, the named doesn't exist to the caster. A person excluded from a Wall of Stone spell could walk right through it and a excluded Fireball would explode and burn around him. Of course this doesn't protect him from the same spell from an unaltered source. If the spell is focused, the victim receives saves at -2, receives a +1 damage and lowers any magic resistance by 20%. Either way the recipient of the spell must be known and a garment or personal object included in the casting.

Any writing altered retains its alteration if copied or scribed (i.e., An altered scroll is copied to a mage's spell book. Later that mage scribes it as a gift to another. Each is tainted with the alteration.)

Note: This alteration of the spell is not obvious and well hidden. It can be detected but only if specifically sought and a successful Spellcraft check is made.

This was another spell to ensure the dark mage's apprentice's loyalty. All potentially offensive magics given were

priest; therefore, striking an opponent's wooden shield will not discharge the energy, leaving both the opponent and the charge intact. As long as the priest holds the charge, he or she will glow with "The Divine Radiance of Tarantin," the equivalent of a Faerie Fire spell (complete with the +2 penalty to AC for being highlighted). In addition, all the hair on the priest's body will stand straight out on end, and some of the priest's smaller muscles - such as those of the face - will spasm and contort. The combination of these things is a rather fearsome sight, and can often damage the morale of enemies. Finally, the priest smells strongly of ozone, a scent which creatures of animal intelligence rightly fear; most animals will refuse to go within several yards of the priest.

If the priest waits too long before discharging the energy, it will begin to affect him or her adversely. A priest can hold the charge for 1 round/level of the priest; after this, he or she takes 1d4 of damage per round until a discharge occurs. Usually, a priest can find something to discharge into: a pool of water, a tree, or some metal object. A last resort is often the priest's own trident, stuck into the ground.

This spell cannot be cast while the priest is standing or immersed in water; if this is attempted, the spell is wasted as the electricity bleeds off into the water without ever developing enough of a charge to be dangerous.

The material components are the priest's holy symbol (not consumed) and an object or a piece of an object that has been struck by lightning.

Luck (Evocation) *reversible*

Sphere: Protection

Range: 0

Duration: 2d10 rounds

Area of Effect: One creature

Creator: Steve Watkins

Components: V, S, M

Casting Time: 4

Saving Throw: Neg.

With this spell, the priest temporarily changes the karma of one creature. The creature may be willing, in which case is not allowed a saving throw. If the Luck spell is cast, the affected creature, for any dice roll, rolls twice and uses the better of the two rolls.

If the reverse spell is cast, Unluck, the creature is allowed a saving throw. If the saving throw is failed, random chance falls into an unlucky pattern. Any action involving random chance (i.e., any time a die roll effects the character) performed by the victim for the next 2-20 rounds requires two separate attempts; the worse result is always applied. (The victim rolls twice for attacks, damage, saving throws, etc., always using the worse die roll.)

A luckstone or similar magical device will negate Unluck. Doing so, however, prevents the magical item from functioning.

The component for the Luck spell is any good luck charm. The component for Unluck is any unlucky item (broken mirror, black cat fur, wood from the underside of a ladder, etc.). Both spells require a holy symbol. The charm or item is consumed by the spell.

Undead Veil

Sphere: Necromantic

Range: 60'

Duration: 1 hour / every 3 levels

Area of Effect: 15' diameter/3 lvls

Creator: Steve Watkins

Components: V, S, M

Casting Time: 1 turn

Saving Throw: Special

This spell causes affected undead to lose track of and ignore the warded group for the duration of the spell. Undead of 4 or fewer Hit Dice are automatically affected, but those with more Hit Dice receive a saving throw vs. spell to avoid the effect. Note that a priest protected by this spell cannot turn affected undead. The spell ends immediately if the recipient makes any attack, although casting spells such as cure light wounds, augury, or chant does not end the ward.

The material component is the priest's holy symbol.

4th Level Spells

Awaken Soul

Sphere: Summoning

Range: 50 yards

Duration: 1 round/level

Area of Effect: Special

Creator: Greg Schick

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spell is based on the innate power of the lethean priest kit. (See Dragon Magazine #252). It works in conjunction with the priest's undead turning ability. Obviously, any priest who cannot turn undead cannot use this spell.

The spell is cast using the priest's holy symbol as the material spell component. Once finished, the spell continues for one round per level of the caster. The priest doesn't have to concentrate, but the spell is only in use when he uses his undead turning ability. Priests may only attempt to turn undead once per round.

Should the die roll indicate a successful turn, the affected undead stops any current action and wanders off aimlessly at the end of the round. The priest has then only touched the trapped soul but was unable to fully waken the spirit. A die roll that would normally destroy the undead creature does so with spectacular results. Around the midsection of each affected undead appears a glow that slowly rises and brightens. On the following round, before anyone or anything can react, the trapped souls are awakened and liberated, shooting up into the sky and consuming the foul undead imprisoning them. All good-aligned creatures watching this display fell suddenly inspired and, for the rest of that day, make all saving throws versus Fear and Death Magic at +1. This effect is not cumulative.

