

Magician Sixth Level Spells

Antimagic Shell (Abjuration)

Level: 6
Range: 0
Components: V, S
Duration: 1 turn/level
Casting Time: 1 action
Area of Effect: 1 ft./level diameter
Saving Throw: None
Spell Resistance: No

The wizard surrounds himself with an invisible barrier that moves with him. The space within this barrier is totally impervious to all magic and magical spell effects, thus preventing the passage of spells or their effects. Likewise, it prevents the functioning of any magical items or spells within its confines. The area is also impervious to breath weapons, gaze or voice attacks, and similar special attack forms.

The antimagic shell also hedges out charmed, summoned, or conjured creatures. It cannot, however, be forced against any creature that it would keep at bay; any attempt to do so creates a discernible pressure against the barrier, and continued pressure will break the spell. Normal creatures (a normally encountered troll rather than a conjured one, for instance) can enter the area, as can normal missiles. Furthermore, while a magical sword does not function magically within the area, it is still a sword. Note that creatures on their home plane are normal creatures there. Thus, on the Elemental Plane of Fire, a randomly encountered fire elemental cannot be kept at bay by this spell. Artifacts, relics, and primal creatures are unaffected by mortal magic such as this.

Should the caster be larger than the area enclosed by the barrier, parts of his person may be considered exposed, at the DM's option. A *Dispel Magic* spell does not remove the spell; the caster can end it upon command.

Attraction (Abjuration)

Level: 6
Range: Special
Components: V, S
Duration: 1 round/2 levels
Casting Time: 1 action
Area of Effect: 100 ft./level
Saving Throw: None
Spell Resistance: Yes

The wizard is able to cause all creatures in the path of the area of effect to move directly toward his person. Range is zero, and centered on the caster himself. They will halt 5 feet from the caster and remain there until the end of the spell. They are however, free to take any other action they wish. The range of the attraction is 30 feet per level of the caster. *Attraction* occurs at the normal speed of the creature being attracted.

The caster can designate a new direction each round, but use of this power counts as the caster's principal action in the round. The caster can, of course, choose to do something else instead of using the *attraction*.

Bigby's Forceful Hand (Evocation)

Level: 6
Range: 30'/level
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

Bigby's Forceful Hand is a more powerful version of *Bigby's Interposing Hand*. It creates a man-sized (5 feet) to gargantuan-sized (21 feet) hand that places itself between the spellcaster and a chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. However, the forceful hand also pushes on the opponent. This force can push away a creature weighing 500 pounds or less, slow movement to 10 feet per round if the creature weighs between 500 and 2,000 pounds, or slow movement by 50% if the creature weighs more than 2,000 pounds.

A creature pushed away is pushed to the range limit, or until pressed against an unyielding surface. The hand itself inflicts no damage. The forceful hand has an Armor Class of 20, has as many hit points as its caster in full health, and vanishes when destroyed. The caster can cause it to retreat (to release a trapped opponent, for example) or dismiss it on command.

The material component is a glove.

Chain Energy (Evocation)

Level: 6
Range: 40 yds. + 5 yds./level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: Fortitude ½
Spell Resistance: Yes

This spell creates an energy discharge that begins as a single stroke, 2½ feet wide, commencing from the fingertips of the caster. Unlike an *energy bolt* spell, *chain energy* strikes one creature initially, then arcs to a series of other creatures within range, losing energy with each jump. The usual energy types can be used, Fire, Lightning, Cold, Acid, or Sonic. The energy type must be chosen at the time the spell is memorized.

The bolt initially inflicts 1d6 points of damage per level of the caster. (half damage if the creature rolls a successful Fortitude saving throw). After the first strike, the energy arcs to the next nearest creature. Each jump reduces the strength of the energy by 1d6. Each creature or magical object hit receives a Fortitude saving throw. Success on this save indicates the creature suffers only half damage from the bolt.

The chain can strike as many times (including the first creature) as the spellcaster has levels, although each creature can be struck only once. Thus, an energy bolt cast by a 12th-level wizard can strike up to 12 times, causing less damage with each strike. The energy bolt continues to arc until it has struck the appropriate number of creatures, or until it strikes an object that grounds it (anything solidly connected to the ground.), or until there are no more creatures to strike.

Direction is not a consideration when plotting **chain energy**



Magician Sixth Level

arcs. Distance is a factor--an arc cannot exceed the spell's range and each target must be within 30 feet of the last target. If the only possible arc is greater than the spell's range, the stroke fades into nothingness. Creatures immune to that energy attack can be struck, even though no damage is taken. Note that it is not possible for the chain to arc back to the caster. It can arc back to the caster's allies, so care must be taken when using it.

Fire: A Fire chain detonate with a low roar filling the volume with fire. Highly flammable objects may catch fire. Those creatures affected badly by fire are so affected.

Cold: A Cold blast goes off with a quiet "whump" dealing cold damage to all within the area of effect. Fragile item sensitive to cold may shatter when struck by the Cold blast. Creature sensitive to cold are of course most affected.

Lightning: The Lightning chain detonates with a crackling boom that is audible for hundred of yards. It does electrical damage.

Acid: The Acid chain pops with a wicked hiss dousing everyone in the area effect with a quick acting acid. The acid blast bypasses spell resistance. The acid blast will ruin cloth and written objects that fall their saving throw.

Sonic: The Sonic chain detonate with a shattering boom that deals sonic damage. Fragile objects in the area of effect must save or be broken.

Conjure Animals (Conjuration/Summoning)

Level: 6

Range: 60'

Components: V, S

Duration: Permanent

Casting Time: 1 round

Area of Effect: One animal

Saving Throw: None

Spell Resistance: No

The *conjure animals* spell enables the wizard to magically create a mammal. The Hit Dice of the mammal cannot exceed half his level. The conjured animal remains permanently. They follow the caster's verbal commands. Conjured animals unflinching attack the wizard's opponents, carry his bags even lie there and get eaten if that is his wish.

The Conjured animal appears on the round after the spell is cast. No wizard can have more than one such conjured animal at a time. To get a different animal requires the death of the first. A second casting of the spell while the first animal lives will fail.

Contingency (Evocation)

Level: 6

Range: 0

Components: V, S, M

Duration: 1 day/level

Casting Time: 1 round + second spell

Area of Effect: The caster

Saving Throw: None

Spell Resistance: By spell

The wizard is able to place another spell upon his person so that the latter spell will come into effect under the conditions dictated during the casting of the *contingency* spell. The *contingency* spell and the spell it is to bring into effect are cast at the same time

The spell to be brought into effect by the prescribed

contingency must be one that affects the wizard's person (*feather fall, levitation, fly, feign death*, etc.) and be of a spell level no higher than 1/3 of the caster's experience level (rounded down), but not higher than the 6th spell level.

Caster Level Contingency Spell Level

12-14

4th

15-17

5th

18+

6th

Only one *contingency* spell can be placed on the spellcaster at any one time; if a second is cast, the first one (if still active) is cancelled. The conditions needed to bring the spell into effect must be clear, although they can be rather general. For example, a *contingency* spell cast with an *airy water* spell might prescribe that any time the wizard is plunged into or otherwise engulfed in water or similar liquid, the *airy water* spell will instantly come into effect. Or a contingency could bring a *feather fall* spell into effect any time the wizard falls more than 2 feet. In all cases, the *contingency* immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that if complicated or convoluted conditions are prescribed, the whole spell complex (the *contingency* spell and the companion magic) may fail when called upon.

Control Weather (Alteration)

Level: 6

Range: 0

Components: V, S

Duration: 4d6 hrs.

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

Control weather allows the magician to call any manner of weather, even that which is out of season. The caster can bend the very elements to their will, ordering clouds, rain, and wind to do their bidding. Snow can be brought in mid-summer, tropic breezes in the dead of winter. During the duration of the spell the caster is unaffected by the weather. They can, if they so wish, stand naked in a howling blizzard. While the weather can be raised the caster has no control of the exact behavior. A tornado can be called, but its path cannot be determined

The time it takes to raise weather is one stage of wind, cloud and temperature every turn. The caster can affect all three or just one of the three elements of weather. From moderate to strong, strong to gale, etc. Tornadoes cannot be produced in less than a thunderstorm, hurricanes in, well, hurricane forces winds. The following chart shows the stages of weather change:

Wind

Dead calm

Calm 1-5 mph

Light winds 5-10 mph

Moderate winds 10-15 mph

Strong winds 20-25 mph

Severe Storm 25-35 mph

Half gale 35-50 mph

Full gale 50-70 mph

Hurricane force 70+ mph

Magician Sixth Level

Cloud

Clear -- no clouds
Scattered clouds 0 - 20%
Partly cloudy -- 20% - 40%
Mostly cloudy -- 40% - 60%
Cloudy -- 60% - 80%
Overcast -- 80% - 100%
Storm Cells -- thunderstorm conditions
Super Cells -- tornado building conditions
Precipitation can begin in any conditions beginning with "cloudy" and higher

Temperature

Extreme cold -20 or less
very cold -20 - 0
Cold 0 - 20
chilly 20 - 40
brisk 40 - 60
Warm 60 - 80
Hot 80 - 100
Very hot 100 - 110
Extreme heat 110 or more
In conditions of chilly or less precipitation will fall as frozen rain, sleet or snow depending on how cold it is. No precipitation can fall in conditions of Extreme Cold

The area of effect will vary according to how strong the weather summoned becomes. The minimum area that will feel the effect of the *control weather* spell is a one mile diameter around the caster. Each step in force from the prevailing conditions, either better or worse doubles the area of effect. A change from calm, to hurricane would cover an area 64 miles across. The center of the effect will always be on the caster, and will move with them if they move. The caster must remain outside at all times or lose the spell. Wind and clouds will return to normal conditions at a rate equal to twice the spell's duration. Unseasonable temperatures will correct themselves in half the spell's duration, if the temperature is not taken out of the normal range for season and climate, it will return to normal at the same rate as clouds and wind, if the caster does not return things to normal by the end of the spell duration.

Curse of Lycanthropy (Necromancy, Alteration)

level 6
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: Creature touched
Saving Throw: Will Negates
Spell Resistance: Yes

This spell causes a temporary case of lycanthropy in the victim touched by the caster. A normal attack roll against the target's touch AC is required for the wizard to touch the victim, who must then roll a Will saving throw. A successful touch stuns the victim for 1d4 rounds. Failing the save indicates that the victim is affected by lycanthropy. Every month, the victim's condition manifests with the full moon; after each attack, the victim can make another saving throw vs. spell to see if the spell's effects wear off.

Almost any type of standard lycanthropy can be induced with this spell.

Lycanthropy manifests the night of the full moon, as well as the

night immediately before, and the night immediately after, the full moon. During those nights, the character gains no benefits from sleep or normal healing, and loses all memory of events which happen while in animal form. In all respects, the character gains the abilities, immunities, defenses, and bloodlust of an infected lycanthrope; it cannot transmit lycanthropy. When the three-night attack is over, the victim can make another saving throw, with a -3 penalty, to throw off the spell's effects.

A *remove curse* allows the character to roll a Will save vs. the spell DC. Success means the curse is broken. A *limited wish* or *wish* also dispels the curse. No other spells can remove the curse.

Death Fog (Alteration, Evocation)

Level: 6
Range: 90'
Components: V, S, M
Duration: 1d4 rds. + 1/level
Casting Time: 1 Action
Area of Effect: Two 10-ft. Cubes/level
Saving Throw: None
Spell Resistance: No

The casting of a *death fog* spell creates an area of solid fog that has the additional property of being highly acidic. The vapors are deadly to living things, so that vegetation exposed to them will die--grass and similar small plants in two rounds, bushes and shrubs in four, small trees in eight, and large trees in 16 rounds. Animal life not immune to acid suffers damage according to the length of time it is exposed to the vapors of a death fog, as follows:

Time	Effect
1st round:	1 point
2nd round:	2 points
3rd round:	4 points
4th and each succeeding round:	8 points

The death fog otherwise resembles the 2nd level *fog cloud* spell: rolling, billowing vapors that can be moved only by a very strong wind. Any creature attempting to move through the death fog progresses at a rate of 1 foot per unit of normal movement rate per round. A *gust of wind* spell cannot affect it, but a fireball, flame strike, or wall of fire can burn it away in a single round.

The material components are a pinch of dried and powdered peas, powdered animal hoof, and strong acid of any sort (including highly distilled vinegar or acid crystals), which must be obtained from an alchemist.

Death Messenger (Necromantic)

Level 6
Researched By: Wizards of the Undying King
Range: 15"
Components: V, S, M
Duration: Special
Casting time: 10 minutes
Area of Effect: one to four creatures
Saving Throw: neg.
Spell Resistance: No

This spell will render one to four humanoid creatures into undead messengers. The creatures must be slain as part of the casting ritual. They will then rise as ghouls. They will travel up to 500 miles to deliver the message imprinted on their undead mind.

Magician Sixth Level

Once before the person or place named by the caster they will shout the message given. The message may not exceed 200 words. After this the ghoul is freed of its compulsion and may wander and kill at will. All four Death Messengers must carry the same message, however they may be sent to different targets.

A Death Messenger will not fight unless stopped from delivering its message. In this case they fight as ghouls, without the special attacks of the same. Any being slain by a Death Messenger must save vs spell or rise the next day to carry out the same mission. The target of a Death Messenger spell must be of a kind capable of speech ie a goat will not do. The material components of the spell are a scroll with the message, small scrolls containing the names of the recipients, and dust from a mummy.

Death Spell (Necromancy)

Level: 6

Range: 10 yds./level

Components: V, S

Duration: Instantaneous

Casting Time: 1 Action

Area of Effect: 30-ft. cube/level

Saving Throw: Fortitude Special

Spell Resistance: Yes

When a *death spell* is cast, it snuffs out the life forces of creatures in the area of effect instantly. The number of creatures that can be slain is a function of their Hit Dice.

The *death spell* will affect up to 4d20 hit dice of creatures. All creatures under 2 hit dice receive no save vs. The Death Spell. Creatures from 2+1 to 4 hit dice make a Fortitude save with a -3 to the roll, creatures from 4+1 to 6 hit dice save with a -1. All creatures from 6+1 hit dice and up revive a normal save.

When tallying the fallen, the creatures of lower hit dice will be checked first, and proceeding from there. Amounts that do not equal to a creature's hit dice do no harm.

For example, a mixed group of 20 goblins, eight gnolls, and four ogres, led by a hill giant, are caught in the area of a *death spell*. The 4d20 roll gives a total of 50 points; 20 of this eliminates the goblins (1 HD each, no save), 16 kills the gnolls (2 HD each, no save), and the remaining 14 kills three ogres (4+1 HD each, save -1). The last ogre and the hill giant are unharmed.

A *death spell* does not affect lycanthropes, undead creatures, or immortal creatures from planes other than the Prime Material.

Disintegrate (Alteration)

Level: 6

Range: 15'/level

Components: V, S

Duration: Instantaneous

Casting Time: 1 Action

Area of Effect: 1 creature or 10 x 10 x 10 ft. cube

Saving Throw: Fortitude special

Spell Resistance: Yes

This spell causes 2d6/casters level in damage up to 40d6. If the damage caused equals or exceeds the hit points of the object/creature it causes them to vanish. It affects even matter (or energy) of a magical nature, such as *Bigby's forceful hand*, but not a *globe of invulnerability* or an *antimagic shell*. *Disintegration* is instantaneous, and its effects are permanent. Any single creature can be affected, even undead. One object of nonliving matter, up to

a 10-foot cube, can be obliterated by the spell. The spell creates a thin, green ray that causes physical material touched to glow and vanish, leaving traces of fine dust. Creatures that successfully make a Fortitude save take 5d6 damage, and do not vanish if that kills them. Material items that resist the magic are not affected. Only the first creature or object struck can be affected.

Enchant an Item (Enchantment, Invocation)

Level: 6

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: Special

Area of Effect: 1 item

Saving Throw: None

Spell Resistance: No

This is a spell that must be used by a wizard planning to create a magical item. The *Enchant an Item* spell prepares the object to accept the magic. The item must meet the following tests: 1) it must be in sound and undamaged condition; 2) the item must be the a masterwork i.e., crafted of the highest quality material and with the finest workmanship; and 3) its cost or value must reflect the second test, and in most cases the item must have a raw-materials cost equal to one tenth the cost of the finished item. With respect to requirement 3, it is not possible to apply this test to items such as ropes, leather goods, cloth, and pottery not normally embroidered, bejeweled, tooled, carved, or engraved. If such work or materials can be added to an item without weakening or harming its normal functions, however, these are required for the item to be enchanted.

The wizard must have access to a workshop or laboratory, properly equipped and from which contaminating magic can be screened.

The item to be prepared must be prepared by the spellcaster. And not disturbed by anyone else during the casting time the preparation time is a base 16 hours plus 8d8 hours. During this time the caster will be anointing the object with oils and incense marking mystic marks, and generally performing the rituals required to prepare the object for enchantment. Casting time is 2 hours + 1d8 hours. All work must be uninterrupted, and during rest periods the item being enchanted must remain covered and undisturbed. During rest periods the wizard can study and do minor magics without disturbing the enchantment. It is best they do not leave the premises and work must not be interrupted for more than 24 hours or the enchantment is spoiled.

Once the spell is finished, the wizard can begin to place the desired spell upon the item. The spell he plans to place must be cast within 24 hours or the preparatory spell fades, and the item must be enchanted again.

Each spell subsequently cast upon an object bearing an *Enchant an Item* spell requires 2d4 hours per spell level of the magic being cast. Again, during casting the item must not be touched by any one else unless the item is to be keyed to a single person. This procedure holds true for any additional spells placed upon the item, and each successive spell must be begun within 24 hours of the last.

Magic placed on an item is permanent unless dispelled. If a *permanency* spell is used as a finishing touch the item cannot be dispelled. An item that is charged; a rod, staff, wand, **javelin of lightning**, **ring of wishes**, etc.--can never be made permanent. Magical devices cannot be used to enchant an item or cast magic upon an object so prepared, but scrolls can be used for this purpose.

Magician Sixth Level

The materials needed for this spell vary according to both the nature of the item being enchanted and the magic to be cast upon it. For example, a **Cloak of Displacement** might require the hides of one or more displacer beasts, a sword meant to slay dragons could require the blood and some other part of the type(s) of dragon(s) it will be effective against, and a **Ring of Shooting Stars** might require pieces of meteorites and the horn of ki-rin. These specifics, as well as other information pertaining to this spell, are decided by the DM and must be discovered or researched in play.

Ensnarement (Conjuration/Summoning)

Level: 6
Range: 30'
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: Special
Spell Resistance: Yes

Casting this spell attempts a dangerous act: to lure a powerful creature from another plane to a specifically prepared trap, where it will be held until it agrees to perform one service in return for freedom from the *ensnarement* spell. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this must be used in casting the *ensnarement* spell. The spell causes an awareness of a gate-like opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a trap or believes it to be a gate. To save, the creature must roll an opposed Intelligence score on 1d20 against the casting magician.

If the saving throw succeeds, the creature ignores the spell-created opening, and the spell fails. If the saving throw fails, the creature steps into the opening and is ensnared.

When so trapped, the otherplanar creature can freely attack the ensnaring wizard, unless the caster has created a warding circle. Such circles may be temporary (drawn by hand) or permanent (inlaid or carved). Even with such protection, the entrapped creature may break free and wreak its vengeance upon the spellcaster.

Every 24 hours the creature can attempt to break free of the caster's control. For every 24 hours the creature is kept its Charisma increases by +1.

A hand-drawn circle has a circumstance bonus of -2 while one inlaid or carved has a base -1 (and that is for the first time it is used, to determine whether or not the job was done properly).

The chance can be further reduced by careful preparation of the circle. If the hand-made circle is drawn over a longer period of time, using specially prepared pigments (1,000 gp value per turn spent drawing), the chance of breaking free is reduced by +1 for every hour spent in preparation to a maximum of +4 (Effective +2 taking into account the initial minus -2).

Similarly, an inlaid or carved design can be brought to a +5 bonus or prevent the creature breaking free by inlaying with various metals, minerals, etc. This cost will require a minimum of one full month of time and add not less than 50,000 gp to the basic cost of having the circle inlaid or carved into stone.

Any break in the circle spoils the efficacy of the spell and enables the creature to break free automatically. Even a straw dropped across the line of a magic circle destroys its power. Fortunately, the creature within cannot so much as place a straw

upon any portion of the inscribed ward, for the magic of the barrier absolutely prevents it.

Once safely ensnared, the creature can be kept for as long as the spellcaster dares. (Remember the danger of something breaking the ward!) The creature cannot leave the circle, nor can any of its attacks or powers penetrate the barrier. The caster can offer bribes, use promises, or make threats in order to exact one service from the captive creature.

The DM will then assign a value to what the wizard has said to the ensnared creature, rating it from 0 to 6 (with 6 being the most persuasive). This rating is then added to the Wizard's diplomacy or intimidate skill. If the creature rolls a successful opposed Intelligence check to the skill roll it refuses service. New offers, bribes, etc., can be made, or the old ones re-offered 24 hours later, when the creature's Intelligence has dropped by 1 point due to confinement. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to get rid of it by means of some riddance spell. Impossible demands or unreasonable commands are never agreed to.

Once the single service is completed, the creature need only so inform the spellcaster to be instantly sent from whence it came. The creature might later seek revenge.

Eyebite (Enchantment/Charm, Illusion/Phantasm)

Level: 6
Range: 60'
Components: V, S
Duration: 1 round/3 levels
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: Special
Spell Resistance: Yes

An *eyebite* spell enables the caster to merely meet the gaze of a creature and speak a single word to cause an effect. This gaze attack is in addition to any other attacks allowed to the wizard. The wizard selects one of four possible gaze attacks at the time the spell is cast, and this attack cannot be changed. For example, a 12th-level caster who chose *Fear* would have four opportunities to make gaze attacks causing fear, one for each round of the spell's duration. Any gaze attack is negated by a successful will. The four effects of the spell are as follows:

Charm: The wizard can charm a single person or monster by gaze and by uttering a single word. The effect is to make the charmed subject absolutely loyal and docile to the caster, even to the point of personal danger. It is otherwise the same as a *Charm Monster* spell. All creatures other than humans, demihumans, and humanoids save with +2 bonuses.

Fear: The wizard can cause fear by gaze and by speaking a single word. The subject flees in blind terror for 1d4 rounds. After this, the creature refuses to face the caster and cowers or bolts for the nearest cover if subsequently confronted by the caster (50% chance of either). The latter effect lasts one turn per caster level. This attack can be negated by spells that counter fear.

Sicken: This power enables the caster to merely gaze, speak, a word, and cause sudden pain and fever to sweep over the subject's body. Creatures function at half effectiveness; others inflict only one-half damage with physical attacks. Movement is at one-half normal rate. The subject remains stricken for one turn per level of the caster, after which all abilities return at the rate of one point per turn of complete rest or one point per hour of moderate activity.

Magician Sixth Level

The effects cannot be negated by a *cure disease* or *heal* spell, but a *remove curse* or successful *dispel magic* spell is effective.

Sleep: The wizard can cause any individual to fall into a comatose slumber by means of a gaze and a single word, unless the subject successfully rolls its will save. Creatures normally subject to a 1st-level *sleep* spell save with -2 penalties. An affected creature must be shaken or otherwise shocked back to consciousness.

In all cases, the gaze attack itself is a free action. This spell does not affect undead of any type, or extend beyond the plane occupied by the caster. Note that the caster is subject to the effects of his reflected gaze and is allowed any applicable saving throw. In the case of a reflected *Charm* gaze, the caster is paralyzed until it wears off or is countered.

Flesh to Stone (Alteration)

Level: 6

Range: 30'/level

Components: V, S

Duration: Permanent

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Special

Spell Resistance: Yes

The *flesh to stone*, turns flesh of any sort to stone. All possessions on the person of the creature likewise turn to stone. The intended subject of the spell receives a Fortitude saving throw to avoid the effect. If a statue created by this spell is subjected to breakage or weathering, the being (if ever returned to his original, fleshy state) will have similar damage, deformities, etc. The DM may allow such damage to be repaired by various high-level clerical spells, such as *regenerate*.

Geas (Enchantment/Charm)

Level: 6

Range: 30'

Components: V

Duration: Special

Casting Time: 1 Action

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: Yes

A *Geas* spell places a magical command upon a creature (usually human or humanoid) to carry out some service, or to refrain from some action or course of activity, as desired by the spellcaster. The creature must be intelligent, conscious, under its own volition, and able to understand the caster. While a *geas* cannot compel a creature to kill itself or perform acts that are likely to result in certain death, it can cause almost any other course of action. The geased creature must follow the given instructions until the *geas* is completed. Failure to do so will cause the creature to grow sick and die within 1d4 weeks. Deviation from or twisting of the instructions causes a corresponding loss of Strength points until the deviation ceases. A *geas* can be done away with by a *wish* spell, but a *dispel magic* or *remove curse* spell will not negate it. Your DM will decide any additional details of a *geas*, for its casting and fulfillment are tricky, and an improperly cast *geas* is ignored.

Glasse (Alteration)

Level: 6

Range: Touch

Components: V, S

Duration: 1 rd./level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

The wizard is able to make a section of metal, stone, or wood as transparent as glass to his gaze, or even make it into transparent material as explained hereafter. Normally, the *glasse* spell can make up to 4 inches of metal, 6 inches of stone, and 20 inches of wood transparent. The spell will not work on lead, gold, or platinum. The wizard can opt to make the *glasse* work only for himself for the duration of the spell, or he can actually make a transparent area, a one-way window, in the material affected. Either case gives a viewing area 3 feet wide by 2 feet high. If a window is created, it has the strength of the original material.

Globe of Invulnerability (Abjuration)

Level: 6

Range: 0

Components: V, S, M

Duration: 1 rd./level

Casting Time: 1 round

Area of Effect: 5-ft. radius

Saving Throw: None

Spell Resistance: No

This spell creates an immobile, faintly shimmering, magical sphere around the caster that prevents any 1st-, 2nd-, 3rd-, or 4th-level spell effects from penetrating. Thus, the area of effect of any such spell does not include the area of the globe of invulnerability. This includes innate spell-like abilities and effects from devices. However, any type of spell can be cast out of the magical sphere; spells pass from the caster of the globe to the subject without effect on the globe. Fifth and higher level spells are not affected by the globe. The globe can be brought down by a successful *dispel magic* spell.

Guards and Wards (Evocation, Alteration, Enchantment/Charm)

Level: 6

Range: 0

Components: V, S, M

Duration: 1 hr./level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

This special and powerful spell is primarily used to defend the wizard's stronghold. The ward protects a one-story stronghold, with a base dimension of 400 feet x 400 feet. The wizard can ward a multistory area by reducing the base area proportionately. The following take place in the warded area upon casting the spell:

1. All corridors become misty; visibility is reduced to 10 feet.
2. All doors are wizard locked.
3. Stairs are filled with webs from top to bottom. These act as the 2nd-level *web* spell, except that they regrow within one turn if

Magician Sixth Level

destroyed.

4. Where there are choices in direction--such as a cross or side passage--a minor confusion-type spell functions so as to make it 50% probable that intruders believe they are going in the exact opposite direction.
5. The whole area radiates magic. The normal use of the *Detect Magic* spell becomes impossible for those of less than the caster's level and difficult for others.
6. One door per level of experience of the wizard is covered by an illusion to appear as if it were a plain wall.
7. The wizard can place one of the following additional magical effects:
 - A. *Dancing lights* in four corridors.
 - B. A *magic mouth* in two places.
 - C. A *stinking cloud* in two places.
 - D. A *gust of wind* in one corridor or room.
 - E. A *suggestion* in one place.

Note that items 6 and 7 function only when the wizard is totally familiar with the area of the spell's effect. *Dispel magic* can remove one effect, at random, per casting. A *remove curse* spell will not work.

The material components of the spell are burning incense, a small measure of sulfur and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod.

Inscribe (Evocation/Alteration)

Level: 6
Range: 210'
Components: V, S, M
Duration: 1 turn + 1 turn/level
Casting Time: 1 round
Area of Effect: 1 inscription
Saving Throw: special
Spell Resistance: No

By means of this spell, a magic-user may be able to inscribe any writing, runes, glyphs, even a spell he or she cannot understand at the time (due to low level, lack of time to study or write, or insufficient intelligence or training) into a spellbook or onto a suitably prepared writing surface (such as a slate or a scroll). The original is unaltered, and the duplicate contains all the properties of the original, including type of ink, smudges, errors, etc. For example, a strange glyph of warding would still retain all of its harmful properties. Non-magical writings are always successfully copied. Magical writings are subject to a saving throw modified by the difference in level between the inscriber's highest castable spell level and the level of the spell being copied. If the inscriber can cast up to sixth-level spells and is attempting to copy an eighth-level spell, there is a -2 modifier to the saving throw. If the saving throw is failed, the copy is not made and all materials are wasted.

The spell animates an enchanted quill (reusable) and uses ink that includes a drop of the caster's blood. The DM can use his discretion for the components and spells necessary to construct the quill and mix the ink. The quill must be within 30 feet of the spell it is copying and the caster must be within 210 feet of the quill. The spell takes no concentration, and the inscriber can perform any action so long as he stays within 210 feet of the quill. The quill will evade attempts to grab it, but can be destroyed by 4 hp of damage. The quill writes normal text at a rate of one turn per normal sized page. Magical writings are copied at one turn per

level of the spell being copied. The DM may want to modify the time for extra-large pages or if complex drawings are being copied.

Invisible Stalker (Conjuration/Summoning)

Level: 6
Range: 30'
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

This spell summons an invisible stalker from the Elemental Plane of Air. This 8 Hit Dice monster obeys and serves the spellcaster in performing whatever tasks are set before it. It is a faultless tracker within one day of the quarry's passing. The invisible stalker follows instructions even if they send him hundreds or thousands of miles away and, once given an order, follows through unceasingly until the task is accomplished. However, the creature is bound to serve; it does not do so from loyalty or desire. Therefore, it resents prolonged missions or complex tasks, and it attempts to pervert instructions accordingly. Invisible stalkers understand common speech but speak no language save their own.

The material components of this spell are burning incense and a piece of horn carved into a crescent shape.

Legend (Divination)

Level: 6
Range: 0
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The *Legend Lore* spell is used to determine legendary information regarding a known person, place, or thing. If the person or thing is at hand, or if the wizard is in the place in question, the likelihood of the spell producing results is far greater and the casting time is only 1d4 rounds. If only detailed information on the person, place, or thing is known, casting time is 1d10 turns. If only rumors are known, casting time is 2d6 hours.

During the casting, the wizard cannot engage in any other activity. When completed, the divination reveals if legendary material is available. It often reveals where this material is--by place name, rhyme, or riddle. It sometimes gives certain information regarding the person, place, or thing (when the object of the *legend lore* is at hand), but this data is always in some cryptic form (rhyme, riddle, anagram, cipher, sign, etc.). Naturally, a *legend lore* spell reveals detailed information only if the person, place, or thing is noteworthy or legendary. If nothing of note ever happened to that particular person, place, or thing, a rather prosaic answer will result.

For example, suppose Delsenora came across an extremely well-made sword. It radiates magic, but when she used an *identify* spell, she could not learn any information. Even giving it to a trusted fighter didn't work, as the sword did not reveal any special powers. Finally, she casts a *legend* spell, hoping to gain more

Magician Sixth Level

information. Since the sword is at hand, she completes the spell in three turns. In her mind comes the message, "Once this was the sword of he who waits till Albion's time of greatest peril, when unto his hand it shall fly again. Fair was the hand that gave me and fair was the hand that reclaimed me." Clearly, Delsenora realizes, this must be a very powerful item, since her spell gave only a cryptic answer. But who is he who waits? And where is Albion? For more information, Delsenora is going to have to cast more spells. But now the process will take much longer, since she has only the vaguest of clues to follow. On the other hand, had the item never been of legendary note, she might have gotten; "Last held by the hand of Squire Auture." That, and nothing more.

The *legend* spell is cast with incense and strips of ivory formed into a rectangle.

Lower/Raise Water (Alteration)

Level: 6

Range: 80 yds.

Components: V, S, M

Duration: 5 minutes./level

Casting Time: 1 round

Area of Effect: 10-ft./level square

Saving Throw: None

Spell Resistance: No

The wizard casting a *Lower Water* spell causes water or similar fluid in the area of effect to sink away. The water can be lowered up to 2 feet for every experience level of the wizard, to a minimum depth of 1 inch. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, a 12th-level wizard affects a volume of 24 feet x 120 feet x 120 feet, a 13th-level wizard a volume of 26 feet x 130 feet x 130 feet, and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell: The creature moves at half speed and makes half the number of attacks each round. It has no effect on other creatures.

Raise water, causes water or similar fluids to return to their highest natural level: spring flood, high tide, etc. This can make fords impassable, float grounded ships, and may even sweep away bridges.

One *lower/raise water* spell can negate another.

Manipulative Telekinesis (Alteration)

Researched By: Myatan

Level 6

Range: Special

Components: V, S

Duration: 1 turn + 1 minute/level

Casting Time: 1 Action

Area of Effect: Caster

Saving Throw: None

Spell Resistance: Yes

This spell allows the caster to manipulate objects remotely. Any object that the caster can see can be moved about as if the caster himself were handling it. The spell can be cast through crystal balls, or other scrying devices, that allow ESP to be used.

Once the spell is cast the caster must concentrate on the object

to be moved or handled. The spell acts as if the caster himself was the motive force, so the caster's skills and strength are taken into consideration. Any operation that requires two hands or less can be done, provided the caster possess the skill to perform the task. Wall of Force, Force Cage, and like spells will not prevent the caster from moving an object on the other side, nor will physical barriers that the caster can see through. When casting through a scrying device, the caster must work within what ever limits the item possesses. An item cannot be moved to the caster if magical or physical barriers, including distance, exist.

Mass Suggestion (Enchantment/Charm)

Level: 6

Range: 90'

Components: V, M

Duration: 4 turns + 4 turns/level

Casting Time: 1 Action

Area of Effect: 1 creature/level

Saving Throw: Neg.

Spell Resistance: Yes

The *Mass Suggestion* spell enables the wizard to influence the actions of one or more chosen creatures in the same way as the *Suggestion* spell. Up to one creature per experience level of the caster can be influenced, provided that all subject creatures are within the 30-yard range. Undead are not subject to this spell. The suggestion must be reasonably worded and understood by the creatures, and must be the same for all hearing it. Creatures successfully saving vs. spell are unaffected. Saving throws against the spell suffer a penalty of -1, and if a single creature is to be affected, its saving throw suffers a -4 penalty. Note that a very reasonable mass suggestion can cause the saving throw to be made with an additional penalty (such as -1, -2, etc.), at the discretion of your DM. A mass suggestion can continue in effect for a considerable duration, at the DM's discretion. Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, the action will not be performed.

Mirage Arcana (Illusion/Phantasm, Alteration)

Level 6

Range: 30'/level

Components: V, S (M optional)

Duration: Special

Casting Time: Special

Area of Effect: 10 ft./level radius

Saving Throw: None

Spell Resistance: No

The magic of this spell is similar to that of the *vacancy* spell, only more powerful and elaborate. The spell enables the caster to make an area appear to be something other than it is--a setting he has personally seen. The spell remains as long as the caster maintains a minimal concentration upon it. Even after this, the spell persists for a total of one hour plus one additional turn for each experience level of the caster. (Note: Minimal concentration can be maintained during normal conversation but not while spellcasting, in melee, or if harmed by an attack.) If the caster actually uses a small bit of anything connected with the place to create this spell, it takes on a quasi reality.

In its basic form, forceful contact is necessary to have any hope of discovering the magic, short of a detection device or spell. In its

Magician Sixth Level

more complex form, where a material component is used, detection is possible only by some magical means, whether device, item, or spell. Either form of mirage arcana is subject to the *dispel magic* spell.

As with all powerful illusions, the mind of the believer urges appropriate effects upon the viewer's body. Under the influence of the spell, the viewer could possibly walk across a bed of hot coals thinking it was a shallow stream of water that was cooling his feet (and thus suffer no damage), dine upon imaginary food and actually be satisfied, or rest comfortably upon a bed of sharp stones, thinking it a featherbed. Gravity is not affected by the spell, however, so an envisioned bridge spanning a deep chasm does not support the believer. Those who witness the event see it as a sudden disappearance of the individual. They do not connect it with an illusion unless they are otherwise aware of some magic at work.

Mislead (Illusion/Phantasm)

Level 6
Range: 30'
Component: S
Duration: 1 rd./level
Casting Time: Free action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

When a *mislead* spell is cast by the wizard, he actually creates an illusory double at the same time that he is cloaked by *improved invisibility* magic (see the 4th-level spell). The wizard is then free to go elsewhere while his double seemingly moves away. The spell enables the illusion of the wizard to speak and gesture as if it were real, and there are full olfactory and touch components as well. A *true seeing* spell or a *gem of seeing* will reveal the illusion for what it is. A *detect invisibility* or *true seeing* spell or items such as a *gem of seeing* or *robe of eyes* can detect the invisible wizard (see the 5th-level wizard spell *shadow door*).

Move Earth (Alteration)

Level: 6
Range: 30'/level
Components: V, S, M
Duration: Permanent
Casting Time: Special
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

When cast, the *move earth* spell moves dirt (clay, loam, sand) and its other components. Thus, embankments can be collapsed, hillocks moved, dunes shifted, etc. However, in no event can rock prominences be collapsed or moved. The area to be affected dictates the casting time; for every 40 yard x 40 yard surface area and 10 feet of depth, one turn of casting time is required. The maximum area that can be affected is 240 yards x 240 yards, which takes four hours.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures; its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

The material components for this spell are a mixture of soils (clay, loam, sand) in a small bag and an iron blade.

Note: This spell does not violently break the surface of the

ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier like fluidity until the desired result is achieved. Trees, structures, rock formations, etc. are relatively unaffected, save for changes in elevation and relative topography.

Otiluke's Freezing Sphere (Alteration, Evocation)

Level: 6
Range: Special
Components: V, S
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: Special
Spell Resistance: Yes

Otiluke's freezing sphere is a multipurpose spell of considerable power. If the caster opts, he may create any of the following:

A) *Frigid globe*. A small globe of matter at absolute zero temperature that spreads upon contact with water, or a liquid that is principally water, freezing it to a depth of 6 inches over an area equal to 100 square feet per level of the spellcaster. This ice lasts for the normal time per the ambient temperature.

B) *Cold ray*. The spell can be used as a thin ray of cold that springs from the caster's hand to a distance of 30 feet per level of the wizard; this ray inflicts 1d6+2 points of damage per level of the caster upon the first creature struck. A Reflex saving throw is applicable; all damage is negated if it is successful (as the ray is so narrow a save indicates it missed). If the first creature is missed, the path of the ray is plotted to its full distance, and anything else in its path must save (if applicable) or suffer appropriate damage.

C) *Globe of cold*. This creates a small globe about the size of a sling stone, cool to the touch, but not harmful. This globe can be hurled, either by hand to a distance of 120 feet (considered short range), or as a sling bullet. The globe shatters upon impact, inflicting 6d8 points of cold damage upon all creatures within a 10-foot radius (one-half damage if a Reflex save is successful). Use the Grenadelike Missile Table in the *Dungeon Master Guide* to find where misses strike. Note that if the globe is not thrown or slung within one round per level of the spellcaster, it shatters and causes cold damage as stated above. This timed effect can be employed against pursuers, although it can prove hazardous to the spellcaster and his associates as well.

Part Water (Alteration)

Level: 6
Range: 30'/level
Components: V, S
Duration: 5 minutes/level
Casting Time: 1 minute
Area of Effect: 20 ft. x 3 ft./level x 30 ft./level
Saving Throw: None
Spell Resistance: No

With a *Part Water* spell, the wizard is able to cause water or similar liquid to move apart, thus forming a 20-foot-wide trough. The depth and length of the trough are dependent upon the level of the wizard, and a trough 3 feet deep by 10 yards long is created per level. For example, at 12th level the wizard would part water 36 feet deep by 20 feet wide by 120 yards long. The trough remains as long as the spell lasts or until the wizard who cast it opts to end its effects. If cast under water, this spell creates an air cylinder of

Magician Sixth Level

appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature receives 4d8 damage and must roll a successful Will save or flee in panic for 3d4 rounds.

Permanent Illusion (Illusion/Phantasm)

Level 6
Range: 30'/level
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 20-ft. cube +10-ft. cube/level
Saving Throw: Special
Spell Resistance: No

The wizard creates an illusion with visual, auditory, olfactory, and thermal elements. The spell can create the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. It affects all creatures that view the illusion, even to the extent of them suffering damage from falling into an illusory pit full of sharp spikes.

Creatures that attempt to disbelieve the illusion gain a Will save and, if successful, they see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The permanent illusion is subject to a *dispel magic* spell, of course.

The material component of the spell is a bit of fleece.

Programmed Illusion (Illusion/Phantasm)

Level 6
Range: 30'/level
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: 20-ft. cube +10-ft. cube/level
Saving Throw: Special
Spell Resistance: No

This spell creates a *spectral force* spell that activates upon command or when a specific condition occurs. The illusion has visual, auditory, olfactory, and thermal elements. It can be of any object, creature, or force, as long as it remains within the boundaries of the spell's area of effect.

The occurrence that begins the illusion can be as general or as specific and detailed as desired, such as the following: "Begin only when a venerable female human carrying a sack of groat clusters sits cross-legged within one foot of this spot." Such visual triggers can react to a character using the *disguise* ability. Command range is 5 yards per level of the wizard, so a 12th-level wizard can command the programmed illusion to occur at a maximum encounter range of 60 yards. A programmed illusion cannot distinguish invisible creatures, nor, level, Hit Dice, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word. The spell lasts until the illusion occurs; thus, the spell duration is variable. The illusion will last for a maximum of one round per level of the spellcaster.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are

immune until they become aware of it. The illusion is subject to a *dispel magic* spell.

The material component of the spell is a bit of fleece.

Project Image (Alteration, Illusion/Phantasm)

Level: 6
Range: 10 yds./level
Components: V, S
Duration: 1 rd./level
Casting Time: 6
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The wizard creates a non-material duplicates of himself, projecting them to any spot within spell range. This image(s) performs actions decided by the wizard; walking, speaking, spellcasting, conforming to the actual mannerisms of the wizard unless he concentrates on making it act differently (in which case the wizard is limited to half movement and no attacks). The number of projected images the wizard can cast and control is a function of his Intelligence. Wizards with an Intelligence of 9-15 can control 1 projected image, those with an Intelligence of 16 to 18 can control two. Those with a 19 or higher Intelligence can control three. The multiple images do not have to perform the same actions. The images are not illusions as such, although they cannot do damage or cast real spells. A *true sight*, or *true seeing* spell will reveal them as images, not the real thing, but not cause any disbelief or dispel the projected images.

The image, or images, can be dispelled only by means of a successful *dispel magic* spell (or upon command from the spellcaster); attacks pass harmlessly through it. The image must be within view of the wizard projecting at the time it is cast. Note that if the wizard is invisible at the time the spell is cast, the image is fully visible. If the wizard uses *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks his concentration and line of sight, the projected images will finish their last concentrated action, and repeat it until the spell expires.

Reincarnation (Necromancy)

Level: 6
Range: 30 yds.
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: 1 person
Saving Throw: None
Spell Resistance: No

The mage can return the dead to a new life when the body of the deceased is either not suitable for a *raise dead* spell, or a priest able to cast it is not available.

A *reincarnation* spell can be cast on any sentient being. The length of time that the person has been dead is of importance, as the mage can reincarnate persons dead only up to a limit of one day for every other experience level of the mage (i.e., a 12th-level mage can reincarnate a person who has been dead for up to six days).

The body, or what ever is left of it, even ashes, of the soul to be reincarnated must be present, and is consumed in the casting of the spell. It must be anointed with a holy fluid (or equivalent) from a religion friendly to the mage, and the spell spoken over it. Once

finished the remains will vanish in mist and the new incarnation of the soul will appear in 1-4 turns.

The new body will be of the same general age as the old one. It can differ in race and even gender from the old body. Characters that are reincarnated must re-roll STR, CON, DEX. If the roll does not give the minimum for the race rolled the ability score will be the minimum needed. Sex is determined with a percent roll; 01-75 same sex as before, 76-00 other sex. Race is rolled on the following table:

Reincarnation Table

01-52 Same species	77-79 Leoman
53-55 Human	80-82 Sauroi
56-58 Elf ^P	83-85 Foxfolk
59-61 Dwarf	86-88 Faun
62-64 Hobbit	89-91 Half Avian ^E
65-67 Gnome	92-94 Half Centaur
68-70 Half-Elf	95-97 Other Humanoid ^F
71-73 Centaur	98-00 DMs Choice
74-76 Avian ^E	
01-20 D) High Elf E) Phoenix F) Orc	
21-40 Wood Elf Glacian Goblin	
41-60 Grey Elf Aviard Hobgoblin	
61-80 Drow Elf Auroran Ogre	
81-00 Fire Elf Darklin Gnoll	

The creature's class, if any remains the same. Should the character's new ability scores not meet the minimums for their class, the score will be raised to the minimum plus 1d6, not to exceed 18. The creature will possess all memories and skills from his old body, although if the change is drastic, they might not be able to use them. Additionally the creature will possess any knowledge they require to function in the new body. I. E. If they have gained wings, they will know how to fly. They do not gain a knowledge of any culture usually associated with the race or form.

In time memories of the old form will fade into a distant shadow. The changes, if any will cease to feel strange, and will become natural, as they should be. The minimum period of adjustment will be 20 months minus the wisdom score of the creature (which remains unchanged) The DM might add additional time if the change involves a change in the type or number of limbs, and can as much as double it for a change in sex.

Repulsion (Abjuration)

Level: 6
 Range: Special
 Components: V, S
 Duration: 1 round/2 levels
 Casting Time: 1 action
 Area of Effect: 100 ft./level
 Saving Throw: None
 Spell Resistance: Yes

When this spell is cast, the wizard is able to cause all creatures in the path of the area of effect to move directly away from his person. Range is zero, and centered on the caster himself. *Repulsion* occurs at the speed of the creature attempting to move toward the spellcaster. The repelled creatures continue to move away for a complete round even if this takes it beyond spell range. The caster can designate a new direction each round, but use of this power counts as the caster's principal action in the round. The caster can, of course, choose to do something else instead of using

the repulsion attack.

The reverse of the spell, *attraction* causes creatures affected to come toward the caster in like manner. They will halt 3 feet from the caster and remain there until the end of the spell. They are however, free to take any other action they wish. The range of the *attraction* is 10 yards per level of the caster.

Sex Swap (Alteration)

Range: 30 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 1 action
 Area of Effect: 1 creature
 Saving Throw: Fortitude Neg
 Spell Resistance: Yes

This spell permanently changes the sex of the target creature to the distaff. This change is permanent and cannot be dispelled. The creature will remain much as it was other than the sexual characteristic of its species. No ability scores will change, body type (other than primary and secondary sexual characteristics) remains the same. Size will not change unless sexual size dimorphism is present in that creature's species. A tall bony female, will become a tall bony male. A plump ugly male will become a plump ugly female. The spell does not change the creature's mental outlook. What mind they had before the spell remains as it was after. The urges of hormones will, in time, assert new patterns on the changed creature. Each in accordance with the degree that instinct rules over Intelligence, or the other way around. Skills possessed before the change remain the same. No loss of expertise will be experienced, unless the skill was part of the creature's former sex.

Shades (Illusion/Phantasm)

Level 6
 Range: 90'
 Components: V, S
 Duration: 1 rd./level
 Casting Time: 1 action
 Area of Effect: 20-ft. cube
 Saving Throw: Special
 Spell Resistance: No

This spell is related to the *shadow monsters* and *demishadow monsters* spells. The *shades* spell uses material from the Demiplane of Shadow to form semi-real illusions of one or more monsters, up to 1 Hit Die per caster level. All shades created by one spell must be of the same sort, and they have 60% of the hit point total the real creatures would have. Those who view the shades and fail their saving throws vs. spell believe the illusion.

The shades perform as the real monsters with respect to Armor Class and attack forms. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes the shades are real will react appropriately, until the illusion is countered by a *dispel magic* spell or the condition is countered by a *heal* spell. Those who roll successful saving throws see the shades as transparent images superimposed on vague shadowy forms. These are Armor Class 14 and cause only 60% of the true monsters' normal melee damage.

Magician Sixth Level

Spell Turning (Abjuration)

Level: 6
Range: 0
Components: V, S, M
Duration: 1 rd/level
Casting Time: 1 Action
Area of Effect: The caster
Saving Throw: None
Spell Resistance: Yes

This powerful abjuration causes spells cast against the wizard to rebound on the original caster. This includes spells cast from scrolls and innate spell-like abilities, but specifically excludes the following: area effects that are not centered directly upon the protected wizard, spell effects delivered by touch, and spell effects from devices such as wands, staves, etc. Thus, a *light* spell cast to blind the protected wizard could be turned back upon and possibly blind the caster, while the same spell would be unaffected if cast to light an area within which the protected wizard is standing.

The Spell turning affects the first spell targeting the wizard in every round. Other spells or spell like effects cast in that round have their normal chances of affecting the wizard, but he does gain a +2 bonus to all saves vs magical effects for the duration of the spell.

The wizard need not concentrate on the spell turning, but can take other actions including spell casting.

Spiritwrack (Evocation/Abjuration)

Level: 6
Range: 30 feet
Components: V, M
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: Special
Spell Resistance: Yes

A *Spiritwrack* is a powerful protection/punishment spell against named creatures from the outer planes.

To employ the spell the caster must know the name of the being at whom the spell will be directed. The name of the being, as well as various other symbols and incantations must be written on a prepared sheet of vellum. Special inks of great magical portent, gold leaf and crushed gems are incorporated into this document. The total value of the document must equal at least 1000 gp per hit die of the creature named. the document must be prepared by the magician that is casting the spell, and will require 8 to 36 hours to prepare. This must be done on an unbroken period of time. any interruptions will spoil the document and all materials dedicated to the task. At the end of the preparation the caster must make a Will save DC 17. Success means the document was completed to the exacting standard necessary to ensure that it will work.

The effects of the spell require that the named creature be within the range of the spell, *gate* or other summoning magics can be used to bring the creature to the point of casting. The spell will proceed in three stages. On the utterance of the first word the creature will be rooted to the spot. At this time they may use their magic resistance to avoid the binding. Success will force the creature back to its home plane, and the scroll is ruined. If the creature fails the the reading can proceed. The first minute of casting will cause great pain such that the creature will lose 1 hit

point per hit die. The second minute of reading will increase the pain and cost the creature 50% of its total hit points. The third round will cause wracking pain and banish the creature to a place of punishment and torture on its home plane for a number of years equal to the caster's level.

This will make the creature the sworn enemy of the caster. The intent is usually not to read the document to its end, but to use the threat to coerce services or information from the creature. The caster can stop the reading at any time, or interrupt the casting up to five times in order to give the creature a chance to "deal". the agony to this spell is such that the creature will be very likely to cut a deal with no further payment but the stopping of the *spiritwrack*. While the spell can and will coerce the word and obedience of a creature to its sworn word it will not willingly serve and will seek to corrupt the spirit by adhering to the letter of the law.

Stone to Flesh (Alteration)

Level: 6
Range: 30'/level
Components: V, S
Duration: Permanent
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: Special
Spell Resistance: Yes

The *stone to flesh* spell turns any sort of stone into flesh. If the recipient stone object was formerly living, this spell restores life (and goods), although the survival of the creature is subject to the usual fortitude saving throw. Any formerly living creature, regardless of size, can be thus returned to flesh. Ordinary stone can be turned to flesh in a volume of 9 cubic feet per level of experience of the spellcaster. Such flesh is inert, lacking a vital life force, unless a life force or magical energy is available (for example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a body). If cast upon stone, the wizard can create a cylinder of fleshy material from 1 to 3 feet in diameter and up to 10 feet long, allowing a passage to be made. The resulting material is also fit as provender for carnivores or omnivores.

Summon Monster 6 conjuration (summoning)

Level: 6
Range: 25' + 5'/2 levels
Components: V, S, F
Duration: 1 round/level
Casting time: 1 round
Area of Effect: One summoned creature
Saving Throw: None
Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list. on Table: Summon Monster. You choose which kind of creature to summon, and you can choose

a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

Tenser's Transformation (Alteration, Evocation)

Level: 6
 Range: 0
 Components: V, S, M
 Duration: 1 rd./level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Spell Resistance: nO

When the wizard casts the spell, he undergoes a startling transformation. The size and strength of the wizard increase to heroic proportions, so he becomes a formidable fighting machine; the spell causes the caster to become a berserk fighter. The wizard's hit points double, and all damage he sustains comes first from the temporary points gained. The Armor Class of the wizard is 4 better than that possessed prior to casting the spell.

All attacks are as a fighter of the same level as the wizard (i.e., the wizard uses the combat values normally used for fighters). The wizard can use any weapon they are proficient in, gaining an additional attack per round at their full attack score, and each successful attack inflicts an additional 2 points of damage. The wizard fights in melee in preference to all other forms of attack, and continues attacking until all opponents are slain, he is killed, the magic is dispelled, or the spell duration expires.

Transmute Dust to Water (Alteration)

Level: 6
 Range: 180'
 Components: V, S, M
 Duration: Permanent
 Casting Time: 5
 Area of Effect: 10-ft. cube/level
 Saving Throw: None (special)
 Spell Resistance: No

The spell turns a 10 ft cube of dirt, dust, or soil per level of the wizard into water. It can be used to create ponds to water animals, to create instant moats even undermine walls and structures. Only loose soils are affected and rock is not affected in any manner.

The full volume of the spell does not need to be used and lesser areas can be affected at will



Transmute Water to Dust (Alteration)

Level: 6
 Range: 180'
 Components: V, S, M
 Duration: Permanent
 Casting Time: 5
 Area of Effect: 10-ft. cube/level
 Saving Throw: None (special)
 Spell Resistance: No

When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is being transmuted, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly soaks the latter, turning the dust into silty mud (if a sufficient quantity of water exists to do so), otherwise soaking or dampening the dust accordingly.

Only liquid actually in the area of effect at the moment of spellcasting is affected. Liquids that are only partially water are affected only insofar as the actual water content is concerned; however, potions containing water are rendered useless. Living creatures are unaffected, except for those native to the Elemental Plane of Water. Such creatures receive Fortitude saving throws. Failure inflicts 1d6 points of damage per caster level upon the subject, while success means the creature receives half damage. Only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

True Seeing (Divination)

Level 6
 Range: Touch
 Components: V, S, M
 Duration: 1 rd./level
 Casting Time: 1 rd.
 Area of Effect: Line of sight, max. 60 ft.
 Saving Throw: None
 Spell Resistance: No

When the wizard employs this spell, he confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted objects are apparent. (The real form appears translucently superimposed on the apparent form: A gold dragon polymorphed to human form would appear human with a ghostly dragon looming over the human form.) The recipient can focus his vision to see into the Ethereal Plane or the bordering areas of adjacent planes. The range of vision conferred is 60 feet. True seeing does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. Furthermore, the spell effects cannot be enhanced with magic.

The spell requires an ointment for the eyes that is made from a very rare mushroom powder, saffron, and fat. It costs no less than 300 gp per use and must be aged for 1d6 months.

Magician Sixth Level

Veil (Illusion/Phantasm)

Level 6

Range: 10 yds./level

Components: V, S

Duration: 1 turn/level

Casting Time: 1 action

Area of Effect: 20-ft. cube/level

Saving Throw: None

Spell Resistance: No

terrain so as to fool even the most clever creatures (unless they have the *true seeing* spell, a *gem of seeing*, or a similar magical aid). The veil can make a sumptuous room seem like a filthy den; even tactile impressions conform to the visual illusion. Likewise, a party might be made to resemble a mixed band of brownies, pixies, and faeries led by a treant. If hallucinatory terrain is created, touch does not cause it to vanish.

The *veil* spell enables the wizard to instantly change the appearance of his surroundings and party or create hallucinatory

