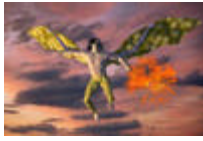


Taelgar 5th Edition





The Taelgar Book of Magic presents new spells for mages, priests, and bardic characters. Also within this book are the list of spells accessible to the Al'Coran class. Several unique magical items are presented in the final section, which are available to specific Taelgar classes.

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Items of Wonder - Due Revision 3

Wizardry - Magic in Taelgar

Wizardry in Taelgar is further discussed in Book 1, the Taelgar 5th Edition Rules Book. This chapter lists the new spells available to Taelgarian wizards. The spells below may be incorporated into almost any campaign setting with a few exceptions. Some spells are very Taelgar specific, due to the inner workings of the Weave.

Enjoy the inner workings of Taelgar wizardry.

First Level Spells

DETECT DEAD ZONE (Divination)

Range: 0

Components: V, S

Duration: 10 rds/level

Casting Time: 1

Area of Effect: 10' path/60' long

Saving Throw: None

This spell allows the caster to detect a zone of nil magic. This could save the caster from losing a valuable spell.

DETECT WILD ZONE (Divination/Wild Magic)

Range: 0

Components: V, S

Duration: 10 rds/level

Casting Time: 1

Area of Effect: 10' path/60' long

Saving Throw: None

This spell allows the caster to detect an area of wild magic before he steps into it. If the caster steps into the area all spells cast, while in the area, will be treated as a wild magic spell and a surge must be rolled for.

NORDMAN'S ILLUSIONARY AURA (Illusion/Wild Magic)

Range: Touch

Components: V

Duration: 5 rds/level up to 15th level

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: Negates

This spell allows the caster to change his alignment by illusion. This only shows up if another creature attempts to detect the alignment of the caster or anyone he casts the spell upon.

The illusion of the alignment cannot be determined by the caster and must be rolled on the following table:

1--	Lawful Good
2-3--	Neutral Good
4-8--	Chaotic Good
8-14--	Neutral
15--	Lawful Neutral

16-17--	Chaotic Neutral
18--	Lawful Evil
19--	Neutral Evil
20--	Chaotic Evil

Roll with a 1d20.

TALYNX'S MINOR FIREBALL (Evocation/Fire)

Range: 10 yds + 5 yds/level

Components: S,M

Duration: Instantaneous

Casting Time: 2

Area of Effect: 5'/level

Saving Throw: Half

This spell allows a first level mage to cast a limited fireball spell. The spell does 1d3 points of damage for every three levels the caster has attained up to 10th. It causes magical fire

damage and if the victim makes a successful save, the damage is reduced to half.

Second Level Spells

EXTEND LIMBS (Alteration)

Range: 0

Components: S

Duration: 5 rounds + 1 round/level

Casting Time: 1

Area of Effect: 5'/level

Saving Throw: None

This spell allows the caster to stretch any one of his limbs (an arm, leg, neck, or tail (if applicable)). If the limb is not retracted by the end of the spell, it instantly shrinks back down to normal size.

IMPROVED MAGIC MISSILE (Evocation)

Range: 10 yds + 5 yds/level

Components: S

Duration: Instantaneous

Casting Time: 2

Area of Effect: 1 or more creatures

Saving Throw: None

This spell allows the mage to conjure missiles of fiery magic to attack one more creatures.

The spell allows the caster to conjure 1 missile per level, each missile does 1d6-1 points of damage. The caster may create as many as ten missiles.

MYSTAL'S BONE SHATTER (Alteration/Necromancy)

Range: 10'

Components: S,V,M

Duration: 3 rounds + 1 round/two levels

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: Negates

This spell allows the caster to utter a word of magic that will cripple a creature. The spell acts

on the creatures bones causing 1d4 points of damage per round until the duration is up. The creature may make a saving throw each round to avoid further damage.

If the creature is struck it suffers a -1 to all attack rolls, even if it saves on the second round. This affect lasts two hours after the caster has left the area.

TALYNX'S GOLDEN RAINBOW (Divination/Air)

Range: 0

Components: V,M

Duration: 10 rounds + 2 rounds/level

Casting Time: 2 rounds

Area of Effect: Path, hidden or not

Saving Throw: None

This spell creates a golden path just above the ground, suspended in mid-air.

The path usually follows that of which a creature or an object has passed. The caster must name the creature or object it wishes the path to follow. Only the and those selected by the caster can see or follow the Golden Rainbow.

Third Level Spells

FACIAL CONTORTION (Alteration)

Range: 0

Components: V, S

Duration: 5 turns + 5 turn/5 levels

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

After casting this spell, the caster is able to contort his face into any shape he wishes. Some examples are eyes bulging out of their sockets, mouth gaping open lewdly, etc. If the caster does not return his face to normal, it will remain in that shape for an additional 2d6 rounds.

FOUL AIR (Alteration/Air) (Reversible)

Range: 0

Components: S,V

Duration: 5 rounds + 1 round/2 levels

Casting Time: 3

Area of Effect: 10'/level in a radius around caster

Saving Throw: Negates effect

Foul Air permeates the air around the caster with an obnoxious odor. Creatures or characters failing saving throws attack at -2 to their rolls and have a -1 penalty to their damage.

LOCATE WEAVELINK (Divination)

Range: 0

Components: M

Duration: Instantaneous

Casting Time: 2 rounds

Area of Effect: Caster

Saving Throw: None

This spell gives the caster knowledge of the nearest WeaveLink there is.

A WeaveLink is a place of exceptionally strong magic. Mages that rest there, and study to regain spells gain the spells three times faster at the nexus of a WeaveLink.

TALYNX'S ESCAPE (Alteration)

Range: 0

Components: S

Duration: Instantaneous

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

This spell teleports the caster alone to a place no more than 30 yards from where he is.

Most Mages use this spell to escape what could be a painful death.

Fourth Level Spells

BONE IMPLOSION

(Alteration/Evocation/Necromancy)

Range: 10 yds

Components: S,M

Duration: Instantaneous

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Negates

This spell will cause one creature with 4 HD or less to crumple to the ground because all of its bones have collapsed. The creature must make a system shock roll to see if it dies that instant. If the creature makes the system shock, it dies within 1d4+1 days.

DISTORT IMAGE (Phantasm/Illusion)

Range: Touch

Components: V, S

Duration: 5 rounds + 1 round/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: None

This spell allows one creature to randomly displace itself, thereby improving its armor class by 3 and adding a -3 penalty to opponents attack rolls.

FIND MAGIC SURGE (Divination)

Range: 0
Components: S,M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Caster
Saving Throw: None

This spell imbues the caster with information about the nearest Wild Magic Surge area.

Wild Magic Surge areas are rare places on the face of Taelgar treat all spells as if they were wild magic. Most mages wish to avoid areas like these except for the Chaosmages who are always trying to learn the pattern of wild magic.

TALYNX'S MASS ESCAPE (Alteration)

Range: 0
Components: S,M
Duration: Instantaneous
Casting Time: 1
Area of Effect: 1 creature + caster/level
Saving Throw: None

This spell is exactly like Talynx's Escape except it allows the mage to take one creature per level with him.

Fifth Level Spells

IMPROVED LIGHTNING BOLT (Evocation)

Range: 50 yds + 10 yds/level
Components: V,S,M
Duration: Instantaneous
Casting Time: 4
Area of Effect: Special
Saving Throw: 1/2

This spell acts like a lightening bolt spell except the damage is 1d6+3/level up to 10th level. The

bolts will reflect exactly like this spells earlier version.

NINTAL'S CHAOTIC ENCHANTMENT (Enchantment/Wild)

Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 4 rounds
Area of Effect: Item
Saving Throw: Negates

This spell allows the caster to simulate some random, wild magic surge effect upon a weapon or other item. The effect is permanent. In order for the spell to work, a Chaosmage must roll to see if they have a wild magic surge on the list in the Tome of Magic™. If the mage DOES have a wild magic surge, they must roll for the effect in that same book.

Sixth Level Spells

SPHERE OF DEATH (Necromantic/Alteration)

Range: 100 yds
Components: V,M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Negates

This spell, when cast, creates a sphere of a black substance that instantly snuffs out 5 HD (or 5d8 hit points) worth of life. The spell only affects one creature in the given range and if the creature makes a saving throw, the sphere seems to act as a Darkness spell cast upon that individual.

Seventh Level Spells

PYRE COLUMN (Conjuration/Necromantic)

Range: Special
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: Special
Saving Throw: Special

This spell summons a portal to the elemental plane of fire AND the negative material plane. The caster then pulls wisps of the energy through this portal, twisting it into a slender column of flame 10-20 feet in height that erupts before him. The column has tendrils of fire dancing all about it. The caster may chose to protect up to 10 individuals from the wrath of the column, and must announce their names during the casting. Those not protected must make a saving throw vs. death.

Those failing receive 1d8 points of damage per level(up to 10th) of the caster of fire damage, and act as if a mage of the same level had cast a fear spell. The others only receive 1d4 points of damage for every two levels(up to 10th) of the caster and do not suffer the fear contagion.

It is only effective against 1 creature per level of the caster.

Eighth Level Spells

MORDU'S KILL ALL (Necromantic)

Range: 10 yards/level
Components: V,S,M
Duration: Instantaneous
Casting Time: 8
Area of Effect: One 30-foot cube/level
Saving Throw: None

The wizard, Mordu, spent years trying to develop a more suitable Death Spell and this is the product of his research.

This spell is exactly like the Death Spell except it has a better chance to kill higher level creatures.

Victim's Hit Dice Under 4 4+1-6+3 6+4-8+3 8+4-9+3	Max # of Creatures Killed 2d10 2d8 2d4 1d2
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Any creature above 8+3 HD gains a saving throw to avoid the effect of the spell.

WIND OF CHANGE (Alteration/Air)

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 4 turns
Area of Effect: Special
Saving Throw: None

This spell allows an *AEROMAGE* only to change one past event.

An example of this would be to change the outcome of a battle so that a particular character lives instead of dies.

By use of this spell, the party gains no further experience from that they could have by the past event nor can they gain any monetary treasure.

This spell cannot change any event over 24 hours old.

Ninth Level Spells

NILTO'S CONTINUUM

(Alteration/Conjuration/Enchantment/Necromantic)

9th-level Spell

Range: Unlimited

Components: S

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: None

The spell may only be cast by wizards of Taelgarian blood. It opens an inter-dimensional connection between the plane of existence the caster is on and a continuum of emptiness.

Nilto was the first living thing to encounter this nothingness. It is in a place of pure ether and no time exists, yet allows travel to everywhere and any time. Inside the Continuum, there is total darkness, save the trillions upon trillions of faint blue streams of life that race through it.

If the caster is the only creature entering the Continuum, he can do so instantaneously and does not lose his memorized spells. However, if he decides to bring others along with him he must concentrate for 5 rounds and may open up to 3 'doors' at one time. The wizard must be the first to enter into the Continuum, and then he may allow any desired creature to view the doors. They may choose to enter or not to unless the doors appear below them, thus falling through. When they do enter, they must make a dexterity check to grab hold of the wizard or be lost in the Continuum forever. The caster can move these doors from one locale to another only once per round, for up to 1 round per level. A maximum of ten creatures may enter the Continuum with him.

While in the Continuum, everyone sees a blue life line running right through them--if they are alive.

(Red = undead, Green = dead, Gold = immortal/god).

The caster then may travel along the Continuum to whenever or wherever he wishes, and opens up an exit portal. All the creatures must leave the Continuum before the caster, and appear to "pop" into existence at the destination. The only limitations to this spell are the casters imagination.

Nilto used this spell once as follows:

Nilto was in a desperate battle against a horde of vampires, and decided to jump into the Continuum. Once there, he left the door open, and opened a conjunction door right next to it with a small door that he opened right in front of Taelgar's largest sun. He then allowed the original door to open to the view of the vampires, and all of them were instantly destroyed.

If the caster brings others into the Continuum, when he gets back to his destination, there is a 10% chance per creature that he loses all of his memorized spells. No matter what, he must rest for 1d10 days when he arrives.

TALYNX'S DISAPPEARANCE

(Necromantic)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: Instantaneous

Area of Effect: Caster

Saving Throw: None

This spell allows the mage to alter his body's internal system so that it does not show up on any scrying device. The mage cannot be detected by Detect Evil/Good spells nor can he be detected by any other form of divination.

TALYNX'S FINALE¹ **(Alteration/Evocation/Necromantic)**

Range: Special
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: None

This spell can do one of two things.

First the spell can transport a party of no more than fifteen characters to a safe place. The caster loses 50% of his/her hit points.

Second the spell can pull the caster's magic energies into one final spell. after releasing this spell, the mage dies and it is said that the magnitude of the spell energy is enough to destroy Taelgar.

Priest's Spells - Prayers of the People

Clerics and Druids of the realms of Taelgar have access to several unique prayers, designed specifically for this setting.

First Level

FORTITUDE

Sphere: Protection
Components: V,S,M
Range: Touch
Duration: 2 turns/Level
Area of effect: One creature
Saving Throw: None.

¹ Only the Necromancer, Talynx Maer should ever be allowed to learn this spell. It is printed here only for reference.

This spell grants minor resistance to the pains and discomforts of many things; Heat, cold, hunger, bug bites, fatigue. The recipient of this spell is unaffected by most normal heat and cold, suffers 1 less point of damage per die from Magical Fire, and cold. It staves off tiredness, but does not allow spells to be regained. The effects of hunger and starvation do not take effect until the end of the spell duration, and minor bug bites and stings do not hurt, until the spell expires.

Second Level

DARK FIRE

Sphere: Creation
Range: 5 feet
Components: V,S
Duration: 1 hour/Level
Casting time: 2
Area of effect: Special
Saving throw: None

This spell calls into being a black fire, it produces heat equal to a regular fire, but due to it's magical nature, it produces no smoke. No actual wood, or fuel is needed for the fire. The fire can be only as large as a normal camp fire.

Note: This spell can be used offensively. Simply treat it as a 'Produce Flame' spell.

PROTECTION FROM BRIGHT LIGHT

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 1 hour
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

This spell conjures up a dim shield of darkness that protects the recipient from the ill effects of

bright light (especially useful to Drow, illithid, and other underground races).

The material component for this spell is a piece of coal or the fur of a black bat.

FLAMES OF VENGEANCE

Sphere: All

Range: 10 Feet.

Components: V, S

Duration: 1 round/Level

Casting time: 4

Area of effect: One creature.

Saving throw: None.

This spell is used to enchant the blood of one of the casters friends. If that creature is attacked, any blood that comes from the wound, spurts out in the form of flames, that damages the creature that attacked the spell recipient. The blood/Flames do 1d4 points of damage, plus an additional 1 point of damage for every to levels of the caster, to a maximum of 1d4+5 points of damage, at 10th level.

Third Level

BOLT OF RADIANCE

Sphere: Combat

Range: 5 yards/level of Caster

Duration: Instantaneous

Casting Time: 4

Area of Effect: Chosen Creatures

Saving Throw: 1/2

This spell draws a surge of power from the Positive material plane, giving it to the priest to draw upon, and can be used in the form of an attack upon a creature in the form of a radiant missile. One such bolt can be called for every 8 levels of the caster, to a maximum of 3 at level 16.

Damage varies as to which home plane the creature is from:

Creature's home plane	Damage
Prime material	2d6
Elemental, Outer planes of neutrality	5d4
Positive material, Outer planes of good	None
Outer planes of Evil, Undead creatures	6d6
Negative material	8d6

Creatures from the Negative plane, suffer a -4 save, and creatures of The outer planes of evil, or are undead, suffer a -2

ENERGY MANIPULATION

Sphere: Combat

Range: 20 yard circle

Duration: Instantaneous

Casting time: 5

Area of effect: 1 creature/2 levels of the caster

Saving Throw: None

This spells enable the priest to call upon energy in the area, and form it into a type of offensive "Power". The energy can be called from virtually any thing in the area of effect, including the enemy you use it on, and it will have little or no effect. The damage done is a base 1d6 and +2 points for each level of the caster, to a maximum of 1d6+20 points of damage at 10th level.

Creatures especially immune to electricity gain a saving throw versus magic at +2. And creatures who are vulnerable to electricity take 2d6+ the variable in damage. The spell can be cast underwater, but when used it will encompass a 10 foot area of water. Those within the area of effect take half normal damage.

LOCATE UNDEAD (Necromantic)

Range: 100 yards + 10 yards/level
Components: V, S, M
Duration: 1d4 rounds + 1 round/2 levels
Casting Time: 1
Area of Effect: 10' path + 10'/level
Saving Throw: None

When cast, the wizard must hold up a handful of death's bane in the direction that he wishes to search for undead. If there are any undead within the range of the spell, the caster senses the presence and has a 60% chance + 2%/level to know how many there are. The caster may, if he wishes, turn around slowly during the duration. If he does so, his range, area of effect, and success rate is halved.

FIRE RIPPLE

Sphere: Elemental
Range: 10/Level
Components: V,S,M
Duration: Instantaneous
Casting time: 5
Area of Effect: 10 feet wide.
Saving Throw: 1/2

By means of this spell, a Priest can send forth a rippling sheet of magical fire. This sheet is 10 feet wide, and 10/level long. Any creature caught within the area of effect of the spell must make a saving throw against spell, or take a base 1d8 points of damage plus 1 point per level of the caster, to a maximum of 1d8+20. Undead take an additional 1 point of damage per level of the caster, to a maximum of +30. Any creature failing its saving throw takes full damage, those passing their saving throw take only half.

ICE BLOSSOM

Sphere: Elemental
Range: 5 feet/level
Components: V,S
Duration: 1 round.
Casting Time: 7
Area of Effect: 10' radius/Level.
Saving Throw: None.

By casting this spell, the Priest summons a tiny ball of ice, which lingers in one spot till the end of the round. At the end of the round the ice ball "Blossoms" out, somewhat like a flower. It forms tiny beads of ice, and large petals that move outward, the beads spring forth, all around, striking at all creatures within the area of effect, and inflicting 1d4 points of damage per two levels of the caster to a maximum of 10d4. This spell can effectively extinguish normal fires. At the end of the duration of the spell, the ice melt normally, and falls harmlessly to the ground as water.

Fourth Level

LIGHT OF GLORY

Sphere: Sun
Range: Line of Sight.
Duration: 1 turn/2 levels of caster
Casting time: 6
Area of Effect: 120' radius
Saving throw: Special.

By means of this spell, the caster creates an intense beam of light. The light can be used in a number of ways. To break through stone, or cut away at virtually any surface. The object must make a Save versus Disintegration to withstand the effects of being destroyed.

This spell can also be used as a weapon to inflict 3d8+1 point of damage per level of the caster on a given target. No To-hit is needed because the beam is continuous, and can easily be swept left or right to focus on the creature. However, enemies receive a Saving Throw Vs. Spell to avoid damage from the spell. If successful, all damage is negated.

Additionally, the spell is very bright, and has the effects of a "Light" spell on the surrounding area. The beam, if pointed directly into the sky, can be seen from great distances, and could easily be used as a signal of some sort.

Fifth Level

FLAMING WEAPON

Sphere: Summoning

Range: 0

Components: V, M

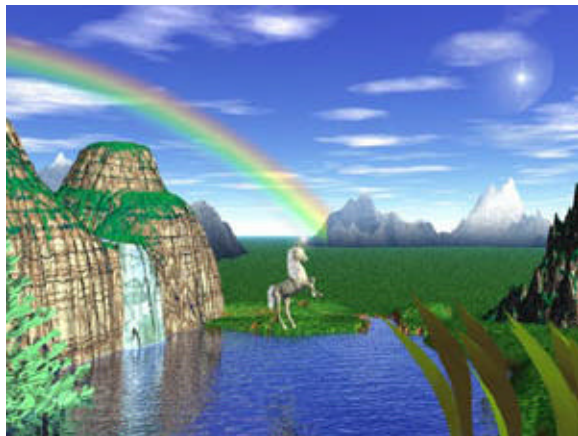
Duration: 1 round per level

Casting Time: 4

Area of Effect: Touch

Saving Throw: Special

This spell conjures forth a bit of energy from the elemental plane of fire and bestows it onto a weapon of the caster's choice. The magical flame inflicts an additional 1d4 points of damage per level of the caster against anything the weapon strikes, save the wielder. If it hits a fire elemental, half of its hit points are restored, and it can annihilate (2d4 pts of damage per level) a water elemental.



Sixth Level

SHADOWS MIRACULOUS RECOVER

Sphere: Healing

Range: Touch

Duration: Instantaneous

Casting time: 7

Area of effect: One creature per caster level.

Saving throw: None.

When this spell is cast upon a creature friendly to the priest, they will at once fall into a total, comatose sleep for approximately 10 minutes. This has several effects upon the recipient.

- They are fully rested, as if they had slept for 8 hours, and may re-memorize spells.
- They are cured of 1d8+4 hit points.
- Any minor diseases or poisons with the recipients system are neutralized.
- The recipient is not hungry, nor thirsty, they feel as if they had just consumed a large meal, and an appropriate amount of liquid to sustain them.

Seventh Level

ETHER CHARIOT

Sphere: Summoning, Air

Range: Special

Components: S, M

Duration: 12 hours + 1 hour/level

Casting Time: 3

Area of Effect: Special

Saving Throw: Special

When cast, this spell brings forth an ethereal chariot pulled by a pair of spectral steeds. They move at a movement rate of 24 and can carry up to 6 man-sized creatures, plus an addition 500 pounds. They only obey the simple commands of the caster and will never attack. Each steed has 25 hps, an AC of 5, and can only be hit by a +1 weapon or better.

The material component for this spell is a small ebony sculpture of the chariot and horses which are not consumed during the casting.

SEASON STASIS

Sphere: Plant

Range: 1 Mile/level

Components: V,S,M

Duration: 1 month/3 levels of caster

Casting time: 1 week

Area of effect: 1 mile square/3 levels.

Saving Throw: None.

This powerful spell is cast usually on druidic sanctuaries, needful farming towns, and so on. The effects of this spell are simple. It takes the current season and weather patterns of the area, and sustains them for the duration of the spell. Food grows as if it were that season, the weather stays warm, or cool as if were that season. Even the traits of animals are held constant. This spell must be cast by three priests or druids simultaneously.

Note: After the spell is cast, the season does not automatically 'Catch up' with the rest of the world, but progresses at a normal time frame. Other spells are needed to place it back into the correct time.

SPIRIT WIND

Sphere: Summoning

Components: V,S,M

Casting Time:

Range: 1 Mile

Duration: 1 turn/Level

Area of Effect: 1 Half square mile/Level

This spell summons hurricane force winds at the priests command. The force of these winds is such that small boats are capsized, large ships are capsized 70% of the time, branches are ripped from trees, tree trunks are snapped 70% of the time. Heavy articles are blown away, light and medium weight articles are torn free from their fastenings, shacks are flattened 60% of the time, common wooden building are blown down 30% of the time, man-sized creatures are blown down 70% of the time, and are blown 10-40 feet 40% of the time (Suffering 1d6 points of damage per 10 feet blown). Flying creatures are blow

back 50-100 feet. Reinforced buildings and stone buildings are relatively undamaged suffering 1d4 points of structural damage. Boats on shore are cast about like leaves. Seas become raging tempests, deserts are shrouded in massive dust storms, and snowy regions are blinded with blizzards. Small fires are blown out, while large fires (Roughly the size of buildings) erupt in ragging conflagrations. Crops are 75% ruined.

Creatures caught within the area of the Spirit Wind suffer 1d10 points of damage for each round spent exposed to the weather. Creatures are relatively safe within shelters, but they may be buried by sand or snow, or swamped by crushing waves. When moving through the area effected by the spell, all movement rates are reduced to 1/4 normal. Attempting to fight in these conditions is nearly impossible, and all creatures suffer a -8 to hit on every attack. Missile weapons of all types are impossible to use. This includes attacks by breath weapons, and such. People standing next to each other have to shout to be heard. Flight, natural or magical is impossible. Along with all of the above, the caster can call down a bolt of lightning, that does 10d8 points of damage (If used to strike a creature, otherwise it simply erupts on impact.), each round. The caster can protect named creatures, or objects from all these effects, except the fact that hearing, and visibility is distorted.



Al'Coran Spell List

This list has carried over from the Taelgar 4th Edition. It has been updated to the 5th Edition. The updates mostly include balancing the Al'Coran as a better spell caster.

Air Element

<i>Spell</i>	<i>Level</i>	<i>Cost</i>
Feather Fall	1	5
Lasting Breath	1	5
Wall of Fog	1	5
Dust Devil	2	10
Fog Cloud	2	10
Ride the Wind	2	10
Whispering Wind	2	10
Alamir's Fundamental Breakdown	3	15
Gust of Wind	3	15
Water Breathing	3	15
Wind Wall	3	15
Solid Fog	4	20
Airy Water	5	25
Cloudkill	5	25
Control Weather	6	30
Death Fog	6	30
Suffocate	7	35
Airboat	8	40
Incendiary Cloud	8	40
Elemental Aura	9	60

Earth Element

<i>Spell</i>	<i>Level</i>	<i>Cost</i>
Fist of Stone	1	6
Fool's Gold	2	12
Maximilian's Earthen Grasp	2	12
Alamir's Fundamental Breakdown	3	18
Maximilian's Stoney Grasp	3	18
Dig	4	24
Stoneskin	4	24
Turn Pebble to Boulder	4	24
Distance Distortion	5	30
Passwall	5	30
Stone Shape	5	30
Transmute Rock to Mud	5	30
Wall of Iron	5	30
Wall of Stone	5	30
Glassee	6	36
Improved Create Water	6	36
Move Earth	6	36
Stone to Flesh	6	36
Transmute Water to Dust	6	36
Hatch the Stone from the Egg	7	42
Statue	7	42
Glassteel	8	48
Sink	8	48
Crystalbrittle	9	70

Fire Element

<i>Spell</i>	<i>Level</i>	<i>Cost</i>
Affect Normal Fires	1	6
Burning Hands	1	6
Dancing Lights	1	6
Fire Burst	1	6
Fire Trap	2	12
Flame Blade	2	12
Flaming Sphere	2	12
Pyrotechnics	2	12
Alamir's Fundamental Breakdown	3	18
Fireball	3	18
Flame Arrow	3	18
Melf's Minute Meteors	3	18
Protection from Fire	3	18
Fire Charm	4	24
Fire Shield	4	24
Fire Trap	4	24
Wall of Fire	4	24
Forest's Fiery Constrictor	6	30
Delayed Blast Fireball	7	42
Malec-Keth's Flame Fist	7	42
Incendiary Cloud	8	48
Meteor Swarm	9	52
Elemental Aura	9	60

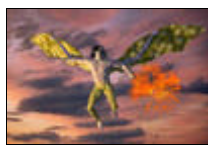
Water Element

<i>Spell</i>	<i>Level</i>	<i>Cost</i>
Metamorphose Liquids	1	5
Insatiable Thirst	2	10
Alamir's Fundamental	3	15
Water Breathing	3	15
Watery Double	3	15
Ice Storm	4	20
Wall of Ice	4	20
Airy Water	5	25
Cone of Cold	5	25
Transmute Mud to Rock	5	25
Transmute Rock to Mud	5	25
Lower Water	6	30
Otiluke's Freezing Sphere	6	30
Part Water	6	30
Transmute Water to Dust	6	30
Acid Storm	7	35
Abi-Dalzim's Horrid	8	40
Elemental Aura	9	60

Spirit Element

<i>Spell</i>	<i>Level</i>	<i>Cost</i>
Cause/Cure Light Wounds	1	10
Chill Touch	1	10
Detect Undead	1	10
Slow Poison	2	20
Cause/Cure Blindness/Deafness	3	30
Cause/Cure Disease	3	30
Feign Death	3	30
Vampiric Touch	3	30
Cure/Cause Serious Wounds	4	40
Fortify	4	40
Neutralize Poison/Poison	4	40
Animate Dead	5	50
Cure/Cause Critical Wounds	5	50
Death Spell	6	60
Heal/Harm	6	60
Wail of the Banshee	9	90

Bardic Magic - The Mythical Spellsongs



Bards are performers. Their singing, dancing, and instrument playing often have magical effects. These affects are known as the

Bardic Spells. These spells must be memorized like any normal spell, but the bard does not carry a spellbook. Instead, bards keep their spells in music, dance, or song.

Bards must specialize in some type of entertainment upon reaching 2nd level. If they do not, then magic does not open up for them. A bard specialized in playing the lute will cast his spells through his music, and so on. Each one of these spells cast wears the bard down somewhat. As his or her last spell is cast, the bard must quench their terrible thirst (the curse of thirst) and get eight hours rest before being able to memorize any other Magic Songs.

Bards also have spells known as Bardic Magic open to them. These songs are highly powerful and few and far between. The chart below lists when a bard may attempt to use one of the special Bardic Magic.

Level	1	2	3	4	5	6	7	These Spellsongs are cast in addition to the ones normally allowed. For example: A third level bard has 1 mage spell AND 1 Spellsong.
1	-	-	-	-	-	-	-	
2	-	-	-	-	-	-	-	
3	1	-	-	-	-	-	-	
4	1	-	-	-	-	-	-	
5	1	-	-	-	-	-	-	
6	1	1	-	-	-	-	-	
7	1	1	-	-	-	-	-	
8	1	1	-	-	-	-	-	
9	1	1	1	-	-	-	-	
10	1	1	1	-	-	-	-	
11	1	1	1	-	-	-	-	
12	1	1	1	1	-	-	-	
13	1	1	1	1	-	-	-	
14	1	1	1	1	-	-	-	
15	1	1	1	1	1	-	-	
16	1	1	1	1	1	-	-	
17	1	1	1	1	1	1	-	
18	1	1	1	1	1	1	1	
19	1	1	1	1	1	1	1	
20	1	1	1	1	1	1	1	

Bardic Spellsongs are broken down into levels, much like AD&D™ mage and priest spell.

Casting time refers to how many segments of a round that particular song or dance takes to complete.

Saving Throw refers to the effect if the creature makes it's saving throw. Negates means the spell had no effect, or just minor effects. Half means the creature took half damage from the spell song. N/A means the creature is not allowed a save.

1st Level

The Rhyme of the Sea

Casting Time: 2

Area of Effect: 2d4 Creatures

Range: Melee (10')

Saving Throw: Negates

This rhyme, when sung or danced tells the story of a seaman who committed various sins against the gods and was later forgiven.

Any creature (creature also means humanoids) that this spell song is aimed at must make a saving throw versus paralyzation, if the save is not made, they are enthralled by the bard and must stop their actions to listen to the whole story, which lasts about 2 rounds after the spell song is cast.

2nd Level

Of Light and Dark

Casting Time: 1

Area of Effect: 20'

Range: 10' per level of bard

Saving Throw: N/A

This song, once sung or danced creates either light centered on the bard or darkness centered on an object specified by the bard. This light or darkness lasts for 1d4 Turns plus 1 turn per level of the bard.

3rd Level

The Stars Shine
Casting Time: 3
Area of Effect: 20' to 80'
Range: 10' plus 5' per level of caster
Saving Throw: Half

This spellsong must be played on an instrument of some type. Once played, 2d4 starlets appear and explode in the area of effect, causing 1d6 points of damage each. The range is specified by the bard before the casting is begun.

4th Level

The Music of the Night
Casting Time: 1 Round
Area of Effect: 1d4 creatures + 1 creature per level
Range: Melee (10')
Saving Throw: Negates

This song creates a mystical air about the bard and her friends. This air heals 2d4 party members of 1d8 points of damage each while causing opposing creatures (1d4+1 per level) 2d4 points of damage.

5th Level

Safety Song
Casting Time: 1
Area of Effect: 3d4 Creatures
Range: Touch
Saving Throw: Negates

This spellsong will transport any creature touched to a place specified by the bard prior to casting. This place must be somewhere very well known to the bard. Bards will generally use this song if they seem to be in need of healing or dire emergencies.

6th Level

Shining Starburst
Casting Time: 2
Area of Effect: 1d4 creatures + 1d4 per level
Range: 30' - 120'
Saving Throw: Half

This song is much like The Stars Shine, but the damage is 1d8 per starlet and as many stars appear as 1d4 + an additional 1d4 per level.

7th Level

Sanctuary
Casting Time: 1
Area of Effect: Party
Range: Touch
Saving Throw: N/A

This spellsong, the most powerful, transports the party to the bard's home, heals them of 4d8 points of damage, feeds them, and gives them 8 hours of rest. Once this is done, the party is instantly transported back to where they were before the spell took place.

The bard must touch each individual she wishes to transport back to her home to be healed, fed, and rested.

And so ends the third in the series of this setting. Future supplements have been planned and will be available soon. The Guided Tour of Tamara has been planned as the next release. I hope you enjoyed what you've read so far.

Talynx Maer

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