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## CHAPTER III: MAGIC AND THE INNER PLANES

Here will be an introduction.

# THE COMPLETE ELEMENTALIST

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The elemental wizard first appeared in the *Tome of Magic* accessory book for the AD&D 2<sup>nd</sup> edition game. In that accessory they presented elementalists for the 4 basic and most known elements: Air, Earth, Fire and Water. In the *Al-Qadim* and the *Dark Sun* campaign setting you can find more about elemental magic, as magic in those worlds developed heavily in that direction, and includes things beyond just the basic elements.

*Al-Qadim* offers players to specialize in Sand magic, and although TSR as portrayed it as earth magic it is in fact magic connected to the Quasi-plane of Dust. In *Dark Sun* you have the para-elements of Magma, Silt (again like dust), Sun (similar to radiance), and Rain (treat these spells as water spells if you have their descriptions, although it is a somewhat weakened school, due to Dark Sun's desert-world nature). Thus, while the development of elemental magic was on the rise, they never quite got down to creating full schools for all of the elemental planes, preventing the expansion to the para and quasiaelemental school, and limiting the choices for the elemental specialists.

The release of these products captured the attention of players to the specialists of elemental magic and people started creating specialist mages for the Para- and Quasi- elements. In this Netbook we present to you the full description of elemental mages for all the Para- and Quasi-elemental planes, with many new spells for them and for other wizards to use.

In addition we would like to introduce to you another group of elementalists, mages whose magical education is concentrated on several elemental schools with a different kind of theme, though they are penalized learning non-elemental spells and are also more restricted in their choice of spells from the elemental schools.

We hope that with the advent of this netbook people will delve deeper into the mysteries of elemental magic.

Just as the *Tome of Magic* introduced each element as having a diametrical opposite, so will the diagrams below, show that continuing motif which is part of the basic rules of elemental nature, the rules of opposition that govern the Inner Plane at all.

The Quasi- and Para-elementalists presented here aren't really much different from those in the *Tome of Magic*; in fact they have the same abilities, benefits and hindrances as they appear in the aforementioned book.

For the benefit of those who do not have that accessory here are the statistics (For those of you who have this accessory, note that there is a small difference in the text. This is due to the fact that this is taken from the *Player's Option: Spells & Magic* where it is compatible with the abilities granted to the other specialists):

Elementalists receive a bonus of +25% when attempting to learn spells of their element and a bonus of +15% when learning other elemental spells. They suffer a penalty of -25% when trying to learn spells that do not relate to the elements.

An elementalist may memorize one extra spell per level, providing that at least one of the memorized spells is from his element of specialty.

Because elementalists have an enhanced understanding of spells within their element, they receive a +2 bonus when making saving throws against those spells. Other creatures suffer a -2 penalty when making saving throws against an elementalist casting spells from his specialty.

Once per day, an elementalists may choose to cast one memorized spell from his element of specialty as if the mage was 1d4 levels higher. He must declare his decision to do this immediately prior to casting the spell. This affects range, duration, area of effect, and damage; it does not allow the wizard to cast a spell from a level which he normally could not use.

When an elementalists attempts to create a new spell relating to his specialty element, the DM should count the new spell as one level less (for determining difficulty).

Upon reaching 11<sup>th</sup> level, an elementalists does not need to concentrate when controlling elementals of his specialty element summoned by the 5<sup>th</sup>-level spell conjure elemental. The normal 5% chance of the elemental turning upon its summoner remains in effect.

At 14<sup>th</sup> level, there is no chance of a summoned elemental turning upon an elementalists if the creature is of the wizard's specialty element.

Let us now turn to the new kinds of Elemental Specialists. Somewhat uncommon on the Prime Material Plane, in the Inner Planes and on the great ring they may be found in greater numbers, their teachings more being popular and of more importance.

**Basic Elementalist** – A mage that specializes in the 4 basic elements (i.e. Air, Earth, Fire & Water). This was the first kind of elementalists to specialize in several schools at the same time. They appeared right before mages discovered the existence of the para-elements and were thought to be the pinnacle of magecraft.

**Para-Elementalist** – A mage that specializes in the 4 para-elements (i.e. Ice, Smoke, Ooze & Magma). This multi-specialist appeared after elementalists of the para-elements became more wide spread, and they are considered to be the pinnacle of para- elementalism.

**Quasi-Elementalist (positive)** – A mage that specializes in the 4 positive quasi-elements (i.e. Lightning, Mineral, Radiance & Steam). The positive elements were the first quasi to be discovered and so the first to have their own specialist.

**Quasi-Elementalist (negative)** – A mage that specializes in the 4 negative quasi-elements (i.e. Vacuum, Dust, Ash & Salt). These were the last elements that were found. It seems that a mage cannot learn all 8 quasi- elements but the reason for that is unknown. Theories say that dealing with all the manifestations of both Positive and Negative energy is dangerous, but the existence of the true elementalists makes it is unlikely that it is true. The reasons, if there are any, still remain a mystery.

**Narrow Elementalist** – A mage specializing in 1 of the basic schools and it's 2 quasi-elements (like specializing in Earth, Mineral and Dust) or a basic and it's 2 para-elements (like specializing in Air, Ice and Smoke). The first of these mages appeared shortly after the para-elementalist, as wizards sought to learn a basic school and the two para-elements that stem from it. In the advent of the quasi- elementalists a new narrow-elementalist appeared, one that learn a basic element and it's 2 quasi- elements.

**Broad Elementalist** – A mage specializing in a basic school, it's 2 quasi-elements and its 2 para-elements (like specializing in Fire, Radiance, Ash, Magma, and Smoke). After all the elements were discovered came wizards that wanted to learn all about a basic element and so learned about it, about its' para and about it's quasi.

***Composite Elementalist*** – A mage that specializes in 2-4 elements, usually without any connection save his desire but he can have some connection. (Like specializing in Air, Magma and Salt). Some mages did not want to be restricted in their studies by learning a "common" thread as they called the other elementalists. They found a way to learn 2-4 different elements, and there's no restriction on which schools are they, they might even be opposed to one another. In case there is an opposition in their choice schools they must be more intelligent than normal to be able to balance it.

***True Elementalist*** – This mage is the peak of the elementalists. He specializes in all 16 of the elemental schools, and cannot cast other spells except for a few spells from the Universal School. This is the latest kind of elemental mage to be discovered, and according to other specialist mages it has better be the last. These mages have must have great intellect and stamina to be able to learn so much and retain their sanity.

There are few such mages in existence, most being members of races that have a strong affinity with nature, Elves being the best example though even one swanmay is known to practice this art.

The abilities of these new mages are similar to those of regular specialists except for the following:

They must have an Int of 14 and Con of 11 to be a specialist.

They gain +3 to their saves and inflict -3 to opponents' saves in regard to spells of their specialty.

They get +30% to learn spells from their specialty schools.

They get -30% to learn spells of non-elemental nature.

# NEW IMAGE ELEMENTAL SPELLS

## I<sup>S+</sup>-LEVEL SPELLS

### **Andraya's Frost - (Elemental-Ice, Alteration) - 1<sup>st</sup> level**

**Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)

**Range:** 30 yards

**Components:** V, S

**Duration:** Special

**Casting Time:** 1

**Area of Effect:** Special

**Saving Throw:** Special

This spell, created by the head of the Blue Order in Coralport, Andraya Chandler, conjures a soft blue glowing bolt of cold. The caster then chooses one item or target creature within range, and the bolt unerringly strikes it. The item may not be more than 5 pounds plus 2 pounds per level of the caster, and cannot be a liquid.

If the target is an item, the item is covered with a frigid layer of frost. The item then becomes too cold to handle with bare hands, and those doing so encounter a -3 or -15% penalty (whichever applies) to the actions they are attempting with the item. If the person touching the item is bare handed, then he suffers a -3 to his Attack and damage rolls. If the wielder or user is wearing gloves or gauntlets, the penalty drops to -1 or -5%. The duration of the frosty coating and penalties is 1d4 rounds plus 1 round per 3 caster levels, doubled if the temperature is near freezing or lower, but halved if the temperature is very warm (subject to the DM's discretion).

The other option of the spell is to target a creature. If a creature is hit, it makes a saving throw vs. spell. If the creature fails this saving throw, it takes 1d4 points of damage and suffers a -2 to attack rolls and damage rolls, a -10% to any applicable actions, and has a -2 penalty to armor class for the same duration as above. If the creature makes its save, it takes no damage, and has only a -1 or -5% penalty for the duration of the spell.

This spell has no effect on creatures resistant or immune to cold, and even a mere 'warmth' cantrip can cancel the effects of the spell. People suffering from the effects of the frosty cold can cast spells on any round that they did not take damage as normal.

### **Ash Imprints - (Enchantment, Elemental-Ash)– 1<sup>st</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S, M

**Duration:** 1 turn/level

**Casting Time:** 1

**Area of Effect:** 1 object

**Saving Throw:** None

Upon the completion of the spell the affected object is coated with a fine layer of invisible ash. Any thing who touches the object for the duration of the spell will have invisible ash where it made contact with the object. The wizard can see these imprints, and do whatever he wants with the person, objects, whatever. The ash on the object disperses within 1 turn per level of the caster but it sticks to creatures and objects for 1 day per 2 levels of the caster.

The material component is the object to be affected.

**Ashen Buckler - (Elemental-Ash, Conjunction/Summoning) - 1<sup>st</sup> level****Author:****Range:** 0**Components:** V, S, M**Duration:** Special**Casting Time:** 1**Area of Effect:** Caster**Saving Throw:** None

The caster of this spell creates a small buckler, made of ash, which floats in front of him. The buckler moves with amazing speeds to parry all incoming attacks against the caster and absorbs the damage they were supposed to cause. It can absorb up to 2 points of damage per level of the caster, to a maximum of 30 points of damage.

Only 1 such spell can be active at any given time, and it cannot be in effect while the caster has any spell upon him that prevents attacks from hitting him completely, be it *Stone skin* or even *Protection from normal missiles*. But it will work along with spells that reduce the caster's AC or other spells that increase his "ghost" number of HP like this spell.

Material component is a miniature brass buckler (worth 5sp) that is smeared with ash. The component is consumed in the casting.

**Campfire - (Elemental-Fire, Conjunction) - 1<sup>st</sup> level****Author:** wrathgon@hotmail.com**Range:** 5 yards/level**Components:** V, S, M**Duration:** 1 hour/level**Casting Time:** 1**Area of Effect:** 2 square feet**Saving Throw:** None

This spell creates a fire that is as powerful as a campfire, both in heat and light. This fire will burn in all weather situations like, high wind and heavy rain, but it will not burn underwater. The material component is a piece of wood that acts as the source of the fire and is consumed at the end of the spell.

**Cyrene'Lhei's Fiery Motes - (Elemental-Fire, Evocation) - 1<sup>st</sup> level****Author:** nburgoin@chat.carleton.ca**Range:** 30 yards + 5 yards per level**Components:** V, S**Duration:** Instantaneous**Casting Time:** Special**Area of Effect:** 1 or more creatures in a 30 yard + 5 yard per level radius**Saving Throw:** 1/2

This spell creates a single burning fiery mote for every two levels of the caster beyond the first (2 at 3rd, 3 at 5th, to a maximum of 9 at 19th). The flaming motes, once the spell is cast, burst into being within a minute, one by one, the casting time of the spell is 1 per mote (to a maximum initiative modifier of +9). The motes, once bursting into being, swirl around the caster in a tight circle. Once all the motes have arrived, they streak off at their targets. If the spell is interrupted, all motes currently in motion flash and strike the first named targets, in order. For example, a 19th level wizard casting the spell rolls a 4 for initiative. An enemy who has an initiative of 8 strikes him. Only 4 of the motes will exist and fly off to strike enemies, even though the wizard could have created 5 more. They strike the first 4 named targets of the spell.

Each mote deals 1d6 damage, and each must strike at a different target than the others. Each target may make a save vs. spells to take half damage.

Each mote automatically hits as per a magic missile spell and any defense that work against a magic missile spell also work against the Fiery Motes spell.

### **Cyrene'Lhei's Spark Aura - (Elemental-Fire, Conjuration, Enchantment) - 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** Touch

**Components:** V, S

**Duration:** Special

**Casting Time:** 1

**Area of Effect:** 1 creature

**Saving Throw:** Special

Invented by the wild elf Cyrene, this spell causes the caster's hand to be surrounded by sizzling and sparkling red-orange sparks of fire. The sparks are useful in hand to hand combat, adding 1 point of fire damage to any successful punching or wrestling or grappling attack successfully made with the enchanted hand. The sparks remain around the caster's hand for up to three rounds, no longer.

The true use of the spell, however, is that every successful touch attack causes the victim to make a saving throw versus spells. If the save is failed, the sparks flash from the caster's hand and surround the target. The sparks will dance and fly around the target for 1 round per 3 levels of the caster (1 round at 1st level, 2 rounds at 3rd, 3 rounds at 6th, and so forth). At the beginning of each round, the victim must make a save vs. spells. If the victim succeeds, the sparks did no significant harm to the target. If the victim fails its save, the sparks deal one points of damage that round (and ruins all spellcasting).

Whether the spell is on the hand or around a creature, the sparks produce light about equal to three candles.

### **Dagny's Breathwrench - (Elemental-Air, Elemental-Vacuum, Evocation) - 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 10 yards

**Duration:** Instantaneous

**Components:** V, S, M

**Casting Time:** 1

**Area of Effect:** 1 creature

**Saving Throw:** Special

This spell forces air out of a creature's lungs. Thus, the spell will only affect creatures that breathe, causing them to choke and gasp for air. The spell is instantaneous, but may carry over into the next round.

When cast, the creature must make a saving throw vs spells. If it succeeds in this check, it merely suffers 1d3 points of damage, gasps, and swallows in enough air to function as normal on the next round. It is unpleasant, but not entirely debilitating.

If the check is failed, however, the creature takes 1d4+1 points of damage, and suffers a -2 penalty to all attack rolls for that round and the round following, while trying to recover from the attack. Further, no spell-casting is possible during the second round of debilitation, as the creature is too busy gulping in air.

The material component for this spell is a handkerchief, which is drawn through a loop created by the caster's thumb and forefinger, and then wrapped around the caster's wrist. It magically

clings to the wrist for the duration of the spell (either instantly, then falling, or staying on the wrist for two rounds). It is not consumed in casting.

**Dancing Lightning - (Elemental-Lightning, Invocation/Evocation) - 1<sup>st</sup> level**

**Author:**

**Range:** 20 yards

**Components:** V, S

**Duration:** 1 round/4 levels

**Casting Time:** 1

**Area of Effect:** 10' cube/4 levels

**Saving Throw:** 1/2

This spell causes the area to erupt with dancing lightning all over the area. Any creature passing through the area suffers 1d4 damage from the lightning.

**Detect Earth - (Elemental-Dust, Elemental-Mineral, Elemental-Earth, Divination) - 1<sup>st</sup> level**

**Author:**

**Range:** 0

**Duration:** 3 turns

**Components:** V, S, M

**Area of Effect:** 60 ft long + 10 ft wide, plus 10ft longer/level

**Saving Throw:** None

**Casting Time:** 1

This spell allows the wizard to specify one type of natural earth product, such as a mineral, a rock, soil, sand, and so forth. The wizard could choose diamond, but could not choose smelted and shaped iron, as iron is not a natural earth product, iron ore is.

Likewise, gold deposits could be found, but not gold coins, since gold coins would have been melted and cast.

For the duration of the spell, the caster can scan a 60 ft long + 10ft long/level path, which is 10 ft wide, once per round. All the locations and sizes of the specified natural earth product will be known to the wizard on an intuitive level. Note that in certain situations, this can lead to navigation in the dark (down a stone corridor, for example).

The caster can choose to detect up to 1 natural earth product (emeralds, limestone, granite, etc) per 4 levels of the caster. The results are simultaneous - he will know each and every presence of each and every product he is searching for, as well as which are which.

The caster can detect cut gems and statues, or earth products that have been superficially shaped, since they are still natural earth products, just shaped by man, but no earthen product that was smelted, mixed, or in any other way modified by man.

The material component of this spell is an earthworm, alive or dead. It is consumed in casting.

**Eldritch Fire - (Elemental-Fire, Invocation/Evocation) - 1<sup>st</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 1

**Area of Effect:** 1 creature

**Saving Throw:** 1/2

The wizard hurls a magical bolt of flame which does 1d6 points of damage on impact and has a

50% chance of catching the target's combustibles on fire (burning clothes do 1d6 to 2d6 points of damage depending on how heavy they are). Victim may make save versus spell for half damage. Fire-based creatures take no damage; cold-based take double.

**Fellstar's Flame Finger - (Elemental-Fire, Invocation/Evocation) - 1<sup>st</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 1

**Area of Effect:** 1 target

**Saving Throw:** 1/2

When this spell is cast, a thin bolt of searing flames shoots forth from the wizard's index finger. This bolt will automatically hit a single target inflicting 1d6 points of damage, plus 1 point per level of the wizard, up to a maximum of 1d10+10. A successful save vs. spell reduces this damage by half. If a save is failed, possessions do not have to make a save, unless they were targeted specifically by the spell, in which case the owner suffers no damage, but the object must save vs. magical fire (at +2) or be destroyed (only one object may be targeted per casting).

**Flashing Light - (Elemental-Radiance, Alteration) - 1<sup>st</sup> level**

**Author:**

**Range:** 60 yards

**Components:** V, M

**Duration:** 1 turn/level

**Casting Time:** 1

**Area of Effect:** 20 foot-radius globe

**Saving Throw:** Special

This is a version of the *light* spell that was developed originally by humans or elves to be used against the drow, and now its use has spread. When this spell is cast, a light appears in the area of effect and instead of remaining constant it flashes bright and dim. Anyone in the area of effect suffers -2 to his attack rolls, and +1 to his AC if attacked by creatures that are outside the area of effect. Those creatures that have the blind fighting proficiency suffer only -1 to their attack rolls if inside the area or they attack normally against someone that is in the area (he doesn't gain the +1 bonus to AC against their attacks).

Drow and other creatures that suffer penalties to their attacks when in sunlight will add the -2 to attack rolls to their normal penalties when fighting in the light. Also note that the *Hand of darkness* spell will not negate this spell but will cause the penalty to attack rolls to be only -1, and light-hating creatures will only suffer -1 to their attack rolls if they are in the area of effect.

**Frost's Bite - (Alteration, Elemental-Ice) - 1<sup>st</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S

**Duration:** Special

**Casting Time:** 1

**Area of Effect:** Creature touched

**Saving Throw:** None

This spell is a cryomantic version of *shocking grasp*, a spell forbidden to cryomancers. When the spell is cast, a flickering blue radiance surrounds the caster's hands. The spell remains in effect for one round per level of the caster or until he touches another creature. The frost's bite delivers 1d8 points of damage, +1 per level of the caster (ex., a 2<sup>nd</sup>-level caster would inflict 1d8+2 damage). While the wizard must come close enough to his opponent to lay a hand on the opponent's body, a like touch from the opponent does not discharge the spell. Unlike *shocking grasp*, the caster must touch the opponent directly; he cannot touch a conductor as this spell is not electrical in nature.

### **Gayle's Glowing Wisps** - (Alteration, Elemental-Radiance, Elemental-Steam) - 1<sup>st</sup> level

**Author:** [kingofchaos@geocities.com](mailto:kingofchaos@geocities.com)

**Range:** 5 yards/level

**Components:** V, S

**Duration:** 2d4 rounds plus 1 round per level

**Casting Time:** 1

**Area of Effect:** 10 foot cube/level

**Saving Throw:** None

The Mist-Wizardess Gayle Matarc used this spell to light her way in times of trouble, and it was reported that this was the first spell she ever created herself. The spell conjures a single 10-foot cube of wispy, glowing vapors into being per caster level. Each cube of wisps must touch another, and though curves and twists of a long-line of wisps can be made, at no point can the wisps be more than 10 feet higher than the ground.

The wisps give off light equal to about 1 candle/caster level to all within their light. Unfortunately, the cloudy nature of the wisps, coupled with the light, reduces all normal and infravision to one-half range. Outside of the wisps, the wisps supply light for a 5-foot radius around the edge of the wisps, and leave the rest in natural lighting (or darkness).

The light conjured by the wisps can be white, or red, orange, yellow, green, blue, indigo or violet. The mists are the color they glow. If the caster desires white glowing mists, the spell has no material component. If the caster desires a colored mist, he must have a piece of silk, of any size, of the color desired. It is consumed on casting.

### **Gayle's Mistwrap** - (Elemental-Radiance, Elemental-Steam, Enchantment, Evocation) - 1<sup>st</sup> level

**Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 1

**Area of Effect:** One or more creatures within range

**Saving Throw:** Special

This spell, created by the Mist-Wizardess Gayle Matarc, can affect up to 2d4 HD worth of creatures who are within 10 yards/level of the caster. The spell will only affect creatures that are fully included by the hit-die maximum rolled, though the caster gets to decide which creatures are affected upon casting the spell (choosing the HD affected when the spell is cast). Any creature with more than 4 HD gains a saving throw vs. spell, and if it makes its save, the spell has no effect on that creature. The spell surrounds the creatures with strange, multi-colored wisps of mist and vapors that dance around the victims, blurring vision and annoying the eyes with the shifting color patterns. The mists and vapors distract the victim, and they suffer a -2 to hit and to damage

rolls, as well as a -2 to armor class for any attacks not coming from directly in front of them, as peripheral vision is sorely confused. Furthermore, normal (and infra) vision is reduced in range by half for those surrounded in the wispy vapors.

The vapors last for 1 round per caster level, unless there is a strong wind, in which case the spell's duration is halved, and the penalties are all reduced by half (though vision is still cut in half).

The material components for this spell are three strips of cloth, of different colors, from three separate cloaks.

### **Healing Touch of Salt - (Elemental-Salt, Necromancy) – 1<sup>st</sup> level**

**Author:**

**Range:** Touch

**Components:** V, M

**Duration:** Permanent

**Casting Time:** 1

**Area of Effect:** 1 being

**Saving Throw:** None

After casting this spell the caster touches the subject, the spell's energy then seals all of his bleeding wounds, even if they were caused by a sword of wounding, by creating a thin layer of salt on their surface. Due to the salt's stinging the recipient will suffer -1 to all of his rolls for the next 1-4 hours while the wounds close.

The material component is a bit of salt.

### **Human Torch - (Elemental-Fire, Evocation) - 1<sup>st</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S, M

**Duration:** 3 rounds

**Casting Time:** 2

**Area of Effect:** Caster

**Saving Throw:** None

This spell causes the wizard and all his clothing to become engulfed in flames. These flames do not harm the wizard or his equipment but cause 1d4 points of damage to anyone within 5 feet and an additional 1d6 to anyone who actually touches him. The flames themselves are only about as hot as a torch but the surrounding area will feel like a blast furnace.

### **Ice Burst - (Elemental-Ice, Alteration, Evocation) - 1<sup>st</sup> level**

**Author:** nbrgoin@chat.carleton.ca

**Range:** 5 yards/level

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 1

**Area of Effect:** 1 10' radius circle

**Saving Throw:** Neg.

When this spell is cast upon solid ice, it causes the ice to shatter and explode, shooting arrows of sharp ice. All creatures within 10 feet of the ice source suffer 1 point of damage per level of the caster (maximum of 10 points). Victims who roll a saving throw successfully suffer no damage.

This spell destroys the ice, which must be at least one cubic foot in size. Creatures made of ice are immune to this spell, and ice created through spells can be affected. This spell might be used to break a small hole in a wall of ice, if the wall isn't thick enough to handle losing a cubic foot.

### **Ice Staff - (Elemental-Ice, Conjunction) - 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, S, M

**Duration:** 2 rounds + 1 round/level

**Casting Time:** 1

**Area of Effect:** One Quarterstaff

**Saving Throw:** Special

This spell summons a staff into the hands of the caster, equal in all regards to a normal staff, except the staff is made of ice and weighs twice as much as a normal staff. The staff lasts for 2 rounds plus one round per level.

The staff is summoned from the para-elemental plane of ice, but is not entirely sturdy. Every round that it deals normal damage for a successful strike (1d6 damage), there is a 5% chance per point of damage inflicted (including strength bonuses) that the staff will shatter on the victim, ending the spell, but forcing the victim to make a saving throw vs. spells. If this saving throw is failed, the victim is numbed for 1d3 rounds, having its movement rate reduced by half, and its chance to hit reduced by 2. Proximity to major sources of heat, such as a roaring bonfire, improves the creature's saving throw by +2. A creature making its saving throw suffers no numbing at all.

The material components for this spell are a drop of water from melted snow and a sliver of wood from a quarterstaff. Both are consumed in casting. After shattering, the spell's duration prematurely ends, obviously.

### **Ignite - (Elemental-Fire, Evocation) - 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 5 yards per level

**Components:** V, S

**Duration:** Special

**Casting Time:** 1

**Area of Effect:** up to 5 cubic feet plus 1 cubic foot per level

**Saving Throw:** None

This spell, long in the annals of the Order of the Red in Coralport's secret Guild of the Grey, is a simple spell to ignite non-living matter. This spell will not target any item in contact with a living creature (such as a shirt or a cloak). The caster can start the fires up to 5 yards away per level, and need not fill the entire area of effect of 5 cubic feet plus 1 cubic foot per level. For example, if there were three lanterns, side by side, the caster could light the wicks, but not have to light the woven mat the lanterns stood upon.

The caster can ignite as many different objects as he wishes, so long as they are all within the area of effect. The fires start fairly small, but will spread, as per the situation and DM's wishes. The fire will burn for as long as it could were it started by natural means. The flames are not magical after they have burned for a round or more, but can be dispelled or magically snuffed before then.

### **Irritating Dust - (Elemental -Dust, Invocation/Evocation) - 1<sup>st</sup> level**

**Author:****Range:** 20 yards**Components:** V, S, M**Duration:** 1 round/level**Casting Time:** 1**Area of Effect:** 1d4 creatures in a 10' cube**Saving Throw:** Special

When this spell is cast a cloud of dust stirs in a 10' cube and 1-4 creatures in this area have the dust settle on them and make them feel uneasy if they fail their save. The dust causes -2 to AC and -1 to hit for the duration of the spell unless the save is made, in which case it only lasts 1 round, or if the creature takes one round to scratch without doing anything else.

Material component is a pinch of dust.

**Karm's Rockclimbing - (Elemental-Dust, Elemental-Mineral, Elemental-Earth, Alteration)**  
- 1<sup>st</sup> level

**Author:****Range:** Touch**Components:** V, S, M**Duration:** 2 rounds/level**Casting Time:** 1**Area of Effect:** Creature Touched**Saving Throw:** Neg.

Karm's Rockclimbing is a modified Spider Climb spell. The caster's hands and feet (both of which must be bare for the spell to work) develop the magical ability to cling to any natural or man-tooled earth or stone product (including gems, stone, metal, glass, dirt, sand, sod, mud, etc). The affected creature can climb at a movement rate of 6 (3 if at all encumbered), but the creature can handle any non-stone items without trouble. Stone/Earth/Glass/Metal/Dirt items weighing less than one pound are unmanageable, since they stick to the users hands and feet. The caster can end the spell at will.

The material component for this spell is a small statue carving of two hands interlocked, of no incredible value, consumed in casting.

**Karm's Stonestaff - (Elemental-Earth, Conjuration) – 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca**Range:** 0**Components:** V, S, M**Duration:** 2 rounds + 1 round per level**Casting Time:** 1**Area of Effect:** One Quarterstaff**Saving Throw:** Nil

This spell summons a stone staff into the hands of the caster, equal in all regards to a normal stone staff, except the staff weighs three times the weight of a normal staff. This staff lasts 2 rounds plus one round per level.

The staff is summoned from the elemental plane of earth, and is imbued with the magical energy of the plane. For every 5 levels of the caster, the staff acts as a +1 weapon in regards to whether or not the weapon can damage creatures normally immune to non-magical weapons. The staff

itself does not gain any magical bonuses, just gains the ability to harm creatures not normally harmed by mundane weapons.

The staff, once summoned, can be given to others.

The material component for this spell is a sliver from a quarterstaff, which grows and turns to stone for the duration of the spell, and crumbles to dust at the end of the spell.

### **Kyrell's Cold of the Grave - (Necromancy, Elemental-Ice) - 1<sup>st</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S

**Duration:** 2d6 rounds

**Casting Time:** 1

**Area of Effect:** 1 creature

**Saving Throw:** Neg.

When this spell is cast, the caster's hand is surrounded in a flickering blue radiance. The radiance lasts for one round per level of the caster. When the caster touches another creature (requiring a successful attack roll if the target is unwilling), the flickering radiance briefly surrounds the target, then vanishes. The target must save vs. paralyzation or be paralyzed for 2d6 rounds. *Protection from paralysis* wards against this spell. The paralysis can be ended prematurely by *dispel magic*, *remove paralysis*, *heal* or similar magic. Undead and creatures from other planes are immune to this spell.

### **Kyrell's Ice Blaze - (Evocation, Elemental-Ice) - 1<sup>st</sup> level**

**Author:**

**Range:** 20'

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 1

**Area of Effect:** Creature struck

**Saving Throw:** ½

An unenchanted silver rod studded with blue gems (worth at least 1,000 gp) is required to cast this spell. When the spell is cast, a freezing bolt of ice blasts forth from the tip of the rod, streaking out to up to 20'. The bolt trails snowflakes and makes a high-pitched screeching sound as it flies through the air. An attack roll at the caster's THAC0 is required. The bolt inflicts 1d3 damage per caster level, to a maximum of 10d3 damage. A saving throw vs. spell is applicable for half damage; creatures immune to cold take no damage. The bolt is strong enough to shatter clay and glass, but is harmless to ivory, bone, wood and stronger materials.

The material component of this spell is the rod mentioned above. The rod is not consumed in the casting.

### **Light Bolt - (Elemental-Radiance, Evocation) - 1<sup>st</sup> level**

**Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)

**Range:** 30 yards + 5 yards/level

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 1

**Area of Effect:** 1 creature

**Saving Throw:** Special

This spell creates a bolt of blazing white light that streaks towards target, striking as a THAC0 roll of a rogue of equal level to caster. The spell causes a base damage of 1d4, and momentarily surrounds the target by a blaze of white light when hit. A successful save vs. spell means the target is blinded until the end of the round (the rest of the round), failure means blindness for 1d4 rounds. For every 3 levels of the caster, a bonus of +1 to hit, -1 to opponent's save, or +1 to damage may be added. Thus, a 9<sup>th</sup> level wizard could create a +1 to hit, 1d4+1 damage light-bolt that forces opponent's save at -1. Or impose a -3 penalty to the save, etc. Any creature who is vulnerable or suffers penalties in bright light saves at -2.

**Lightning Blast - (Elemental-Lightning, Invocation/Evocation) - 1<sup>st</sup> level**

**Author:**

**Range:** 60 yards

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 1

**Area of Effect:** 1 creature

**Saving Throw:** 1/2

When the spell is cast small lightning leaps from the caster's hand and strikes the designated target if within 60 yards. The lightning causes 1d4 + 2 points of damage per level of the caster. (Maximum damage of 1d4 + 20 at 10th level). The target gets a save vs. spells for half damage.

**Magnetize - (Elemental-Lightning, Alteration) - 1<sup>st</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S

**Duration:** 1 round/level

**Casting Time:** 1

**Area of Effect:** 1 pound/level

**Saving Throw:** Special

The spell causes 1 pound of metal per level of the caster to become magnetized (the entire item must be affected for this spell to take place). The item attracts other metals in a 5' radius per caster's level. If the item affected is light and there is a heavier metal item in the radius of effect then the item will move fast in that item's direction.

This spell can be used to hit heavily armored opponents with thrown weapons if there's no other metal item in the vicinity. Another use for this spell may be to cast it on a fighter's shield and helmet while he stands beneath a wall of iron and seeing him stuck there until the spell ends at which time he will suffer fall damage.

Items held or carried by unwilling subjects get a save vs. spells with their wielders' saves.

**Mud Mold - (Elemental-Ooze, Conjunction) - 1<sup>st</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 1 round

**Area of Effect:** 1 object

**Saving Throw:** None.

With this spell the caster can create a mold of any small to medium sized objects. Any object of up to 1/10 pound of weight can be molded. For example the caster can create a mold for a key, an

emblem and even a small box. During the casting the caster has to hold the object he wishes to mold in one of his hands. Upon completion of the spell the caster will have a mold of the object in his other hand. The mold is made of a mud like substance. The mold can be used to make a duplicate of an object by pouring heated metals into it, whereupon it dries up and must be broken to extract the object. Note that the mold will stay "wet" until used, or until 1 year has passed, but it cannot be shaped into other form unless the a *Stone Shape*, or similar spell is cast on it.

The material component for this spell is the object that you want to make a mold of, it is not consume din the casting, and a bit of mud.

### **Orb of the Elements - (Elemental-General, Alteration, Evocation) - 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 1

**Area of Effect:** 1 Creature

**Saving Throw:** Neg.

This spell causes a 4-inch diameter sphere to appear in the caster's hand. Within the limits described below, the sphere can appear in a variety of forms, each elemental based and indicating a different special power. The caster can hurl the sphere at an opponent up to 30 yards away, providing there are no barriers between the caster and the target. If the target is no more than 10 yards away, the to-hit roll is made with a +3 bonus. If the target is 10-20 yards away, the caster's roll is made with a +2 bonus. If the target is 20-30 yards away, the caster's roll is made with a +1 bonus.

If the orb of the elements misses its target, it dissipates without effect. If the target creature makes a successful saving throw, the orb of the elements is also ineffective. Otherwise, the form of the orb determines the amount of damage inflicted and its special power, as summarized below.

The caster can create any single orb of any form listed for his level or lower. The material component for an air orb is any clear or white gem. The material component for a fire orb is any gold, yellow, or amber gem. The material component for a water orb is any blue or green gem. The material component for an earth orb is any gray, black, or brown gem. All gems must be worth at least 50 gp.

<b>Type of Orb</b>	<b>Level</b>	<b>Damag e</b>	<b>Effect</b>
<b>Air Orbs</b>	1 <sup>st</sup>	1d3	Mist
	3 <sup>rd</sup>	1d4	Gas
	5 <sup>th</sup>	1d6	Suffocate
<b>Earth Orbs</b>	1 <sup>st</sup>	1d6	Dust
	3 <sup>rd</sup>	1d8	Shards
	5 <sup>th</sup>	1d10	Crush
<b>Fire Orbs</b>	1 <sup>st</sup>	1d6	Light
	3 <sup>rd</sup>	1d8	Heat
	5 <sup>th</sup>	1d10	Fire
<b>Water Orbs</b>	1 <sup>st</sup>	1d4	Drench
	3 <sup>rd</sup>	1d6	Chill
	5 <sup>th</sup>	1d8	Freeze

Mist Orbs appear as a hazy ball of whirling wisps, and when struck, a mini wall-of-fog that springs into being within a 5' radius of the target. The Mist moves with the target, and lasts 1d4 rounds.

Gas Orbs appear as a tight sphere of a greenish gas, and when struck, the creature hit must make a saving throw vs. poison. If the saving throw succeeds, the creature suffers a -1 penalty to all attacks, saving throws and to AC from nausea that lasts 1d4 rounds. If the creature fails this saving throw, the creature is struck reeling and unable to attack because of nausea for 1d4 rounds, as per a stinking cloud spell.

Suffocation orbs appear as a strange empty space that gas and moisture build up on the outside of. Then struck, the target creature has its breath drawn from its lungs. This lasts for 1d4 rounds, and deals 1d4 points of damage a round, though a successful Constitution check means the creature gulped in enough air to take only half-damage.

Dust orbs appear as a swirling orb of thick dust, and when they strike, the creature is covered in a layer of thick dust. This will extinguish all open flames the target is carrying, and unless the target makes a saving throw vs spells, it will also be blinded (dust in the eyes) for 1d4 rounds. Blind creatures suffer a -4 to all attack rolls and a -4 penalty to AC.

Shard Orbs appear as a rock sphere made up of many small shards of rock. When they hit, they also explode, and all creatures within a five-foot radius must make a saving throw vs. spell or take 1d4 points of damage.

Crush Orbs appear as sphere of solid rock, and when they hit, they cause the creature to make a Dexterity-Balance check or be knocked down. If this check is failed with a natural roll of 18, 19, or 20, the creature must also make saving throws vs. crushing force against any items currently held or worn in the hands, arms, chest, waist, and back.

Light Orbs appear as a glowing sphere of white light. The light orb causes the victim to be surrounded by light to a radius of 20 feet, as if affected by a light spell. The effect lasts for 1d4 rounds, during which time the victim makes his saving throws and attack rolls with a -4 penalty, and his AC is penalized by 4.

Heat Orbs appear as glowing spheres of yellow-orange light. The heat from the orb is intense enough to melt 1 cubic yard of ice. The victim struck by the orb loses 1 point of strength and dexterity (or, for creatures, a -1 to hit and a -1 penalty to AC) for 1d4 rounds.

Fire Orbs appear as glowing orbs of burning flame, red-orange in color. It ignites all combustible materials within 5 feet of the target, and deals 1d4 burn damage to all creatures within 5 feet that fail a saving throw.

Drench Orbs appear as spheres of tightly packed salt water. When they hit, they drench the target completely, putting out any open flames, and causing a saving throw vs. spells to be made. If the save is failed, salt water gets into the eyes of the victim, blinding the victim for 1d4 rounds.

Chill Orbs appear as glowing spheres of blue-white light. They numb the target creature. Movement rates of the affected creature are halved, and the creature's chance to hit is reduced by 2. Both effects last for 1d4 rounds.

Freeze Orbs appear as spheres of solid ice. They explode when they hit, causing all creatures within 5 feet of the target to make a saving throw vs spells or be numbed, as per a Chill Orb.

Note that elementalists cannot conjure orbs from their opposing element, and that effective level determines the orb that can be conjured and thrown. (Thus, a 1st level Fire elemental, rolling a 4 on the 1d4 that can be rolled once/day to determine effective level of a spell, can create a Fire Orb, as he is effectively 5th level).

**Preserve - (Alteration, Elemental-Salt)– 1<sup>st</sup> level**

**Author:**

**Range: 0**

**Components:** V, S

**Duration:** Until dispelled

**Casting Time:** 1 round

**Area of Effect:** 1 pound/level

**Saving Throw:** None

*Preserve* can only be cast on animal matter, as long as it is not alive. The purpose of this spell is to give the mage a simple way to preserve meat. The spell salts the meat so that it can be preserved for a long period of time, but it takes out most of the moisture from the meat.

The spell has been known to be used by necromancers to preserve cadavers, and later animate them as zombies, or use their bodies as components for the creation of flesh golem.

To dispel you have only to wet the meat with fresh water, so crossing rivers and lakes is somewhat risky.

### **Pyric Darts - (Elemental-fire, Evocation)- 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 1

**Area of Effect:** Up to 5 creatures

**Saving Throw:** 1/2

This spell, long in the books of the Guild of the Grey in Coralport, Alyon, shoots forth bright flaming bursts of fire. For every odd level the caster has attained (1st, 3rd, 5th, 7th, 9th, 11th and so forth) the caster can create one flaming dart, to a maximum of five darts, or, can add a +2 damage bonus to an already created flame dart.

The base damage for a flaming dart is 1d3+2. All damage bonuses and targets must be decided before the attack rolls are made. The flame darts require a combat THAC0 roll vs. the target's armor class, though the wizard rolls the attack with a +1 bonus to hit per 4 levels of the caster (+5 maximum at 20th level), and includes any missile attack adjustment bonuses. Thus, a 20th level caster may create 5 1d3+2 darts, and may assign 5 +2 bonuses to damage to those darts as desired, even piling them all onto one dart, for a single dart that does 1d3+12 points of damage (save for half).

The wizard handles the flaming darts as normal multiple attacks. Thus, a wizard who creates five darts will fire off one dart when he casts the spell, then wait for everyone's first attacks. Then another dart appears and is fired in the correct order of initiative for the second attacks of all involved. And then the third, and so forth. Note that the wizard's spell can only be interrupted if he is struck before successfully casting the spell, though knocking him unconscious will destroy any darts that have yet to appear.

The darts will appear one by one, as listed, and hover in front of the caster's outstretched finger. The caster points at the desired target (within 10 yards per level) and the dart launch itself at the target. The target creature, if struck, gains a saving throw for half damage.

The darts may ignite combustibles - if the target fails his saving throw, item saving throws apply. The material component for this spell is a single sliver of gold per flaming dart to be created.

### **Raul's Cold Fire - (Elemental-Fire, Alteration) - 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 5 yards per level

**Components:** V, S

**Duration:** Permanent  
**Casting Time:** 1  
**Area of Effect:** 5 ft radius + 1 ft radius per level  
**Saving Throw:** None

This spell alters all existing fire, be it magical or non-magical, in the area of effect listed. The effect is instantaneous, but the effect on the flames enchanted by the spell lasts until those flames run out of fuel or are extinguished in any way.

All fire within the area of effect no longer produces heat. The fire will continue to consume the material it is burning, but will not spread any further than currently burning. As an added bonus, the fire lasts 20% longer than it would otherwise (rounded down). The cold fire produces no damage if stepped in, thrown at, or in any way touched, to items, people, or anything else.

Light ability of the fire is totally unaffected, and the cold fire can be extinguished in any regular manner. Note that a cold-fire in a fireplace could not be further stoked, and would merely burn the wood it was using at the casting of the spell, and then it would extinguish.

This spell is very useful for homes and in cramped quarters for torches or candles. Libraries would pay well for this spell.

This spell has no effect on creatures of magical flame.

### **Raul's Dark Fire - (Elemental-Fire, Alteration) - 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca  
**Range:** 5 yards per level  
**Components:** V, S  
**Duration:** Permanent  
**Casting Time:** 1  
**Area of Effect:** 5' + 1' /level in radius  
**Saving Throw:** None

In contrast to the cold fire spell, this spell, which has the same range and duration as the cold fire spell, removes the light-producing ability from fire and flame, while keeping the heat ability.

The fire will still spread normally, however, the flames will appear as a smoky darkness, not a fiery light, and cast no light of their own, though they still produce the normal amount of smoke. Items will blacken and burn and radiate heat, but no light at all.

Dark Fire has the same duration as a normal fire, and needs all the same fuel. It deals exactly the same damage as a bright fire of equal size.

This spell has no effect on creatures of magical flame. The spell is very useful for campfires at night, when heat is important, but being unseen is also important, and for burning down a building without giving a large signal that the fire is there.

### **Raul's Flaming Weapon - (Elemental-Fire, Alteration) - 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca  
**Range:** 0  
**Components:** V, S, M  
**Duration:** 1 round plus 1 round/two levels  
**Casting Time:** 1  
**Area of Effect:** 1 weapon  
**Saving Throw:** Special

A basic battle spell, for when all else fails, Raul Blackfeather invented the flaming weapon spell. A single weapon can be affected, and the caster is the only one who may hold such a weapon. If

he lets go of the weapon, the spell will end at the end of that round, rather than lasting the full 1 round plus 1 round per level spell duration. Thus, missile weapons (such as a thrown dagger or a sling-stone) reduce this spell's duration to one-shot.

A single weapon, wielded by the caster at the time of casting, gains a light fiery aura for the duration of the spell. Whenever the caster hits in normal combat with the weapon, the victim struck by the weapon must make a save vs. spells. If they make their save, they take 1 extra point of fire damage from the aura. If they fail their save, the victim takes extra 1d3 points of fire damage from the spell. A save is rolled every hit.

The caster himself suffers no damage through the fiery aura on his weapon. Thrown daggers and sling-stones only work once - the spell fails after the item is thrown and hits (or misses, in which case the spell is wasted). Furthermore, the spell confers no combat bonus or penalty, merely more damage from a normal weapon by adding magical fire to its damaging capabilities.

The material component for this spell is the weapon to be enchanted and a piece of singed wood. The wood is consumed in casting, but the weapon is not.

### **Salty Wounds – (Salt, Conjunction/Summoning) – 1<sup>st</sup> level**

**Author:**

**Range:** 5 yards/level

**Components:** V, S

**Duration:** 1 round/level

**Casting Time:** 1

**Area of Effect:** 1 being

**Saving Throw:** Neg.

The recipient of this spell will have small salt crystals conjured into his wounds. The salt will cause him pain therefore less effective in his blows and slower in his defense. The recipient suffers -2 to his to hit rolls and -2 penalty to his AC. Obviously the creature must have wounds for this spell to take effect and it cannot affect creatures without blood such as undead and golems.

### **Shara's Icicle Strike - (Elemental-Ice, Evocation) - 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 10 yards + 5 yards per level

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 1

**Area of Effect:** 1 or more creatures

**Saving Throw:** None

This spell, created by the Frost Wizardess Shara of Arymyr Moon, creates one wicked sharp icicle per 2 levels (rounded up). Each icicle then streaks out at a separate target, striking with the THAC0 of a warrior of the same level as the wizard. All creatures must be within a 180-degree arc of the wizard's facing, and within 10 yards plus 5 yards per level of range. Each icicle deals damage equal to a dagger (1d4 against S/M, 1d3 against L) if it strikes.

The wizard has the option of creating less than the maximum amount of icicles. If she does so, for each icicle reduced from the maximum, all others gain a +1 to strike. Thus, a 7th level frost mage casts this spell, creating up to 4 icicles. Instead, the caster creates two, and each strikes as a 7th level warrior, with a +2 bonus to hit. No bonus to damage is ever gained through the use of this spell.

**Sharp Edge - (Alteration, Elemental-Mineral) -1<sup>st</sup> level****Author:****Range:** Touch**Components:** V, M**Duration:** 1 round/level**Casting Time:** 1**Area of Effect:** 1 weapon/2 levels**Saving Throw:** None

The caster of this spell touches a weapon and this spell grants it a sharpness that can otherwise only available to weapons crafted by a skilled weapon-smith. Only weapons of piercing or slashing nature may be affected by this spell, making them so sharp they cause 1 extra point of damage per hit for a period of 1 round per level of the caster. After the duration the weapon resumes it's normal edge and loses the 1 extra point of damage.

Only one *Sharp Edge* spell may be in effect on a weapon at the same time but the caster can affect up to 1 weapon per 2 levels of his.

The material components are the weapons to be enchanted and a grindstone.

**Shonna's Smokepuffs - (Smoke, Evocation) - 1<sup>st</sup> level****Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)**Range:** 10 yards/level**Components:** V, S, M**Duration:** Instantaneous**Casting Time:** 1**Area of Effect:** 1 or more creatures within a 20' cube**Saving Throw:** Special

This spell creates a thick puff of smoke around one target creature. Should target the inhale the thick smoke, which is the desired effect of the spell, the creature must make a saving throw vs. spells. If the creature makes its save, it breathes in a small amount of the smoke and merely coughs a little for the duration of the round, taking a -1 penalty to hit, to damage, and to Armor Class until the end of the round. If the creature fails its save, it takes 1 point of damage from smoke inhalation, has a -3 penalty to hit, damage and armor class until the end of the round. Coughing in the following round cause him to suffer a -1 penalty to hit, to damage, and to armor class in the round following the smoke inhalation.

The caster can target one creature within a 20 ft cube, plus another creature at every 3rd level (2 creatures at 3rd level, 3 creatures at 6th level, etc.) to a maximum of 5 creatures. This spell has no effect on creatures that do not breathe air, or are from the elemental plane of fire. This spell has no effect on creatures made of elemental air, earth, or water, either.

The material component for this spell is one charred bit of white cloth per target to be affected by the spell.

**Small Fire Ball - (Elemental-Fire, Evocation) - 1<sup>st</sup> level****Author:** [wraithgon@hotmail.com](mailto:wraithgon@hotmail.com)**Range:** 5 yards + 5 yards/level**Components:** V, S, M**Duration:** Instantaneous**Casting Time:** 2**Area of Effect:** 1 target**Saving Throw:** 1/2

This is similar to a normal Fireball spell with the following exceptions: only one target is affected (the wizard chooses the target and the Fireball expands until the target is engulfed), damage is 1d4 HP per level (up to a maximum of 10d4), and exposed items receive a +2 on their saving throws.

The material components for this spell are a bit of burning incense, and any gems worth at least 5 GP; both are consumed with the casting.

### **Smoky Figure I - (Smoke, Illusion/Phantasm) - 1<sup>st</sup> level**

**Author:**

**Range:** 10 yards

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 1

**Area of Effect:** 1 fire source

**Saving Throw:** Special

When cast on a fire source the spell causes the ensuing smoke to take on a vaguely human form wielding a great pole arm made from smoke. The smoke figure is only an illusion and cannot harm anyone (treat it as phantasmal force). This spell is usually used to frighten campers as it can't do more than that. Creatures viewing this creature can get a save vs. spells if they disbelieve it.

The material component is the fire source.

### **Soot Ball - (Elemental-Ash, Invocation) - 1<sup>st</sup> level**

**Author:**

**Range:** 20 yards

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 1

**Area of Effect:** 10' radius

**Saving Throw:** Special

When this spell is cast it creates a 10' radius sphere of soot cloud. The cloud causes 1d4 points of damage for every odd level of the caster (maximum of 5d4 damage) to every creature in the area from the hot ash that falls on their skin and is being inhaled into their lungs. The soot also blinds those in the area for 1-2 rounds. A successful saving throw vs. spells will half the damage and prevents the blindness from occurring.

### **Sweat - (Elemental-Steam, Invocation) - 1<sup>st</sup> level**

**Author:**

**Range:** 30 yards

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 1

**Area of Effect:** 1 creature

**Saving Throw:** Neg.

This spell will cause a small vortex of hot steam to appear around the target. The steam then swirls around, making the target to feel tired and to sweat for a number of rounds equal to the caster's level. This effect causes the target to suffer a -2 to his attack rolls and makes spell

casting difficult – make a Constitution check at –2, with failure indicating that the spell fails but is not lost from memory. A successful save vs. spells at +1 will negate this spell. The material component is a sprig of desert bush that is consumed in the casting.

### **Swim as the Dolphin - (Elemental-Water, Alteration) - 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** Touch

**Components:** V, S

**Duration:** 5 rounds/level

**Casting Time:** 1

**Area of Effect:** 1 creature

**Saving Throw:** None

This spell, invented by the Blue Wizards of Alyon, grants the ability to swim with complete skill and ease, and at a movement rate of 30, for the duration of the spell. This spell does not give the creature touched (which can be the caster) the ability to breathe water in any way. Normal fatigue rates apply, even though the swimmer now has a base move of 30, not 12. Further, the swimmer is assumed to have full facility in the water. The spell grants the Swimming non-weapon proficiency to those who do not have it, and grants a +1 bonus per 3 levels to the swimming proficiency score of a proficient recipient of this spell. Checks are still required as normal (in very rough seas, for example).

### **Thanan's Hard Water Bolt - (Elemental-Water, Alteration) - 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 15 yards + 5 yards per level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 1

**Area of Effect:** 1 water source within 5 yards per level

**Saving Throw:** 1/2

This spell makes an amount of water about equal to a full wineskin form into a hard sphere of liquid and lash out at a target. If the caster uses his own water source (wineskin, bottle, cup) to form the missile, he strikes as a fighter of equal level as the caster, and the bolt deals 1d4 points of damage, as well as soaking the target (the target must make a dexterity check or all open flames carried by the target are doused).

If the caster is near another source of open water that is within 5 yards per level, the bolt can be formed from line of sight, and will strike from the water source, forming and leaping from the water's surface, giving the caster a surprise advantage, as few suspect a nearby pond as a source of attack. (For game purposes, the attack is made as a fighter of equal level to the caster with a +2 bonus). If created from a water source larger than two wineskins (whether from the caster's hand or a far pool), the bolt deals 1d4+1 damage.

If the water is boiling, the spell deals double damage.

The spell can be used to make a "called shot," and hit the target in the eyes, the target must make a save vs. spells or be effectively blind until the beginning of the next round.

In any case, the target can make a save vs. spells to incur half-damage.

### **Thanan's Inversion - (Elemental-Fire, Elemental-Ice, Alteration, Abjuration) - 1<sup>st</sup> level**

**Reversible**

**Author:** nburgoin@chat.carleton.ca

**Range:** 10 yards per level

**Components:** V, S, M

**Duration:** 2 rounds/level

**Casting Time:** 1

**Area of Effect:** See below

**Saving Throw:** Neg.

This spell, created by the sailor-mage Thanan Gerinbou, can be cast upon a single creature within sight, or fixed in place. Either version of the spell creates a cylinder-like field where any flame or heat capable of causing damage is instead inverted to cold or ice that is capable of causing equal amounts of damage. While this may not seem to be a real bonus, Thanan knew what he was doing.

First, a fire-based attack entering the field turns into cold radiance or frost or ice, and therefore will not cause any fires as a side-effect, something Thanan valued on the open sea in a wooden ship.

Second, for all intents and purposes for saving throws, the attack becomes ice and cold based - so a creature immune to fire can then be harmed by fire-attacks, so long as the creature either stays within the radius of the inversion, or is the target of the inversion. (Unwilling targets make a save vs. spells to avoid the effects of Thanan's Inversion). Third, saving throw bonuses of ice elementalists do count, as, for the purposes of magical attacks, any fire attack has been changed into an ice attack, and is thus applicable for saving throws. And finally, fourth, all fires burning before the spell is cast vanish when they hit the area of effect. Casting this on himself, Thanan can wander through a burning place and put the fire out as he walks.

If cast on a creature, the spell only reaches out as a cylinder whose radius is one foot per level. If cast upon a place, immobile, the cylinder is 10 feet in radius, plus one foot in radius per caster level. If cast on a creature, that creature also gains a +1 bonus vs. all cold or ice based attacks.

Damage is not further effected. A fireball bursting within Thanan's Inversion will still burst. If it would normally do 6d6 points of fire damage, however, it now does 6d6 points of ice/cold damage instead.

The material component is a lit candle and either some snow, some ice, or a shard of rock crystal. One of the last three must be used to douse the flame at the beginning of the spell. All components vanish at the end of the spell.

Although Thanan could not do it himself, this spell can be reversed, changing all ice and cold based attacks into fire and heat based attacks for the same duration. The material components would be the same, except the ice or snow would be held over the flame and melted, and the rock crystal would be held in the flame until it scorched.

### **Thanan's Waveride - (Elemental-Water, Alteration) - 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 5 yards per level

**Components:** V, M

**Duration:** 1 turn plus 1 round per level

**Casting Time:** 1

**Area of Effect:** 1 creature, or the caster and companion(s)

**Saving Throw:** Neg.

This spell is a handy way to cross small bodies of water, or to quickly move within any sized watery environment on its surface. The spell creates a magical wave beneath the caster, which rises and supports him, and then speeds off in one direction, chosen by the caster at the time of casting, carrying him along with it.

The caster cannot change the direction of the wave once chosen, and when the spell duration runs out, the wave dissipates. If the wave hits a shore or a solid object, the wave also dissipates, and in both cases, the wave disperses gently, causing no ramming damage at all.

If cast on an unwilling creature, the creature can make a saving throw vs. spells in order to avoid the affect, though if the creature fails the saving throw, it is most likely removed from the combat entirely.

The wave travels at a maximum movement rate of 12 + 1 for every even level of the caster beyond the first. The caster can adjust the movement rate at casting, but once chosen, the rate cannot be changed. Thus, a 12th level caster could make the wave move up to a movement rate of 18, or 180 yards per round.

Spellcasting is not possible while travelling on the wave if the spell needs somatic or material components. Also, the traveler suffers a -2 penalty to AC and to all combat rolls while waveriding.

If the target is the caster, he can elect to take up to 1 more willing person per every even level after the 1st (bring 1 person with him at 2nd, 2 at 4th, 3 at 6th, and so forth). If cast on an unwilling victim, the spell cannot affect more than one target.

The material component for this spell is some sand from any beach where waves crash, and it is consumed in the casting of the Waveride spell.

### **Uazzigaald's Cool Breeze - (Evocation, Elemental-Ice, Elemental-Air) - 1<sup>st</sup> level**

**Author:**

**Range:** 10 yards/level

**Components:** V, S

**Duration:** 2 rounds

**Casting Time:** 1

**Area of Effect:** Field 40 feet long, 40 feet wide and 10 feet high

**Saving Throw:** None

The weakest of Uazzigaald's cryomantic legacy, *cool breeze* is the only spell in the nine-spell set that does not inflict damage. The spell only serves to create a brisk breeze than penalizes all nonmagical missile attacks within the area of effect by -2. The spell can be ended with *dispel magic*, another characteristic that separates it from its brethren.

### **Vanar's Earthstrike - (Elemental-Earth, Alteration) - 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 30 yards plus 10 yards per level

**Components:** V, S

**Duration** - Instantaneous

**Casting Time** - 1

**Area of Effect** - 1 or more creatures within 20 feet of each other

**Saving Throw** - None

Created by the leader of the Grey Order, this spell causes shards of earthen elements near the feet or below target creatures to be formed. They then shoot at the target creatures with incredible speed and accuracy, striking in the same manner as magic missiles (and all spells that stop or affect magic missiles affect Vanar's Earthstrike). Each target must be standing on earth, sand, dirt, soil or other natural or man-shaped earth (not glass or metal), though the target can also be up to 5 ft off the ground per caster level and still be affected. This spell is therefore useless on a ship, in a wooden-floored building, in water, etc.

The spell causes a shard of the natural or man-tooled element to rip free from the ground and strike the target. Shards are solidified and magical in nature, so that sandy ground will still produce a sharp shard of rock. The shard deals 1d4 points of damage, and appears from within 5' radius around the target, striking on an angle, not from directly below. If cast over stone floor or natural stone or hardened earth product, the spell leaves a one inch diameter hole, about 5 inches deep or so.

For every odd level of the caster, the spell can create a single earthstrike shard, or make an existing shard gain a +1 bonus to damage. Thus, a 1st level wizard can only make one 1d4 shard. A 3rd level wizard could make two 1d4 shards, or one 1d4+1 shard. Thus, at 19th level, a wizard could have up to 10 shards, or one that deals 1d4+9 points of damage. This is important in that the wizard can aim only one shard at a single target. (His only way to improve the damage against one creature is to sacrifice a possible shard and give the one striking the creature a +1 bonus).

### **Zephyr's Hand - (Elemental-Air, Alteration) - 1<sup>st</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, S

**Duration:** 1d4 rounds + 1 round per level

**Casting Time:** 1

**Area of Effect:** Caster

**Saving Throw:** None

This spell grants the caster the ability to control the air around him to such a degree that bursts of wind seem to launch and carry the caster for fairly significant distances. One flight can be made per round. Outdoors, these trips can be up to 30 feet forward or straight upward, or up to 10 feet backwards. Indoors, these trips can be only 15 feet forward or straight upward, though backward flight is not altered.

Horizontal flights forward or backward cause the caster to rise one foot off the floor per 10 feet of distance traveled. Zephyr's Hand does not ensure safety in landing or grasping at the end of the leap.

Zephyr's Hand appears as a whipping mini-whirlwind around the caster's legs and feet at the time of use, and throughout the flight. It dissipates with landing, until summoned again, a maximum of once per round, for 1d4 rounds plus 1 round per level of the caster. The flight is a burst only, and sustained flight is impossible. The Zephyr's Hand spell creates bursts of wind that carry the caster in a short hop.



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

### **Air Fist - (Elemental-Air, Evocation) - 2<sup>nd</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 100 feet

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 2

**Area of Effect:** 1 target

**Saving Throw:** None

This spell creates a magical fist of air that attacks one creature and does 1d4 points of damage for each level of the caster, plus the target's AC in damage. The caster must make a successful attack roll to hit the target with the fist, but strikes as if the target had an AC of 10, minus the target's Dexterity defensive adjustment and any magical armor bonuses, excluding shield bonuses. For example, a fighter with plate mail +2, a Dexterity of 15, and a shield +1 has a -1 AC. When the caster rolls his attack roll, he has to hit AC 7 (-2 for the armor and -1 for Dexterity; the shield bonus does not apply), but when he rolls the damage, he subtracts one from the total because the actual AC of the fighter is -1. Note that if the target's armor class is negative, it will negate damage to a minimum of 0 points.

### **Antra's Storm Cloud - (Evocation, Elemental-Lightning) - 2<sup>nd</sup> level**

**Author:**

**Range:** 5 yards/level

**Components:** V, S

**Duration:** 4 rounds

**Casting Time:** 2

**Area of Effect:** Any creature within 30 feet

**Saving Throw:** ½

A creation of one of Sinthal's greatest mages of all time, this spell creates a small storm cloud that hovers about for 4 rounds. The caster can cancel the spell at any time with a whim. On the first round of its creation, the cloud can emit a 15-foot lightning bolt that inflicts 1d4 damage. On the second round, it can emit a 20-foot bolt that inflicts 2d4 damage. On the third round, it can emit a 25-foot bolt that inflicts 3d4 damage. On the fourth round, it can emit a 30-foot bolt that inflicts 4d4 damage. In all cases a saving throw vs. spells is allowed for half damage. The caster does not have to make the cloud emit a bolt on any round of its existence, although holding back a bolt wastes it. The bolts are generally too weak to affect objects; objects struck by any bolt save against electricity (not lightning) with a bonus equal to five minus the bolt's strength (thus the weakest bolt allows a +4 bonus while the strongest allows a +1 bonus).

### **Burst of Soot - (Elemental-Ash, Conjunction/Summoning) - 2<sup>nd</sup> level**

**Author:**

**Range:** 20 yards

**Components:** V, S, M

**Duration:** 1 round /4 levels

**Casting Time:** 2

**Area of Effect:** 10' cube

**Saving Throw:** Special

The *Burst of Soot* spell creates a cloud of soot that hampers vision and hinders movement within a 10' cube. All the creatures in the affected area that must breathe are slowed to 1/3 of their movement. The visibility is reduced to 1 yard for all creatures in the area as the soot hinders their vision. Any attacks in the area suffer a -4 penalty and no missile weapon can be used in the area or into the area.

If the creatures make their saving throw then they are slowed only to 2/3 of their movement rate and suffer only -2 to attacks. Creatures that remain in the area of effect must make a new saving throw every round until either they leave the area, the spell's duration expires, they fail a saving throw, or they cast a spell that protects them from these effects. Note that the effects of this spell lasts for 1-4 rounds after leaving the area of effect, or after the spell's duration expires.

The caster needs a small pouch of soot to cast the spell

### **Clarity of the Void - (Elemental-Vacuum, Abjuration) - 2<sup>nd</sup> level**

**Author:**

**Range:** 5 yards/level

**Components:** V, S, M

**Duration:** See below

**Casting time:** 3

**Area of Effect:** 10 cubic feet/level

**Saving Throw:** None

The casting of this spell creates a small (6" in diameter) globe of vacuum that absorbs all harmful gases in the spell's area of effect. The globe may absorb up to 10 cubic feet of harmful gases per level of the caster, after which it disappears. Within the void the gases disappear without leaving a trace, sucked into the plane of Vacuum. If the globe is not able to absorb its allotted amount, it will dispel itself twenty-four hours after being cast.

The material component is a small, tightly sealed glass bottle.

### **Clay Object - (Elemental-Ooze, Conjunction) - 2<sup>nd</sup> level**

**Author:**

**Range:** Touch

**Components:** V, M

**Duration:** Permanent

**Casting Time:** 5

**Area of Effect:** 1 Object

**Saving Throw:** None

The caster, with the aid of this spell, can duplicate any small object up to 1 pound in weight. The caster has to hold the object in one of his hands to cast the spell, and the other hand must be empty, as the duplicate appears in it. Upon completion of the spell the caster has a hard clay duplicate of the object. Note that the duplicate does not have any magical properties the original might have had. Objects created like this are made of dry mud and as such are very easy to break, so care must be taken with them if they are to last.

The spell can also be used to create an object of appropriate size to which the caster has its mold. The duplicate is rock hard and very difficult to break.

The component of this spell is a small globe of ordinary, unbaked, clay.

### **Cloud Walk - (Elemental-Air, Elemental-Smoke, Elemental-Steam, Alteration) - 2<sup>nd</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** Touch

**Components:** V, S, M  
**Duration:** 1d6 turns + 1 turn/level  
**Casting Time:** 3  
**Area of Effect:** Creatures touched  
**Saving Throw:** None

This spell allows the recipient to walk on any form of fog, cloud, or smoke as if it were solid. The recipient may move at normal movement rate, plus the movement rate of the smoke (thus a rising column of smoke from a fire might carry the recipient up at movement rate 12). The smoke must be reasonably thick, reducing visibility significantly. This spell will not allow walking on fine mist. The material component is a hair from a nightmare. Of course one should consider that smoke would disperse after a while...

### **Cold Snap - (Elemental-Ice, Evocation) - 2<sup>nd</sup> level**

**Author:** wrathgon@hotmail.com  
**Range:** 0  
**Components:** S  
**Duration:** Instantaneous  
**Casting Time:** 2  
**Area of Effect:** Special  
**Saving Throw:** 1/2

Upon casting this spell, the caster releases a cone of frost from his hand. This cone is 30' long and 20' wide at its end. The frost does 2 points of damage per level of the caster. If those in the area make their saving throw they take only half damage.

### **Cyrene'Lhei's Firebird - (Elemental-Fire, Conjunction) - 2<sup>nd</sup> level**

**Author:** nburgoin@chat.carleton.ca  
**Range:** 30 yards  
**Components:** V, S, M  
**Duration:** 1 round plus 1 round/level  
**Casting Time:** 2  
**Area of Effect:** Special  
**Saving Throw:** None

This spell conjures a magical bird that appears to be about the size and shape of a large hawk, but is entirely red, orange and gold in coloring, and surrounded by a hazy fiery aura.

The firebird has AC 6, Can fly at a movement rate of 33, and has maneuverability class B. It has 1 HD, a THAC0 of 19, and deals 1d2/1d2/1 damage in combat. (Talon/talon/beak). Once per round, the firebird can attempt a dive attack, in which case it can make no beak attack that round, but gains a +2 to attack, and deals double normal talon damage on a successful strike. It is size S (4'), and is worth 65 XP to those killing it. The firebird is under the complete control of the caster, and thus makes no morale rolls of its own.

On any successful strike, the firebird forces the stuck opponent to make a saving throw vs. spell. If the victim fails that saving throw, the victim takes additional 1d4+1 points of fire damage.

The firebird will last for the duration of the spell, and the caster need only speak to direct the firebird on which target to attack. If the bird is reduced to 0 hit points, it vanishes in a black puff of smoke.

The Material component for this spell is the feather of any size S bird, and a single candle. The feather is burned by the lit candle, and the candle melts away throughout the spell, turning into a puddle of wax at the spell's end.

### **Cyrene'Lhei's Flame Whip - (Elemental-Fire, Invocation/Evocation) - 2<sup>nd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, S, M

**Duration:** 1 round + 1 round per level

**Casting Time:** 2

**Area of Effect:** Caster

**Saving Throw:** Special

This spell conjures a whip made of flickering flames into the hand of the caster. The whip of fire deals no damage to the caster for summoning it, but can be used, for all intents and purposes, as a normal whip.

It has all the usual statistics that a normal whip does, and if the caster has no proficiency in the whip, she has no proficiency in the flame whip, either, and suffers the normal penalties. The flame whip strikes for the normal 1d2/1 points of damage, and with the usual speed rating (8). However, on a successful strike, the target must make a saving throw vs. spells or suffer 2d4 points of fire damage.

As a final use of the spell, the caster can whirl the whip overhead in a circle, and then release the whip with a crack at a single target within 20 yards. The whip will flare at the target, dealing 3d6 points of fire damage (save for half), then extinguish itself once striking.

All attacks with the whip use the caster's THAC0, but for every 5 levels of the caster, the whip grants a +1 to hit (no bonus to damage).

The material component for this spell is a piece of burned leather.

### **Dagny's Breath From Within - (Elemental-Air, Alteration, Conjunction) - 2<sup>nd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Duration:** 2 rounds per caster level + 1d4 rounds

**Components:** V, S

**Casting Time:** 2

**Area of Effect:** Caster or single target

**Saving Throw:** None

This spell, created by Dagny Freeman, conjures breathable air into the lungs of the target at a rate normally used by the individual. The duration of this air is such that the target need not breath or hold their breath while it is in use - until 1d4 rounds plus 2 rounds/caster level have passed. This is an improved version of Lasting Breath, except the target can function totally normally, speaking and so forth, in normally toxic or suffocating environments.

### **Dusty Trail - (Elemental-Dust, Alteration) - 2<sup>nd</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S, M

**Duration:** 1 turn/level

**Casting Time:** 4

**Area of Effect:** Special

**Saving Throw:** None

This spell causes the recipients' trail to disappear 1' behind them. The spell causes dust to be swept so that it disguises the tracks, inflicting a -25% to the tracking ability of the one who follows. The wizard can affect himself and one more being for every 2 levels, but he needs to touch those he wants to affect. The material components are a small duster and a leaf.

### **Excite Fire - (Elemental-Fire, Alteration) - 2<sup>nd</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 20 feet

**Components:** V, M

**Duration:** 1 round plus 1round/two levels

**Casting Time:** 1

**Area of Effect:**Instantaneous

**Saving Throw:** 1/2

This spell causes fire to hurl itself at a victim (attack roll needed) for up to five feet per level to a maximum of sixty feet. Upon contact with the victim, the fire does 1d4 points damage per level of the wizard minus Range from fire sources. Since the fire is dragged from a source, that fire is effectively lost from the source.

### **Extract Salt - (Elemental-Salt, Alteration) – 2<sup>nd</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S

**Duration:** 3 rounds/level

**Casting Time:** 1 round

**Area of Effect:** 1 cubic foot/level

**Saving Throw:** None

*Extract salt* causes all the minerals and salts in a given body of liquid (in a bottle, canteen or well, for example) to sink to the bottom and collect in a thin layer of particles without dissolving into the liquid until the end of the spell. Thus, this spell may enable wizards to extract minerals and salts from a liquid, and at the same time purifying that liquid. After 3 rounds/level, unless removed, the salts will once again dissolve into the liquid.

*Extract salt* is mainly used in laboratories, or for purifying drinking water. Many a traveling mage has been saved when traveling through a desert seacoast with no water to drink, and only this spell to cast.

### **Flipant's Incandescent Ooze - (Elemental-Ooze, Conjunction) - 2<sup>nd</sup> level**

**Author:**

**Range:** 15 yards

**Components:** V, M

**Duration:** Special

**Casting Time:** 3

**Area of Effect:**1 creature

**Saving Throw:** None

With this spell the caster creates a globe of dark green ooze and hurls it upon the target. The glob spread and covers targets of up to large size. The oily substance the glob is flammable. It does not

cause any damage by itself but the contact with open air will ignite it. When set on fire it burns for 1 round/ 2 levels of the caster and causes 1d10 points of damage every round. A *Dispel Magic* spell can extinguish the conflagration, as can any spell that causes the air around the target to be drenched with water or creates a vacuum, although the latter may kill the target. There is no save against the damage.

The material component of this spell is a small vial of mire ooze.

### **Gayle's Misty Trail - (Elemental-Steam, Divination) - 2<sup>nd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** Special

**Components:** V, S, M

**Duration:** 2 rounds per level

**Casting Time:** 2

**Area of Effect:** Special

**Saving Throw:** None

This spell, created by the mist-weaving wizard Gayle Matarc, aided her in location of items she desired. The caster places a candle on the floor (the material component of the spell) or ground, and utters the words to this spell. At the casting of the spell, the candle will light, and wispy vapors will reach from the candle, and begin to float towards any one non-living thing the caster desires.

Once chosen, the item cannot be changed. Also, if the candle is disturbed in any way, the spell will end and the candle will go out. The wisps travel 10 yards in a single round, leaving a wispy trail all the way back to the candle itself, and constantly shifting and changing colors. The wisps seek the most direct route to their source, but will not go through walls or through other small holes or cracks. If the wisps hit a door, for example, they will wait for someone to open the door before continuing. Lead blocks this spell, and anything sought that is entombed in lead will not be found.

Items found by this spell include things such as apparel, jewelry, furniture, tools, weapons, ladders, staircases, or even a specific object. (If the caster can create a clear mental picture of the item).

Furthermore, if the caster so desires, he can burn some hair from a specific person or creature in the candle-flame upon casting, and the mist will seek that person out instead.

The wisps will continue to travel towards the target in the most direct route possible (making this spell useful in a labyrinth, castle, or dungeon-like setting) that is passable by the caster (though stopping for doors to be opened, etc). At the end of the spell duration, the wisps vanish, and the candle has melted away into nothingness. The wisps will always head towards something, no matter the distance, but if more than one item exists that meet the specifications of the caster, the closer of the two is chosen.

The material component for this spell is a candle of any color, (and perhaps some hair), and all components are consumed upon casting. If there is a strong wind, the duration of this spell is halved.

### **Gayle's White Mist - (Elemental-Ice, Elemental-Steam, Evocation) - 2<sup>nd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 5 yards per level

**Components:** V, S, M

**Duration:** 1 round per level

**Casting Time:** 2

**Area of Effect:** 10 ft cube + 10 ft cube per level

**Saving Throw:** 1/2

This spell, created by Gayle Matarc, the Mist-Wizard, creates a cloud of snow-white vapor that is icy and cold to the senses. The cloud can be up to 10 ft + 10 ft cubed per level of the caster, but must be roughly square or hexagonal, and can never be more than ten feet high off the ground.

The cloud is numbing cold, and every round inside it, all take 1d3 points of damage (save vs. spells for half damage - rounded down, so that some may escape damage completely). Furthermore, as soon as a creature fails this save, it gains a -1 penalty to attacks, to damage, loses dexterity bonuses and takes a -1 to armor class, as well as having movement rate reduced by 1/3 due to the cold and shivering.

Those who are cold or shivering will do so for one round after they leave the cloud, keeping the penalties for that one round.

The material component is a piece of white silk. It is consumed upon casting.

**Icy Blast - (Elemental-Ice, Evocation) - 2<sup>nd</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 5 ft + 1 ft/level

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 2

**Area of Effect:** the caster

**Saving Throw:** 1/2

When icy blast is cast, a sheet of icy cold rays spread out from the caster's hands, covering a 45-degree angle in front of the caster. Anyone in this area must make a save vs. spells or take 1d6 points of damage plus 3 points per level of the caster. If the save is made, half damage is then taken. The maximum damage caused by this spell is 1d6+30 points of damage.

When this spell is used against a sleeth, it acts additionally as a slow spell for 2-5 (1d4+1) rounds.

**Instant Propulsion - (Elemental-Vacuum, Alteration) - 2<sup>nd</sup> level**

**Author:**

**Range:** 20 yards

**Components:** S, M

**Duration:** Instantaneous

**Casting Time:** 2

**Area of Effect:** 1 object

**Saving Throw:** None

This spell enables the caster to cause any one object within 20 yards of him whose weight is 1 pound or less in any direction. The caster can fling a blowgun dart, an arrow and any other small object by creating a funnel of vacuum around part of it. The range of the flung object is 5 yards per level of the caster.

The caster must make an attack roll as if he were a fighter of 2 levels higher and the object causes the target 3d4 points of damage if it hits. If the object being propelled is held by someone then a strength check is made to determine whether the object is flung away or the holder maintains his grasp.

The material component is the object to be flung, which is not consumed in the casting.

**Jaan's Fiery Disc - (Elemental-Fire, Invocation) - 2<sup>nd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, S, M

**Duration:** Up to 2 rounds/level

**Casting Time:** 2

**Area of Effect:** Special

**Saving Throw:** Special

Upon casting this spell, the caster must hold both hands out in front of him, palms outward. A disc of fire will then appear, centered on his hands, directly in front of the caster. The disc is large enough to reach to within an inch of the ground in radius, but will be smaller if cast in the confines of a tunnel, for example, to its maximum use.

To keep the fire burning, the caster must maintain a certain level of concentration. He may walk and talk, but he may not run, nor may he cast magical spells. Further, if he is damaged in any way, the spell will end.

The fiery disc functions as a frontal defense. Against missile weapons (frontal attacks only), the fiery disc provides an AC bonus of +1, due to the fire making it hard for the attacker to perfectly identify the location of the target, and the interference of the fire on missile-flight paths. All non-magical missiles of wood are destroyed if they pass through the disc (frontal attacks only), and all magical missiles of wood must make a saving throw vs. spell to survive the fire disc (with a bonus equal to any bonuses to strike). In melee, if anyone comes close enough to the wizard to strike him (again, frontal attacks), the wizard first enjoys a +3 to his armor class. (Due to the fiery disc getting in the way of a good shot, and the heat being uncomfortable at best for the foe, and so forth). And second, any time an enemy attempts a frontal based melee attack, he suffers 2d4 points of fire damage, save vs. spells for half damage.

The caster can move well enough to keep the K disc between himself and one foe, but if two foes co-ordinate, he will have to pick which foe will suffer the effects of the disc. This is not true if the caster is in a hallway or other limited area, then the caster can maneuver him against any number of creatures, as determined by the DM.

The disc is also very effective for starting fires, as it burns as normal, hot fire for its duration. The fire in no way harms the caster.

The material component for this spell is a red, gold, or yellow candle that has been melted into a disc-shape. It is consumed upon casting.

### **Karm's Six Stones - (Elemental-Earth, Alteration, Evocation) – 2<sup>nd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, S, M

**Duration:** 5 rounds plus 1 round per level

**Casting Time:** 2

**Area of Effect:** Caster

**Saving Throw:** None

This spell enchants six rounded river-stones, each about twice the size of a sling bullet, to take up orbit around the caster, and swoop and swirl to attempt to intercept incoming physical attacks.

For every pair of stones that whirl and dance around the caster, the caster receives a +1 AC bonus against all physical attacks. Thrown knives, sword slashes, rotten apples, anything. The stones attempt to swoop and dive in front of any physical attack, including those from behind, and continue to offer their protection of the caster is asleep or unconscious or blinded or surprised.

The stones will keep in orbit up to 5 rounds plus 1 round per level of the caster. They are the material components of the spell, and each stone must be selected by hand, by the wizard, from a river or beach, and carved with runes. They are not consumed in casting. Another option for this spell is to mentally instruct the stones to attack. The range is abysmal, a mere 10 feet maximum, and the stones strike with the caster's THAC0 (modified for missile attack adjustment and any applicable magic). If they hit, the stones deal 1d4 points of damage to medium sized foes or smaller and 1d3 points of damage to larger foes.

Firing off a rock causes it to crumble to dust, whether or not it hits, and thus lessens the protection of the spell, and means the wizard must get himself a new stone to replace the one he lost.

The rocks orbit around the caster in a constant one-foot distance from his body, and will adjust themselves in order to provide protection in cramped environments.

### **Karm's Stonehards - (Elemental-Earth, Conjunction, Invocation/Evocation) – 2<sup>nd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time - 1**

**Area of Effect - 5' radius + 1' per level**

**Saving Throw - None**

This spell creates a sphere of sharp stone shards, each barely as long as a needle, all around the caster, which explode out from around him, hitting all within a 5 foot radius of the caster, plus one foot per level. The damage dealt by the shards is 1d4 plus the target's armor class, making only one roll per casting of the spell. (If the targets include a man in Chain Mail (AC 5) and a lich with powerful protective magic (AC -3), and the roll is a 4, the man will take 9 points of damage, the lich will take 1, as 4 minus -3 is 1.)

Sometimes more important, another side effect of this spell is that anyone hit by the stone shards, whether or not they take damage, will have any spell-casting attempt ruined.

The Material Component for this spell is any piece of a stalactite or stalagmite, which is consumed in the casting.

### **Kyrell's Spark - (Evocation, Elemental -Lightning) - 2<sup>nd</sup> level**

**Author:**

**Range:** 20 yards/level

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 2

**Area of Effect:** 10 foot cube

**Saving Throw:** ½

Yet another low-level offensive spell of Kyrell's devising, *spark* creates a massive buildup of electricity in the area of effect. After a few seconds of this, the area is momentarily filled with blazing sparks. Any creatures not immune to electricity take 1d12 damage, +1 per level of the caster. Metal creatures or those carrying or wearing metal are not allowed a saving throw; all others are allowed a saving throw vs. spell for half damage.

### **Lightning Speed - (Elemental-Lightning, Alteration) - 2<sup>nd</sup> level**

**Author:**

**Range:** 60 yards  
**Components:** V, S, M  
**Duration:** 1 hour/2 levels  
**Casting Time:** 1  
**Area of Effect:** 1 creature  
**Saving Throw:** None

This spell causes the recipient to be able to run and walk at triple speed. This spell does not grant any bonuses in combat as it only affects cross-country movement. Like the *Haste* spell this spell also ages faster but only at the rate of 1 week's aging for every hour's duration. The material component is a horseshoe and a small crystal.

### **Mangar's Bloodfire - (Elemental-Fire, Evocation, Necromancy) - 2<sup>nd</sup> level**

**Author:** [wraithgon@hotmail.com](mailto:wraithgon@hotmail.com)  
**Range:** 40 yards  
**Components:** V, S, M  
**Duration:** Special  
**Casting Time:** 2  
**Area of Effect:** One creature  
**Saving Throw:** 1/2

This spell engulfs a creature with blue fire that burns for 1d4 points of damage per 3 wizard levels (or fraction thereof) on round 1, then loses 1d4 points of damage per round until it goes out. The flames do not ignite flammable objects they just hurt creatures.

### **Mist - (Evocation, Elemental-Steam) - 2<sup>nd</sup> level**

**Author:** [catdrag@vnet.net](mailto:catdrag@vnet.net)  
**Range:** 60' + 10' per level  
**Components:** V, S, M  
**Duration:** 10 rounds + 2 rounds/level  
**Casting Time:** 8  
**Area of Effect:** 50'X50' + 10'X10' per level  
**Saving Throw:** None

This spell is a version of *stinking cloud*, without the yellow color or the choking fumes. Within the area of effect, climbing is reduced by 20% (the moisture of the cloud makes things slippery), saves vs. fire are made with a +1 bonus, and the chance of surprising opponents are increased by 1. The mist will extinguish small flames such as candles or match flames. The mist also acts to deaden sound. Sonic attacks are saved against with a +2 bonus. The caster can determine how the mist will move, but the must be set before the spell is cast.

The material components for *mist* are a small wet sponge and a silver sieve.

### **Nereid Spit - (Elemental-Water, Alteration) - 2<sup>nd</sup> level**

**Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)  
**Range:** 20 feet  
**Components:** V, S, M  
**Casting Time:** 2  
**Area of Effect:** 1 creature  
**Duration:** 1 round per 3 levels  
**Saving Throw:** None

This spell, created by the Blue Wizards of Alyon, allows the caster to create a mouthful of venomous-saline water like the water elemental-kin Nereid, and spit it up to 20 feet at target victims.

The caster can target one creature per round, with a normal THAC0 roll against the victim. If hit, the creature is blinded for 2d6 rounds or until it washes the venom away with water. Blinded creatures suffer a -4 to AC and to all combat rolls.

The caster can spit one venom attack at one target per round, and the spell lasts one round per 3 levels of the caster, to a maximum of 5 rounds (and 5 attacks) at 15th level. If the caster so desires, he can forgo an attack in a given round, though the duration is not affected, and the venom spit is lost. The caster can even cast spells instead.

The material component for this spell is a drop of saline water.

### **Northlight** - (Elemental-Radiance, Alteration, Divination, Enchantment/Charm) - 2<sup>nd</sup> level

**Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)

**Range:** 0

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 1 round

**Area of Effect:** 1 lantern

**Saving Throw:** None

This spell must be cast on a new never-before-used lantern. The lantern must be filled with oil while the spell is being cast and it lasts until the oil burns out, the lantern is put out or until more oil is added (putting the maximum duration at 1 pint or 1 hour). For the duration of the spell the lantern will act like a beacon lantern, except that its light will **always** aims north. The material components for this spell are oil, any normal hooded lantern, and cartographer's tool or piece of map. All components vanish at end of the spell, including the lantern.

### **Raul's Fiery Circle** - (Elemental-Fire, Alteration) - 2<sup>nd</sup> level

**Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)

**Range:** 0

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 2

**Area of Effect:** Caster

**Saving Throw:** 1/2

When the wizard casts this spell, his hands must be held together, thumbs touching, fingers spread. Then, with a sweeping gesture, the caster moves his hands apart and around, forming a jet of searing flame, much like the Burning Hands spell, but in a full, complete 360 degree circle, five feet in length. Any creature in the area of the flames suffers 1d3 points of damage, plus 1 point of damage for every level of experience (to a maximum of 1d3+20 points damage). Those successfully making a saving throw vs. spell receive half damage. Flammable materials touched by the fire burn. Such materials can be extinguished in the next round if no other action is taken.

### **Read the Earth** - (Elemental-Dust, Divination) - 2<sup>nd</sup> level

**Range:** Touch

**Duration:** 1 round per level

**Components:** V, S, M

**Casting Time:** 2

**Area of Effect:** 30 yard radius + 10 yard per level

**Saving Throw:** None

This rather strange divination spell was created in the Guild of the Grey, of Alyon, but its author is lost to time. The spellcaster kneels or sits down on the ground, or just bends over. He or she then touches the ground, which must be of earth or stone or dirt or sand products (but not metal or glass, though the earth products can be man-shaped or altered, not that far).

He instantly gets a 'surface' reading of the ground in his mind, centred on where his hand touches the ground, in a 30 yard radius + 10 yard per level circle. He gains a mental representation of the top surface of all the ground looks like, as well as whatever is immediately on top of that ground. For example, the caster could know there is a pit trap, since the actual surface of the ground slopes down into a pit, and know that there is wood across the top of the pit, since the wood touches the sides of the pit, but not know that dirt or leaves was piled on top of the wood. He could know there is a rug in the stone dining-hall to his right, as well as a table and chairs, but not what was on the table, chairs, or rug. If cast in a stone building, the spell will only grant knowledge of the current level of the building (the level the caster is upon), as well as stairs leading up or down from the level, but not any other levels.

Walls or doors do not stop this spell, as the spell simply ignores the walls as 'space' before the ground continues. The caster can therefore get a detailed map of a floor, by filling in walls where he feels a 'space' of no level ground.

The image stays clear and precise as it was the instant the caster touched the ground in the caster's memory for 1 round per level (it does not update itself every round). After that, the caster's normal memory is used to determine what he or she remembers. (the DM may give the player a map, but take it away after 1 round per level has passed).

Smart casters will sit down and sketch a rough map as fast as possible when using this spell to navigate.

This spell is useless if the caster cannot touch natural or man-tooled earth, or in wooden buildings. Furthermore, it will not read any earth more than one-half foot per caster level under water (so the spell fizzles out at water's edge).

The material component for this spell is any writing or charting implement used by a mapmaker (usually his pen, ink, or quill). It is consumed upon casting.

### **Salt Crystals - (Elemental-Salt, Invocation/Evocation) – 2<sup>nd</sup> level**

**Author:**

**Range:** 20 yards

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 2

**Area of Effect:** 1 creature

**Saving Throw:** Special

The spell causes salt crystals to fly from the caster's hands and hit the specified target. The crystals inflict 1d3/level of the caster and since the salt enters the blood stream the victim is stunned for 1 round from the pain. If a save is made then the victim suffers only half the damage and is not stunned but only suffers -1 to AC and to hit rolls for 1 round.

The material components are salt crystals that are thrown at the target during the casting.

### **Shifting Colors - (Elemental-Radiance, Alteration) - 2<sup>nd</sup> level**

**Author:**

**Range:** 25 yards

**Components:** S, M

**Duration:** 1 week

**Casting Time:** 2

**Area of Effect:** 1 creature or object

**Saving Throw:** Neg.

With this spell the caster can change the color of a living thing or an object for a period of 1 week. The caster uses a prism to break the surrounding light into its spectral components. This has to be done outside, during the day, or by the aid of a *Light* spell. The caster then chooses a color or a combination of colors and casts it on his subject. The subjected object or creature then assumes the color. A successful throw against spells negates the spell's effect. A *Dispel Magic* spell will not remove the color change, as it becomes the natural color of the object or creature for the duration of the spell.

Developed by a mage that loved to play pranks on his fellows it proved to be very effective when his party tried to sneak into a camp of black-skinned humans, negating the need for the more powerful *Polymorph Self* Spell, which he didn't have at the time.

A small crystal prism of 2000gp worth is necessary for the casting of this spell.

### **Shonna's Airsphere - (Elemental-Air, Abjuration, Alteration) - 2nd**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Duration:** 5 rounds per level

**Components:** V, S, M

**Casting Time:** 3

**Area of Effect:** Up to a 1 -yard radius per level

**Saving Throw:** None

This spell creates a sphere of whipping wind that surrounds the caster, moving with her, and offers a type of protection from all physical incoming missile fire. The spell offers protection in the form of a -1 penalty to hit for all physical incoming missile fire, with another -1 for every 2 levels gained past third level. (-2 at 5th level, -3 at 7th level, -4 at 9th level, to a maximum of -5 at 11th level). Further, any missiles that manage to hit the target after passing through the air sphere deal 1 less damage (to a minimum of 1 point of damage).

The sphere itself can be enlarged at the casting to a size that is a maximum of 1 yard per caster level in radius. People can move freely through the sphere, but missile attacks that pass through the sphere, whether from within or without, suffer the same penalties.

Magical attacks that are not physical are not effected by this spell. A magic missile would ignore the effects, as would a ray of enfeeblement, but an ice knife or acid arrow would suffer the penalty.

The spell has another added benefit. If the caster is falling, it will reduce all damage to all those within the radius of the sphere by one half, as the swirling sphere of air causes a fairly protective updraft. On steady ground, this only creates a mildly interesting visual effect - the caster's robes ripple and flow about her.

The material component for this spell is a feather and a small glass marble, both of which are consumed in the casting of the spell.

### **Shonna's Updraft - (Elemental-Air, Alteration) - 2<sup>nd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 10 yards per level

**Components:** V, S, M

**Duration:** 5 rounds per level

**Casting Time:** 2**Area of Effect:** 5 ft radius plus 1 ft radius per 2 levels**Saving Throw:** Special

This spell creates a cone of fiercely strong wind that travels straight up. It can be placed up to 10 yards from the caster per level, and creates a cone 5 feet plus 1 foot per caster level in radius. No height need be determined, as the cone will reach as high as possible.

The cone will lift all items and creatures within it straight up (no horizontal movement), but can only lift items and creatures weighing up to a maximum of 25 pounds per caster level (a 5th level wizard can create an updraft so strong it lifts 125lb items and creatures).

Items and creatures caught in the updraft rise at a movement rate of 1 per round plus 1 per five levels (2 at 5th level, 3 at 10th level, 4 at 15th level, and 5 at 20th level). The caster can cause the winds to decrease so that all items hover, but cannot reverse the airflow - no one can gently lower to the ground with the use of the Updraft spell. Most wizards use this spell to get to balconies, or to keep enemies from moving around. Once the spell expires, creatures and items caught in the updraft suffer normal falling damage.

Any missile fire passing into or out of the Updraft suffers a to-hit penalty equal to the current movement rate strength of the wind. (no penalty if the caster is causing all items to hover, -1 if the movement rate for rising is 1, and so forth). For creatures attempting to make attacks while above the ground, the stability penalties of the spell 'Levitate' are used to determine penalties.

While rising or hovering, the caster loses all dexterity adjustments to armor class.

Each turn, any unwilling creature can make a saving throw vs. spells to not be affected by the wind that turn - effectively staying in place, wherever that may be. (At the beginning of the spell, making a save will allow the creature to stay on the ground, but if they have risen a few feet during the spell, a save makes them go no higher that particular round - it does not cause them to sink.)

The material components for this spell are a feather and a small circle of silver wire. Both are consumed in casting.

**Shonna's Windwarp - (Elemental-Air, Alteration) - 2nd****Author:** nburgoin@chat.carleton.ca**Range:** 0**Components:** V, S, M**Duration:** 3 rounds plus 1 round per level**Casting Time:** 2**Area of Effect:** 10' radius per level**Saving Throw:** None

This spell allows the caster to control the direction of wind within a 10 ft per level radius of where she is standing. All the wind in the radius is affected - she merely decides which direction she wishes the wind to go, and it will go that way. The area of effect moves with the caster.

This spell, however, has no effect on wind-strength or speed. So, if there is only a light breeze present, the caster can only change the direction of the breeze within the range of the spell, not raise the breeze to a gale force.

The direction of the wind can be changed once per round, as the caster desires. The spell takes no concentration to maintain, and the caster is free to cast other spells. Shonna Silbrayus developed this spell to work hand in hand with the Ride the Wind spell.

Note that with strong enough winds, this spell becomes an effective way to deal with most gas-based spell attacks, since the caster can decide to have the wind come from behind her, and therefore push the gasses away from any direction she is facing. The caster is not, however,

protected from any wind-based spells that occur if they are of 3rd spell level or higher, or 1st or 2nd level wind based spells cast by a higher level caster. Also, any natural consequences of the wind are not ignored - a gale force wind still has the normal destructive potential, and the caster of Windwarp only has the added bonus of picking which direction she desires to be flung. The material component is a small paper fan, which is consumed in casting. The caster must have one hand free to point to change the wind direction in any given round.

### **Slimy Object - (Elemental-Ooze, Conjunction) – 2<sup>nd</sup> level**

**Author:**

**Range:** 20 yards

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 1

**Area of Effect:** 1 object

**Saving Throw:** Neg.

After casting this spell the caster points at the object he wants to affect, usually an opponent's weapon or a wand or things like that. The spell causes the object, if the item fails its save, to become softer, malleable and slimy so as to render it ineffective and slippery making it impossible to wield them unless glue or the *spider climb* spell is used. If the item is held then it gets its wielders save vs. breath weapon. Otherwise it makes a save vs. crushing blow. Cloth and leather cannot be affected by this spell. Armors and shields will offer half the protection it normally does (rounded down, so, for example, shields offer no protection if affected) protection except for bludgeoning weapons and to grappling attacks, in which case it offers normal protection. Weapons affected by this spell are ineffective and cannot do damage, except for their magical bonus, if applicable.

The material components are a bit of clay and jar with a Pudding, Jelly, Slime or Ooze inside it. The jar's occupant will suffice for 2-5 uses before consumed.

### **Smoke Sleep - (Elemental-Smoke, Enchantment/Charm) - 2<sup>nd</sup> level**

**Author:**

**Range:** 20 yards

**Components:** V, S, M

**Duration:** 1 hour + 5 rounds/level

**Casting Time:** 2

**Area of Effect:** Special

**Saving Throw:** None

A variation on the normal *sleep* spell found in the PHB, *smoke sleep* causes thin wisps of smoke to form in the air around the targets of the spell as they fall into deep slumber. During the first hour of the original casting of the spell, these strands of smoke thicken in the area of the targets, until the air is thick with smoke and breathing it causes 1 hit point of damage per round. Normal methods of awaking the victims of *smoke sleep* such as slapping, wounding or attacking will end the enchantment, but not the damage caused by breathing of the smoke. Thus, if the air is not dispersed after one hour since the casting time, or the spell is not ended (either by the spell's duration or waking the targets), targets may suffocate to death.

The spell affects 2d4 HD of targets, although creatures with more than 5 HD are unaffected by the sleep, although they may still suffer damage from the smoke.

The material components for this spell are a smoking candle, or a pinch of dry hash.

**Stone Swallow - (Alteration, Elemental-Earth) – 2<sup>nd</sup> level****Author:** [catdragi@vnet.net](mailto:catdragi@vnet.net)**Range:** 20'**Components:** V, S, M**Duration:** Permanent**Casting Time:** 2**Area of Effect:** 1 10' square per three levels of the caster**Saving Throw:** None

*Stone swallow* causes the earth or stone underneath an object to open up and swallow whatever small objects lie on top of it. One hole can be opened for every three levels of the caster. Once covered by the earth or stone, the object must be dug or chiseled out.

The spell only affect objects and can not be used against living items. Stone swallow will not affect things or animals that appear inanimate (such as pterosaurs or mimics). The holes that this spell creates can only swallow small things, thing no bigger than a large dagger. If a large object is swallowed, then it will be partially encased in earth or stone, but is easily pulled out.

Typically this spell is used by drow to swallow *continual light* pebbles or the like. However, drow also use the spell to construct spiked pits and traps.

The material components for this spell is a small pinch of lime and an equal amount of acid. The lime is added to the acid and becomes a sludge during the casting of the spell.

**Terese's Earthen Strengthening - (Elemental-Earth, Alteration) – 2<sup>nd</sup> level****Reversible****Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)**Range:** 5 yards**Components:** V, S**Duration:** 1 day per level**Casting Time:** 1**Area of Effect:** One item up to 5 cubic feet/level**Saving Throw:** None

This spell, created by the earth elementalist Terese, strengthens a single, non-magical, stone item against harm and breakage. A series of connecting walls is considered one item, so long as the Area of Effect is continuous. No two sections of wall, unless they touch, can be strengthened with one casting of this spell.

For the duration of the spell, the stone item affected by 'Earthen Strengthening' gains a +1 Saving Throw bonus per three levels against all attacks, be they magical or not. Furthermore, any straight-damage done to stone items protected by this spell is reduced by 1 per 5 levels of the caster, though no successful attack can deal less than 1 point damage.

Stone weapons that rely on blunt impact damage gain a +1 bonus to damage for the duration of the spell. Catapult shots, sling stones, etc, can all be affected, but only one item per casting of the spell, and none of these enchanted stone weapons will break on a natural roll of 1.

The reverse of the spell, 'Terese's earthen weakening,' merely changes all bonuses to penalties. Thus, Saving Throw penalties are -1 per 3 levels, damage done to stone items is increased by 1 per 5 levels of the caster any time that item is struck. For the duration of the spell, enchanted stone weapons deal 1 less damage, and always break on a natural to-hit roll of 1.

**Thanan's Improved Waveride - (Elemental-Water, Alteration) - 2<sup>nd</sup> level****Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)**Range:** 5 yards per level

**Components:** V, M

**Duration:** 1 turn plus 1 round per level

**Casting Time:** 2

**Area of Effect:** 1 creature, or the caster and companion(s)

**Saving Throw:** Neg.

This spell is exactly the same as Thanan's Waveride, the first level spell, with a few differences. First, the caster can raise or lower the movement rate by up to 2 per round. Second, the caster can cause the wave to turn up to 90 degrees in a single round. If the wave is motionless, the caster can even cast another spell. All alterations to the path of the wave take about as much concentration as walking, and thus the caster is fairly useful in other situations.

The changes in course of the waveride can only be done by the caster, and thus, even if successfully cast on an unwilling victim (who still gets a save), the caster can change the waveride path for the victim at will, so long as he remains in sight.

All changes in course or speed of the waveride occur at the end of the round they were desired in. The caster must decide the course of the wave before any initiative rolls are made.

### **Thanan's Steam Cloud - (Elemental-Steam, Evocation) - 2<sup>nd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 30 yards

**Components:** V, S, M

**Duration:** 1 round per level

**Casting Time:** 2

**Area of Effect:** 10' cube plus 10' cube per level

**Saving Throw:** 1/2

This spell creates a cloud of vapor that is very similar to Wall of Fog in appearance. The vapor, however, is boiling steam. All vision, including infravision, is reduced to two feet.

A strong wind will blow the vapors away, and a moderate wind will cut the duration in half. Also, if it is very cold (Below 0 degrees), the spell duration will also be halved.

The maximum duration of a Steam Cloud spell is 5 rounds, however, for determining how many rounds the steam cloud will last in strong wind or cold conditions, first figure out the 1 round / level for the caster's level, then cut it in half. If the caster has 5 or more rounds left, even after the duration has been halved, the spell lasts 5 rounds. The caster must be a roughly cubic or rectangular mass, at least ten feet wide in its smallest dimension, but may choose to create less than his listed maximum area of effect.

On the 1st round of 5, the spell deals 1d8 points of steam damage. On the 2nd round of 5, the spell deals 1d6 points of steam damage. On the 3rd round of 5, the spell deals 1d4 points of steam damage. On the 4th round of 5, the spell deals 1d3 points of steam damage, and on the final, 5th, round of 5, the spell deals 1 point of damage. On any given round, all those within the area of effect may make a saving throw vs. spells to take half damage (rounded up).

If the spell lasts for less than 5 rounds, then the final round deals 1 point of damage, the 2nd-last deals 1d3, the 3rd-last deals 1d4, and so on.

The material components for this spell are a small paper fan and a wineskin of water, which magically boils and blows to the target at the beginning of the spell. All items except for the wineskin container are used in casting.

### **Transmute Water to Ice - (Elemental-Ice, Elemental-Water, Alteration) - 2<sup>nd</sup> level**

**Reversible**

**Author:** nburgoin@chat.carleton.ca

**Range:** 10 yards per level  
**Components:** V, S, M  
**Duration:** Permanent  
**Casting Time:** 5  
**Area of Effect:** One 20' cube per level  
**Saving Throw:** None

This spell, invented by Thanan Grenibou, transforms natural water of any sort into an equal volume of ice. The depth of the ice can never exceed more than one-half its breadth or length. Ice will melt normally, depending on the temperature, but all creatures in the water will be frozen in it, subject to either suffocation, or mere annoyance, depending on the depth involved. Note that ice not frozen to the ground of a body of water will float, indeed, the spell was often used by Thanan to create a mini-iceberg when pursued by pirate ships, just in front of the enemy vessel. The reverse of this spell turns an equal amount of ice directly into water, and at a temperature of 2 degrees Celsius per caster level, and subject to re-freezing depending on the environmental conditions. The water will immediately attempt to flow downhill, losing any shape the ice may have held.

The material component for either version of the spell is a drop of water and a chip of quartz or ice.

### **Uazzigaald's Cold Wind - (Evocation, Elemental-Ice, Elemental-Air) - 2<sup>nd</sup> level**

**Author:**  
**Range:** 10 yards/level  
**Components:** V, S  
**Duration:** 2 rounds  
**Casting Time:** 2  
**Area of Effect:** Field 40 feet long, 40 feet wide and 10 feet high  
**Saving Throw:** Neg.

Another creation of the self-proclaimed King of Liches, *cold wind* creates the same brisk breeze as *cool breeze*, penalizes nonmagical missile attacks within the area of effect by -2. In addition, all creatures within the area of effect must save vs. spells or take 1 point of damage. Creatures immune to cold need not make this save; they are immune to this damage. A successful saving throw indicates no damage.

### **Unyielding Frost of Andraya - (Elemental-Ice, Evocation) - 2<sup>nd</sup> level**

**Author:** nburgoin@chat.carleton.ca  
**Range:** 20 yards  
**Components:** V, S  
**Duration:** 2 rounds  
**Casting Time:** 2  
**Area of Effect:** Special  
**Saving Throw:** Special

Upon casting this spell, the caster calls forth a torrential spray of small ice shards, snow, and sleet, and cold to issue forth from the caster's outstretched hands, which are held together as if casting a Burning Hands spell.

The spray can only be targeted at one creature, up to 20 yards away. So long as that creature is within 20 yards, the unyielding frost automatically hits, doing 3d4+2 points of cold damage, with no save. The spray is five feet wide, and goes from the caster's hands to the target in a straight

line. If others get in the way, they take 1d4+1 points of damage (save vs. spells for negation of damage, however).

The caster of the unyielding spray cannot choose to do anything but stand there and let the spray shoot out at the target for two whole rounds. On the second round, assuming that the victim is still within range, the damage is once again applied, with no save. If the victim moves out of range, there is no damage, but the spray will always aim towards the victim for the full two rounds that the spell is active. Thus, an intelligent enemy could wander around, and even turn the spray on the friends of the caster, by maneuvering himself behind them, though still staying out of range of the unyielding frost. The caster cannot move while the unyielding frost is issuing forth.

### **Vanar's Dustcloud - (Elemental-Dust, Conjuration/Summoning) - 2<sup>nd</sup> level**

**Author:** [nburgoin@chart.carleton.ca](mailto:nburgoin@chart.carleton.ca)

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** 1d4 rounds + 1 round per level

**Casting Time:** 2

**Area of Effect:** 10 ft cube + 10 ft cube per 3 levels

**Saving Throw:** Special

This spell creates a cloud of thick dirty dust within the area of effect, which is 10 ft cubed, plus another 10 ft cubed for every 3rd level (3rd, 6th, 9th, etc). Within the area, while the spell is in effect, vision is reduced to one-half. Furthermore, all invisible creatures reveal themselves by the swirling patterns of dust and an apparent 'hole' in the dust they create.

Also, the dust is so thick that any creature in the cloud must make a saving throw vs. spells. If the save is successful, the creature coughs and sputters mildly, taking a penalty of -1 to attack, damage, and initiative rolls. If the save is failed, the creature cannot help but cough and hack this round. He takes a -4 penalty to armor class, a -4 to all hit and damage rolls, a -4 to initiative, and can only move up to 1/3 normal rate until the end of the round.

Any creature that coughs and hacks in a given round suffers a -2 cumulative penalty in the next and all rounds thereafter. Any creature that coughs and hacks for three successive rounds will pass out until the spell duration ends and they breathe clean air for 1d4 turns. One round of breathing clean air per round of coughing and hacking will remove the penalties for those victims that escaped passing out.

A moderate breeze (8-18 mph) will halve the duration of this spell, and the spell is dispersed in one round by a stronger breeze.

The material component of this spell is a fistful of dust, which is consumed in casting.

### **Vanar's Tremor - (Elemental-Earth, Evocation) – 2<sup>nd</sup> level**

**Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)

**Range:** 20 yards + 5 yards per level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 2

**Area of Effect:** One creature

**Saving Throw:** Special

At the casting of this spell, the wizard raps his staff against the ground near his feet. The spell creates a ripple of force, like an earthquake tremor, in a narrow path towards one creature, which must be standing on the natural ground, and be within 20 yards + 5 yards per level of the caster.

This spell has no effect on flying, immaterial, or levitating creatures, and will not work indoors. The ripple races to beneath the feet of the caster, then the ground beneath the creature shatters and breaks as if a tiny earthquake had occurred under its feet, including a minor explosion of rocks and pebbles.

The creature must make a Saving Throw vs. spells. If it succeeds, it takes 1d4 points of damage, and must make a dexterity check or fall down, and be unable to stand until the beginning of the next round. All spellcasting and further attacks are ruined.

If the creature fails its save, it takes 2d4 points of shrapnel damage, and is thrown to the ground and dazed, unable to act for 1d3+1 rounds, after which he can rise and act as normal. Dazed creatures are not entirely helpless, but are on the ground and treated to be lying down for purposes of combat, and cannot initiate attacks or move, so severe is the shock to the system. Still, they are not considered to be an automatic kill.

Victims gain a +1 to their Saving Throw for every leg or tail they possess beyond two, and mounted riders suffer no ill effect, though they must make a riding check if their mount is dazed or fall off the mount.

The material component of this spell is the caster's staff, which is not consumed upon casting.



## 3<sup>RD</sup> - LEVEL SPELLS

### **Absorb Lightning** - (Elemental-Lightning, Alteration) - 3<sup>rd</sup> level

**Author:**

**Range:** 0

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 3

**Area of Effect:** Caster

**Saving Throw:** None

This spell enables the caster to absorb with minimal damage electrical attacks directed at him. The caster can absorb a total of up to 10 points of damage for every level he has and suffers only 1 point for every 10 absorbed from the slight overload in his body.

If an attack causes more than then the caster can absorb then he absorbs what he can and the rest of the damage is reduced normally. Note that the caster still gets a save to reduce the damage caused by electrical attacks if applicable.

The spell lasts until the caster absorbed all he can or until 24 hours have passed, whichever comes first.

The material components an oaken staff taken from an oak that was hit by lightning..

### **Aerie's Thunderclap** - (Alteration, Elemental-Lightning) - 3<sup>rd</sup> level

**Author:**

**Range:** 5 yards/level

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 3

**Area of Effect:** All creatures within hearing range

**Saving Throw:** Neg.

One of the famous air elementalists, this is Aerie's few non-air spells. *Thunderclap* creates a miniature sonic boom at a point anywhere up to 5 yards per level of the caster away. All creatures within hearing range must save vs. paralysis or be stunned 1d4 rounds. Regardless of whether they save or not, all affected creatures suffer a -2 penalty to all rounds for 1 turn. Those who are deaf, from another planer and undead are immune to this spell.

### **Alpha's Comet** - (Elemental-Fire, Elemental-Earth, Conj., Evocation) - 3<sup>rd</sup> level

**Author:** wrathgon@hotmail.com

**Range:** 10 feet + 5 feet/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 3

**Area of Effect:** Special

**Saving Throw:** None

This spell creates a flaming missile with a trail of superheated noxious gasses. The comet unerringly strikes one target, the impact causing 3d6 points of damage and the flames an additional 3d6. Furthermore, any creature within 5 feet of the comet's path will suffer 2d4 points of fire damage. All those within 5 feet of the point of impact will suffer 3d4 points of damage. Anyone who suffers damage from this spell is also considered to have been engulfed in the

noxious fumes, and will be at -2 on all rolls (10% spell failure chance) for 1d6 rounds due to coughing, choking, and blurred vision.

The material component is a ball of pitch mixed with sulfur and phosphorus.

**Alpha's Night of the Leonids - (Elemental-Fire, Elemental-Earth, Conjuration/Summoning)**  
- 3<sup>rd</sup> level

**Author:** wrathgon@hotmail.com

**Range:** 30 yards + 10 yards/level

**Components:** V, S, M

**Duration:** 1 round

**Casting Time:** 3

**Area of Effect:** Special

**Saving Throw:** None

This spell can only be cast outdoors at night. It calls down a number of flaming meteorites to strike unerringly any targets within range. The wizard can call down 1d4 meteorites, plus another for every five levels of experience (1d4+1 at 5th-9th, 1d4+2 at 10th-14th, etc.). Each meteorite strikes a single target, though more than one may strike any given target. Each of these "Leonids" comes blazing down from the heavens, striking for 1d6+1 points of impact damage and additional 1d6+1 points of fire damage.

The material component for this spell is a bit of meteoric iron.

**Andraya's Coldburst - (Elemental-Ice, Evocation) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 10 yards/level

**Duration:** 1 round

**Components:** V, S, M

**Casting Time:** 3

**Area of Effect:** 5 ft radius sphere + 1 ft radius per level

**Saving Throw:** 1/2

This spell, invented by the water elemental head of the Guild of the Grey in Coralport, causes a shimmering star-like bolt of light to form at the caster's fingertip. The caster points, and the bolt streaks to where the caster wishes the effect to occur, up to 10 yards per level away.

The star-light mote will streak to the target, and then explode with a flash of white light. A cold wave will be released upon the casting of the spell (at the time the wizard's turn in initiative arrives), dealing 1d4 points of damage per 2 caster levels, to all those within a five foot radius plus 1 foot per caster level of where the mote exploded. All creatures gain a saving throw vs. spells for half damage.

At the end of the round that the caster uses a Coldburst spell, the secondary magical wave bursts from where the shimmering mote flared. It deals 1d6 points of damage per three levels of the caster, and is a wave of hard, blunt, force. Again, a saving throw vs. spells is allowed for half damage, but if the saving throw is failed, the creature is knocked off its feet and moves 1 ft directly away from the center of the coldburst effect per caster level.

If this causes a collision with a wall or other unmoving object, the creature takes 1d4+1 more in impact damage. It takes a full round to stand up and prepare to move again.

The material components for this spell can be either a piece of glass and a piece of ice, or a single pearl worth at least 50gp. All are consumed upon casting.

**Andraya's Water Scout - (Elemental-Water, Conjunction/Summoning, Enchantment) - 3<sup>rd</sup> level****Author:** nburgoin@chat.carleton.ca**Range:** 30 feet plus 10 feet/level**Duration:** 1 round/level**Components:** V, S**Casting Time:** 1 round**Area of Effect:** Special**Saving Throw:** None

When using this spell, the caster can cause any amount of water within 30 ft plus 10 ft per level to form a double of him, as per a watery double. The water scout, however, has no attacks and no ability to harm others. If it is hit for 1 point damage per 2 levels of the caster, it will fall apart. It is armor class 10.

The water scout has no function other than to walk and move as the caster desires. This takes limited concentration. The scout walks (on or away from water) at twice the caster's speed, and while concentrating, the caster can move at 1/2 normal speed. Also, the water scout and seep through any sized opening in a single round, but must spend the entire round to accomplish this feat. The scout itself cannot open a door or any other manipulation of a physical object. If the caster stops concentrating, the spell does not end, but the double stands still. At any time, the caster can 'see' out the eyes of the water scout, and if the caster has infravision through magical or non magical means, so does the scout. This is not something that requires concentration, and the caster can still see normally. Any other sensory abilities of the caster that are natural are also granted, but no other magical sight abilities will work through the water scout.

The scout can only form from water, not any liquid, though it can be salt or fresh, or even boiling. If the caster tries to attack with the scout, the scout will splash into nothingness. The scout will use all the water it can to attempt to be the same size as the caster. But if it cannot, it will be a scaled smaller version, and will only move at a speed equal to the caster's (no matter how small it is, this is as slow as it will move). The caster can make the scout run if he so desires, but each round spent running reduces the duration of the spell by 1 round, as water splashes off from the scout. This spell was mostly used by Andraya as a way to scout on an approaching ship while at sea, though once or twice she used the spell as a bluff in order to scare a ship of pirates into believing they faced a minor water elemental.

**Control Normal Fires - (Elemental-Fire, Alteration) -3<sup>rd</sup> level****Author:** wrathgon@hotmail.com**Range:** 1 foot/level**Components:** V, S, M**Duration:** 1 round/level**Casting Time:** 2**Area of Effect:** 1 cubic foot/level**Saving Throw:** None

This spell enables the wizard to cause fires as small as a torch or lantern to become as large as a 6-foot diameter bonfire or to cause a bonfire to shrink to the size of a torch or explode into a fire with a diameter of 18 feet. In this process fuel is burned according to the size of the fire. Also heat dissipation can be adjusted which will also affect the amount of fuel used. The amount of change a wizard can affect in a fire is determined as follows: take the wizard's level divided by 2 and round it down. This is the maximum multiplier or divisor for the size (in volume) and effects of the fire.

The material component differs for the two different uses of the spell: if the spell is used to increase a fire, the material component is a tinderbox, which is not consumed in the casting. If the spell is used to shrink a fire, the material component is a drop of water.

### **Cyrene'Lhei's Flare - (Elemental-Fire, Invocation/Evocation) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Duration:** 1 round per 5 levels of the caster

**Components:** V, S, M

**Casting Time:** 3

**Area of Effect:** 1 or more spells cast by caster

**Saving Throw:** None

This spell, created by the famous elven warrior/wizard, was used to help her compensate against the flame-wizards she sought to outdo in magical combat. While the Flare spell is active, all non-instantaneous fire elemental spells cast last 1 round longer per 4 levels of the caster. Also, any fire spells that cause damage, whether instantaneous or not, gain a bonus of +1 per die of damage rolled. A fireball cast by a 9th level mage normally inflicts 9d6 damage. If cast while Flare is in effect, it deals 9d6+9 points of damage.

Flare lasts 1 round for every 5 levels of the caster.

This spell is a modified Augmentation I spell, except by narrowing the focus of the spell's effects to fire spells only, the wizard found she could affect any level of fire spell she knew. At higher levels the mage can even extend the duration of the Flare spell and get off two, three, or four fire spells with added benefit.

The material component is a piece of coal from a fire started by any magic (including a simple cantrip), that is consumed in the casting.

### **Dagny's Turbulence - (Elemental-Air, Alteration) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 5 yards/level

**Components:** V, S, M

**Duration:** 2 rounds / level

**Casting Time:** 3

**Area of Effect:** 10 ft radius sphere, + 5 ft radius per level

**Saving Throw:** None

This spell, created by the head of the Order of the White, Dagny Freeman, alters the air flow within a sphere 10 ft + 5 ft / level in radius to become entirely unstable. The wind whips and turns in on itself, with a wicked turbulence.

The effect of the turbulence is threefold. First, all missile attacks that come through the turbulence at any point in their flight are at a -3 penalty to hit. And any attacks made while airborne (by flying wizards, pegasi, or any other non-grounded creature) are made at a -2 to hit also (for a cumulative penalty of -5 if a flying archer were to attack, for example). This is due to lack of stability, and wind interference with flight paths. Second, the maneuverability class of flying creatures or items is considered one class worse (A becomes B, B to C, and so forth). If a creature or object is maneuverability class E before entering the turbulence, it begins to lose control, and must land in 1d4 rounds (no damage, just grounded). If it stays up in the air anyway, it will crash in 1d3 more rounds, taking 1d6 points of damage per caster level (to a maximum of 8d6). Crash-landing items must make a saving throw vs. crushing blow - if they succeed, they lose only 1/4 their current structural capacity/hit points. Otherwise, if the roll is failed, it loses

half. And third, while within the turbulence, all flying or levitating or otherwise non-grounded creatures and objects have their movement rate reduced by half.

The material components for this spell are four paper fans, tied together to create a circle. They are consumed in casting.

### **Debonair's Bolt Fist - (Alteration, Elemental-Lightning) - 3<sup>rd</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S

**Duration:** Special

**Casting Time:** 3

**Area of Effect:** Creature touched

**Saving Throw:** ½

A powerful version of *shocking grasp*, the former Emperor of Vector, Kaus Debonair, created this spell. It is the only known spell of his devising that remains known; all the others were lost when Vector was sacked at the end of the Dark War. When the spell is cast, both of the caster's hands are surrounded in a bright, flickering radiance. When the caster touches another creature or a conductor another creature is touching, the radiance leaps from his hand and shocks the target, inflicting 4d6 damage, +1 per level of the caster, to a maximum of 4d6+10 damage. Each fist's charge can be used once. The caster cannot use weapons or hold onto things while the spell is in effect or the charge effects the object (save vs. lightning). The charges last for 2 rounds per level of the caster or until discharged.

### **Dervan's Dust Vortex - (Elemental-Dust, Invocation/Evocation) - 3<sup>rd</sup> level**

**Author:**

**Range:** 30 yards

**Components:** V, S, M

**Duration:** 1 round/2 levels

**Casting Time:** 3

**Area of Effect:** 10' radius

**Saving Throw:** 1/2

This attack spell creates a fast moving vortex that tears the skin of those in the 10' radius it affects. The spell causes 2d6 points of damage every round from the dust particles. The vortex moves at the speed of 24 and must be directed by the mage or it will continue in the previous round's direction and speed.

Material component is a handful of dust that the caster must blow upon.

### **Dust Blind – (Elemental-Dust, Evocation) - 3<sup>rd</sup> level**

**Author:**

**Range:** 30'

**Components:** V, S, M

**Duration:** 2d4 rounds

**Casting Time:** 3

**Area of Effect:** 1 creature

**Saving Throw:** Special

When cast, a miniature blizzard of swirling dust appears around the target, causing the target to suffer near total blindness and all penalties associated with it. The dust stays for 2-8 rounds, unless a successful save is made, in which case the duration is only 1-4 rounds.

The material component is a desert hawk feather, which is not consumed in the casting.

### **Dusting** – (Elemental-Dust, Alteration) - 3<sup>rd</sup> level

**Author:**

**Range:** 60 yards

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 5

**Area of Effect:** 10' cube

**Saving Throw:** Special

The spell removes all the dust and sand from the area of effect. Although it is a good house cleaning spell its main purpose is against things of dust and sand nature.

Any creature of sand and dust within the area of effect must make a saving throw vs. spells or suffer 1-3 points of damage per level of the caster, to a maximum damage of 15d3. If the save is successful then he only suffers half damage. Spells of elemental dust within the 10' cube are checked as if a *Dispel Magic* spell was cast on them by a mage of the caster's level. Magical dusts and sands are affect to as if a *Dispel Magic* spell was cast on them.

The spell was developed and used by an unknown mage against a rival mage that specialized in dust magic. Ironically the mage was said to have died by the spell known as *Dust of the Ancient Tomes* that was laid upon the rival mage's spellbook.

The material components are a small duster and a wind fan (both cost 5 gp)

### **Earth Fist** - (Elemental-Earth, Invocation/Evocation) – 3<sup>rd</sup> level

**Author:** wrathgon@hotmail.com

**Range:** 10 yards + 5 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 1

**Area of Effect:** One Target

**Saving Throw:** 1/2

The caster, in activating the spell, must throw the spell components into the air, then punch them when they come back down to fist level. Upon this action, the Earth Fist projectile is released, and hits an opponent for 1d4 + 1 damage points per level of the caster. This spell may be blocked by shield magic of any type, with the exception of spells with a anti-magic prefix in their name (i.e. Anti-Magic Wall, Anti-Magic Shell, etc.).

The material components are a bit of rock and a dull crystal worth at least 15 gp

### **Earthblaster** - (Elemental-Earth, Evocation) – 3<sup>rd</sup> level

**Author:** wrathgon@hotmail.com

**Range:** 20 yards + 7 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 2

**Area of Effect:** One Target/5 levels

**Saving Throw:** Negates

Useful for a quick, but relatively strong magical assault, Earth Blaster has become very popular with low-level earth mages for its simplicity in casting. Higher-level mages will also find the large number of charges the spell projects at the target intriguing.

At the start of the spell, the caster draws up energy from the earth via the components (A medium-sized black pot filled with three pints of muddy water, and 25 gp placed inside) into his left hand. The caster then levitates 7 feet off of the ground, continually drawing energy from the black pot in the form of a light purple vapor. At the end of the energy transfer, the caster's hand explodes into a flash of lightning which surges upward to the caster's right hand, held high above the mage's head. Following this, the caster shoots from his right hand 2d6 glowing, violet charges + two extra charges/level (No limit). The charges inflict 1d3 of earth damage each, exploding into a small violet burst when connecting with the target. The target must also make a strength check at -1 or lose 1 point of strength for the duration of the battle, as well as a dexterity check at -2 or lose 2 points of dexterity for the duration of the battle. The caster may select an additional target for the pulses every five levels. Targets are hit simultaneously, but there's a catch for all this! Damage done from the pulses is divided between targets. A Saving Throw vs. spells may be rolled for negating this spell (The spell has missed if the throw succeeds), but each target must roll.

### **Elemental Lash - (Elemental-General, Evocation) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 10 yards per level

**Duration:** Instantaneous

**Components:** V, S, M

**Casting Time:** 4

**Area of Effect:** Up to 4 targets within a 180-degree arc from caster's facing position

**Saving Throw:** Special

At the casting of this spell, the caster holds his hands together in front of him, then lets go and whips both hands in a half-circle away from the center, creating up to 4 separate lashes of elemental magic, one of each element, or any combination. Note that elemental wizard cannot create a lash of their opposing element type, so a fire elemental wizard could create 2 fire lashes, one air lash, and one earth lash, but never a water lash.

The caster has 10 yards per level of range to play with, which must be divided up between the four lashes. All 4 lashes must be aimed at targets in front of the caster (in an 180 degree arc in front of the caster). All lashes strike with the THAC0 of a fighter of equal level to the wizard, any missed lashes will travel to their maximum range, with effects determined by the DM.

**Fire Lash** - This lash creates a swath of fire from the caster's hand swipe, which lashes out towards a target creature. If the lash hits, it deals 1d4+1 damage per 10 yards the lash traveled, to a maximum of 5d4+5. The target creature may save vs. spells for half-damage. Creatures vulnerable to fire take double damage, making the fire lash most effective against such creatures.

**Air Lash** - This lash is a blast of very strong wind, which knocks a creature back if the strike is successful. For every 10 yards the lash traveled, the creature is knocked back 1d4 yards and takes 1 point damage, and falls down, to a maximum of 5d4 yards and 5 points of damage. If the creature strikes a solid surface (such as a wall), it incurs another 1d4 points of collision damage. If the creature makes a successful saving throw vs. spells, it will only be forced back 1/2 the listed amount, takes no damage, and will not fall down, though in either case spell casting is ruined. Obviously, the air lash is most effective in knocking a creature back, or distracting spell casters, not damaging them.

**Water Lash** - This lash is a burst of cold water that strikes out at the target creature. It deals only 1d3 points of impact damage per 10 yards traveled, to a maximum of 5d3, and deals no damage if the creature makes a successful save vs. spells. However, regardless of whether or not the creature makes a successful saving throw, the creature is totally soaked, and all flames carried by the creature are doused if they would at all be vulnerable to the water lash. Creatures vulnerable to water take 1d6 points of damage per 10 yards, to a maximum of 5d6, save vs spells for half damage. Obviously, the water lash is most effective to creatures vulnerable to water.

**Earth Lash** - This lash is a series of sharp shards of stone and dirt and pebbles that whip out at a high speed. They pepper the target for 1d4 per 10 yards traveled by the lash, to a maximum of 5d4 points of damage, but the targets armor class is added to the roll. Thus, a creature with AC 3 hit by a 20-yard lash would take 2d4+3 points of damage, where a creature with AC -4 would take 2d4-4. Any creature hit can make a save vs. spells to take half damage. Obviously, the earth lash is most effective to creatures not wearing armor.

The spell can be cast as a single lash or up to 4 lashes in any combination desired by the caster (even 4 of the same element), but each lash must be sent at a different target.

The material components depend on which lashes are going to be summoned. A single feather is needed for each air lash, a lump of coal for each fire lash, a pebble for each earth lash, and a drop of water for each water lash. All components are consumed in the casting.

Lashes can be longer than 50 yards, but damage maximizes at the 50 yard or longer range.

### **Elemental Staff - (Elemental-General, Enchantment) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V,M

**Duration:** 1 round/level

**Casting Time:** 1 round

**Area of Effect:** 1 staff

**Saving Throw:** None

A wizard can use this spell to enchant a staff, causing it to become a magical quarterstaff. This magical weapon acts as a staff +4 against creatures of a chosen elemental plane, inflicting 5-10 points of damage (1d6+4), and as a quarterstaff +1 against all other opponents, inflicting 2-7 (1d6+1) hit points of damage. The staff is perfectly normal before and after the spell, and must not be already magical before the spell begins.

If proficiency rules are in play, the bearer of the Elemental Staff is proficient with the staff only if they have the staff weapon proficiency, otherwise they incur normal non-proficiency penalties.

The elemental plane to which the staff is effective must be chosen upon casting, and cannot be changed thereafter.

The material components for this spell are the staff, which is not consumed, and an item that depends on the plane to be chosen: A stick of incense for the elemental plane of air, a handful of dirt for creatures of the elemental plane of earth, a drop of water for creatures of the elemental plane of water, and a lump of charcoal for creatures of the elemental plane of fire. Para-elemental Staves can be created, if appropriate substances are used (Ice for the Para-Elemental Plane of Ice, and so forth).

### **Elgul's Icy Aura - (Elemental-Ice, Invocation, Abjuration) - 3<sup>rd</sup> level**

**Author:** Erik Arneson [erik@aarg.net](mailto:erik@aarg.net)

**Range:** 0

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 5  
**Area of Effect:** 10' radius  
**Saving Throw:** Half

This potent invocation creates an aura of intense icy cold around the caster. The cold is so intense that it has the power to freeze any entering the area of effect and encase them within chilling ice. Any creature entering the area of effect takes 2d4 points of damage per round of cold damage, although a saving throw vs. spell will half this. The real danger comes from prolonged exposure, however. After remaining in the Icy Aura for more than two rounds, any creature failing his saving throw is effectively *held* in a sheath of ice until the duration of the spell expires. Creatures who are immune to cold or size H or larger are not affected by this spell. The material component for this spell is a tiny pair of ice cube tongs. It is not expended during the casting.

**Fire Extinguisher - (Elemental-Fire, Alteration) -3<sup>rd</sup> level**

**Author:** wrathgon@hotmail.com  
**Range:** 120 yards  
**Components:** V, S, M  
**Duration:** Permanent  
**Casting Time:** 4  
**Area of Effect:** 10 cubic feet/level  
**Saving Throw:** None

This spell is a more powerful version of the affect normal fires spell. It can douse both magical and non-magical fires. It is mainly used to help control large fires or those that are started and fueled by magic. The material component is a magically burnt piece of wood.

**Flame's Earthen Sphere - (Elemental-Earth, Abjuration) – 3<sup>rd</sup> level**

**Author:** wrathgon@hotmail.com  
**Range:** 30 feet  
**Components:** V, S, M  
**Duration:** 2 rounds/level  
**Casting Time:** 1  
**Area of Effect:** 30 foot globe  
**Saving Throw:** Nil

This spell creates a earthen sphere to protect area chosen by caster. The only problem is that only 1 turn of air is trapped and cannot see or hear outside sphere. No air or sound can get through.

**Gamalon's Fiery Backlash - (Elemental-Fire, Charm, Evocation) - 3<sup>rd</sup> level**

**Author:** wrathgon@hotmail.com  
**Range:** 360 feet + 30 feet/level  
**Components:** V, S  
**Duration:** 1 turn + 1 round/2 level  
**Casting Time:** 1  
**Area of Effect:** 4 4 targets in 30' radius  
**Saving Throw:** Neg.

Makes invisible dweomers around the targets chosen by caster. When target cast a fire-based spell, the spell is immediately redirected onto the casting being or object with all normal effects.

**Gayle's Fingers of Mist - (Elemental-Steam, Evocation, Alteration) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 5 yards/level

**Components:** V, S

**Duration:** 1 round/level

**Casting Time:** 3

**Area of Effect:**Special

**Saving Throw:** None

This spell, invented by the Mist-Wizard Gayle Matarc, creates wispy vapor from each hand of the caster. Each hand creates a misty double of the caster's own hands, on a long trail of mist that leads back to the caster's hands, which must be free for the duration of the spell to use the spell's abilities.

Each round, the caster can move the misty hands up to 10 feet. (The hands are slow). Thus, if the caster wanted to reach with the hands at something 30 feet away, it would take 3 rounds for the caster to stand still and concentrate enough for the misty hands to travel 10 feet per round, reaching the target in 3 rounds.

When the caster stops concentrating, the spell ends. This includes spell casting, or being hurt in combat.

Each hand can manipulate up to one half-pound per caster level (both hands together can manipulate 1 pound per caster level, in other words). The caster can divide up the hands to two separate tasks, and need only slightly mimic what he wants the hands to do with his own.

The caster can use the misty hands to pick up objects, gather items, pull a key to him from within a cell, and open a door or chest. This can be done only if the door or chest is light enough or balanced for easy use - the spell has a relative strength rating of only about 1 to 3).

If both hands are used, the spell can be made to actively bother an opponent in combat, the opponent gets a -1 to all to-hit and damage rolls, a +1 AC penalty, and a +1 penalty to initiative.

In a strong wind, this spell's duration is halved.

**Gayle's Mistform - (Elemental-Steam, Alteration) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, S, M

**Duration:** 2 rounds plus 1 round per level

**Casting Time:** 3

**Area of Effect:**Caster

**Saving Throw:** None

Invented by the Aiklynite Mist-Wizardess of the White Order, this spell changes the caster and all she is wearing and carrying into a pale mist that is the same color as the caster's eyes. The mist is amorphous, a low-sitting cloud of vapors. In this form, the caster can travel through any crack or hole or opening of any kind or size. The caster can only be harmed by magical weapons (+1 or better) for the duration of this spell. The cloud can be safely stretched (the caster has some control over the shape of the vapors) to dimensions 10 feet in each length (ten foot cube). However, for each foot beyond 10' in any dimension, the caster suffers 1d4 points of damage every round.

The mistform is resistant to wind, but a strong wind reduces the spells duration to half (or, at the GM's discretion, ends the spell, causing the caster to coalesce and form solid). The caster can see and hear, but has only about one-quarter his sense of touch or smell, no sense of taste, and cannot speak at all. Any saves vs gas attacks are automatically failed.

The caster can float along the ground at a rate of 12, or can fly above the ground at a rate of 6 per round (moving up, down, or horizontal without being within a foot of the ground is considered flying for the purposes of the spell). If the caster returns to solidity in the air, he will fall as normal. The caster has maneuverability class D while in mist form.

The caster can remain in mist-form for 2 rounds plus 1 round per level, or dispel it at will.

The material component for this spell is any piece of silk.

### **Gayle's Wall of Mist - (Elemental-Steam, Invocation/Evocation) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** Up to 5 yards per level away

**Components:** V, S

**Duration:** 1 round/level

**Casting Time:** 3

**Area of Effect:** 2' thick wall that is 10' x 10' per level

**Saving Throw:** None

This spell, created by Gayle Matarc, creates a wall of strange, dark and pale blue and violet mists that curl and twist within them. Each 10ft by 10ft section of the wall must touch another, but the caster is free to warp the shape as desired (making spheres, curves, corners, etc). At any point, the wall is 2 feet thick.

The wall provides total concealment to all attempting to attack those on an opposite side of the wall, for no normal vision, infravision or otherwise, can penetrate the misty wall.

Furthermore, any fire passing through the wall, be it magical or not, must make a saving throw vs magic as either the caster or the bearer of the fire. If the saving throw is failed, the fire is extinguished (no damage), and if the saving throw is made, the fire is reduced by half intensity (half whatever damage would normally be done by the spell, and then also take into account the saving throws provided by the spell itself).

People passing through the wall must hold their breath. This takes no roll to achieve, since the wall is a mere two feet thick. However, if someone breathes the vapors of the wall, they must make a constitution check. Failure means the loss of all actions on the round they passed through the wall, and also the round thereafter, as the victim chokes and coughs on the strange vapors. They gain a -2 penalty to AC and lose Dexterity bonuses while coughing and choking, and have movement rates reduced by half.

Strong winds will reduce the duration of this spell by half.

### **Heat Shield - (Elemental-Fire, Elemental-Ice, Alteration) - 3<sup>rd</sup> level**

**Reversible**

**Author:** wrathgon@hotmail.com

**Range:** Touch

**Components:** V, S

**Duration:** 1 Hour/Level

**Casting Time:** 1 round

**Area of Effect:** Creature touched

**Saving Throw:** None

This spell gives the caster the ability to endure the effects of prolonged exposure to the cold. It raises the temperature of the immediate area around the caster to 70 degrees. This allows the caster to suffer no ill effects from temperatures as low as -40 degrees f for the duration of the spell. This spell will not protect the caster from breath weapons, magical attacks or cold using creature attacks.

### **Heat Wave - (Elemental-Fire, Evocation) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 20 yards + 5 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 3

**Area of Effect:**Special

**Saving Throw:** 1/2

Upon casting this spell, the wizard releases a rippling wave of heat that inflicts 1d4+1 points of damage per level of the spellcaster (maximum damage of 10d4+10) to each creature within its area of effect. A successful saving throw vs. spell reduces this damage to half (round fractions down). The wave begins at a range and height decided by the caster, and streaks outward in a direct line from the casting wizard. The wave can begin up to 20 yards + 5 yards/level away. The heat wave is visible as a visual distortion of hot airs (a rippling effect).

The heat wave may ignite very dry combustible substances (straw, paper, etc.) An item saving throw vs. fire is used to determine if the object catches on fire. Wood may smolder and blacken, but will not burst into flame.

The heat wave ends if it strikes a solid surface (wall, ceiling, door, etc.). The heat wave's area of effect is chosen by the spellcaster: either a wave ten feet in width and 40 feet in length, or a wave five feet in width, and 80 feet in length.

The material components for this spell are a piece of wax from a once-lit candle, a piece of gold, orange, or yellow ribbon, and a piece of flint. All are consumed in casting.

### **Jaan's Fiery Bands - (Elemental-Fire, Evocation, Conjunction) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 20 yards

**Components:** V, S, M

**Duration:** Up to 2 rounds/level

**Casting Time:** 3

**Area of Effect:**Up to 3 creatures

**Saving Throw:** Special

This spell, invented by the flame-wizard Jaan 'The Phoenix' Merchant, was invented to hold people hostage for a short amount of time, but more often than not just ended up damaging opponents. He worked with the magic, and eventually found that it could have a defensive purpose as well. The spellcaster creates three flaming rings which then flash out from his hands and surround up to three targets (one ring each; two rings on one person, one ring on another; or three rings on one target) or himself (all three rings).

The rings form a fairly tight loop around the person targeted. There is not enough room for the target to wield a weapon, or perform any spellcasting that needs somatic components. If material components are needed for a spell, they can only be cast if the components are on the person's waist, in their hands, belt-pouch, etc, but not in a backpack, sack or other hard-to-reach places.

The bands of fire will not move if cast on a target other than the caster. If someone who is trapped by a fiery band tries to move, he will incur 2d6 points of fire damage (save vs. spells for half-damage) per ring that surrounds him. If the creature is able to fly straight up, or levitate, or in any other way remove himself vertically, no damage is taken. Other creatures that pass through the fiery band have exactly the same effects occur to them.

If the caster chooses to put all three rings on him, he becomes a walking weapon. All he has to do is get near enough to someone for them to get the 2d6 damage (save for half) for each ring around him. He needs to be within 1 yard of someone for him or her to burn. However, he cannot cast spells as above unless he is willing to be burned (in which case the spell will fail anyway), and cannot wield melee weapons without getting burned, either. However, while under the effect of the fiery rings, any time anyone gets close enough to attempt to hit him (whether or not they succeed) with a melee weapon, they will take the damage as above (with save).

The material component for this spell is three gold rings (of any quality).

### **Jaan's Flaming Missiles - (Elemental-Fire, Enchantment, Alteration) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** Special

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 1 round

**Area of Effect:** Up to two missile weapons per caster level

**Saving Throw:** Special

A more specialized version of the 'Flame Arrow' spell, this spell was created by the Fire Elementalist head of the Order of the Red in the Grey Guild of Coralport.

The spell enchants up to two missiles per caster level. Missiles can be sling rocks or bullets, crossbow bolts, throwing knives, darts, spears, arrows, or whatever else can be used as a missile weapon. The wizard must be within 10 yards of the missiles to be enchanted, and they can be prepared to fire if necessary.

After casting the spell, the missile weapons selected remain magical for one turn. After that, they are no longer enchanted by the Flaming Missile spell.

When thrown or fired, the missile weapon's magic is activated. Upon impact with creature, ground, or other physical force, the weapon deals normal damage as usual, then bursts into flame. All creatures and items struck make a save vs. spells (vs. magical fire for items) or take 1d3 points of extra fire damage. Creatures or items making their save take only 1 extra point damage. Furthermore, all items may suffer incendiary damage. In any case, the missile weapon enchanted is destroyed (the spell will not affect magical items).

This spell is quite useful in military strikes, and was created for the long-awaited attack on Coralport by the Ebon Star Orcs. Some said that Jaan had too much time on his hands and too much fire in his brain.'

The material components for the spell are a bottle of oil and a shard of flint. Both are consumed in casting.

### **Karm's Improved Stonestaff - (Elemental-Earth, Conjunction) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, M

**Duration:** 2 rounds plus 1 round per level

**Casting Time:** 2

**Area of Effect:** Special

**Saving Throw:** Nil

An improved version of *Karm's Stonestaff* spell, this spell conjures into being a stone staff, exactly as per the *Karm's Stonestaff* spell. However, this staff is inherently magical, and unlike *Karm's Stonestaff*, actually functions with a magical bonus to hit and to damage, instead of being merely able to affect creatures as if it had the bonuses.

Karm's Improved Stonestaff has a +1 to hit and to damage for every 5 levels of the caster against ordinary foes, and is in all other ways a normal quarterstaff (same damage, weapon speed, etc.) However, if the staff is used to strike creatures of elemental earth or native to the plane of elemental earth, the staff inflicts double damage.

As per *Karm's Stonestaff*, the Improved Stonestaff can be given to others.

The material component for this spell is any splinter of wood taken from a quarterstaff, and a handful of dirt. The splinter grows into the stonestaff for the duration of the spell, then crumbles into dust, along with the dirt, at the ending of the spell.

**Karm's Stonesphere - (Elemental-Earth, Evocation) – 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, S, M

**Duration:** 2 rounds per level

**Casting Time:** 4

**Area of Effect:** Caster

**Saving Throw:** Nil

This spell creates a magical stone sphere around the caster, a last ditch effort designed by Karm to buy himself time in battle. The stone sphere is made of solid granite, and is six inches thick, plus one inch for every two levels above 6th (7 inches at 8th, 8 inches at 10th, 9 inches at 12th, 10 inches at 14th, 11 inches at 16th, a foot at 18th). The sphere is magically connected to the ground. The sphere is large enough to comfortably stand, or to lay out flat, hollow inside, and with enough air to survive the spell duration. The interior is magically lit with a dull, glowing light that seems to come from tiny mineral gems in the stone.

The stonesphere makes all saves as solid stone, and has any bonuses to Saving Throws that the caster may have, through magical items or inherent abilities.

The caster and those inside the stonesphere with him cannot see what goes on outside the sphere, and vice-versa.

The stonesphere will last 2 rounds per level, or until it has been successfully damaged (by weapon or magic) 1d4 times plus 1 per level. Thus, a 6th level caster creates a stonesphere that will last 12 minutes, or until 7 to 10 attacks have been made upon it. For the purposes of determining whether a non-magical weapon attack dealt enough damage to harm the stonesphere see the following:

Treat only blunt attacks that deal 2 or more points of damage

Slashing attacks that deal 3 or more points of damage

And piercing attacks that deal 4 or more points of damage as successful.

Thus, peppering the stonesphere with arrows is not as useful as bashing it with a mace. The DM rolls the 'hypothetical' damage to see if the stonesphere was harmed enough to count as one attack.

The material components are a small shard of quartz, and a granite marble, both are consumed in casting.

**Karm's Stonewalk - (Elemental-Earth, Alteration) – 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, M

**Duration:** 1 turn/level or special

**Casting Time:** 3

**Area of Effect:** Caster

**Saving Throw:** Nil

This spell makes the caster's body phase in regards to natural and man-tooled earth, dirt, stone and soil. Wood and Iron and Glass are not included in this spell.

For the duration of the spell, any earth, dirt, stone or soil attack on the caster simply passes through him, and the caster cannot handle any objects that he was not carrying at casting of the item types listed above.

The true use of this spell, however, is the ability to walk through stone, dirt, brick, soil and earth as if it were not there. This puts more of a strain on the spell, and the caster is limited to a total of 10 yards worth of phased walking per caster level. If the caster uses up all these phased walking before the 1 turn/level time limit of the spell, the spell ends prematurely. The caster can breathe, even when totally encased in stone or earth or dirt - for it does not exist for him in any physical sense. Nor does his passing in any way disturb the earthen solids.

The caster can also dive into the ground and 'swim' underneath the surface. He can also walk on top of soil or dirt or stone or other earth type without sinking into it with minimal concentration, even cast another spell.

A downside to this spell is that while it is in operation, the caster cannot cast any other earth elemental spell, as the magic is out of phase with his existence. The caster can end the spell at any time.

While this spell would seem to offer excellent protection from Earth Elementals (and indeed, other earth and stone creatures cannot harm the caster), the caster, and his magic, can have no effect on natural and man-tooled earth for the duration of the spell. A fireball cast by a Stonewalking wizard will not burn an earth elemental, nor will it be stopped by earthen walls. Whether this is a blessing or a curse will depend on situation.

The material component for this spell is a piece of sandstone with a nail driven through it. Both vanish upon casting.

### **Kyrell's Icy Touch - (Evocation, Elemental-Ice) - 3<sup>rd</sup> level**

**Author:**

**Range:** 0

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 3

**Area of Effect:** Special

**Saving Throw:** Special

This spell is one of Kyrell's more sinister creations. When the spell is cast, the mage's hand is surrounded by a flickering aura of black and blue flames. The flames last for one round per caster level or until another sentient creature is touched. If another creature is touched (requiring an attack roll if the target is unwilling), the flames briefly surround the target, then vanish. The target takes 1d10 damage and must save vs. paralysis or be paralyzed indefinitely, or until cured by a *remove paralysis* spell. A *protection from paralysis* spell protects against the paralysis but not the damage; immunity to cold protects against the damage but not the paralysis. Undead are not affected by this spell.

The material component to the spell is a scrap of flesh, bone or cloth from a lich.

### **Lightning Shield - (Abjuration, Elemental-Lightning) - 3<sup>rd</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S, M

**Duration:** 2 rounds/level

**Casting Time:** 5

**Area of Effect:** creature touched

**Saving Throw:** None

This spell causes the formation of a negative-charge electrical area around the recipient of the spell, i.e. the target has an area reaching around him for 1 foot in all directions which will absorb electrical damage. The shield absorbs 5 points of electrical damage for each level of the caster. Note that any prior defenses, such as partial immunities to lightning, protective magical items (rings, bracers, etc.) or saving throws will first come into account. Only after these protections apply will the lightning shield take effect.

Due to the nature of the spell, it is prohibited for the recipient to carry more than 1 pound of conductive metals. Carrying such a load will prevent the spell from working. This does not include magical protections such as bracers and rings but does include swords and helmets, even if they grant any kind of magical protection. The wearing of any kind of metallic armor also forbidden as it will immediately abort the spell and cause both the caster and the recipient 1d6 electrical damage (if the caster casts this spell on himself, he only takes 1d6 damage).

A side effect of the spell is that the negative charge surrounding the recipient causes anyone who comes in contact with the recipient's body, be it actual skin or through a conductive material, to suffer 1d4 points electrical damage for each round of contact.

The material components of the spell are wire made of a conductive metal (usually copper) wrapped around a rod of coal, or the same wire placed in a bowl filled with smoking incense.

### **Marc's Blinding Ray - (Elemental-Radiance, Alteration, Illusions/Phantasm) - 3<sup>rd</sup> level**

**Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)

**Range:** 30 yards + 10 yards per level

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 3

**Area of Effect:** Special

**Saving Throw:** Neg.

When this spell is cast, the caster's index finger begins to emit a beam of light 30 yards + 10 yards per level, about as bright as a beacon lantern. The beam can be shorter, but that must be decided upon casting, and can't be changed thereafter. No concentration required to keep the beam going - in fact, it can't be put out for duration of spell, even if unconscious. Each round, the beam can be aimed at one creature with eyes. Each target is allowed a save vs. spells, success indicating nothing happens. Should the creature fail, it is blinded as with the 2<sup>nd</sup> level wizard spell, for 1 turn per caster level. If the spellcaster casts another spell with a somatic component while under effects of this spell, there is a 5% chance per spell level being cast of blinding self or nearby person (normal save). Note that having a finger like a beacon lantern makes it hard to sneak around.

The material component is any shard of broken mirror.

**Molten Ground - (Elemental-Magma, Alteration) - 3<sup>rd</sup> level****Author:** wrathgon@hotmail.com**Range:** 20 feet**Components:** V, S, M**Duration:** 1 round/level**Casting Time:** 1 round**Area of Effect:** 1 foot/level radius circle**Saving Throw:** none

This spell causes an area of the earth to bubble up molten lava in its area of effect. After the wizard spends one round casting, using up material components of sulfur and lava rock, the spell begins. In the first round the ground tremors slightly, and those not wearing heavy feet covering such as metal boots can feel a slight warmth. In the second round of the spell the heat becomes very pronounced, and will ignite paper, cloth, and dry vegetation touching the ground. If the people in the area of effect did not announce that they were moving in this round, they are going to be injured. In the third round the ground becomes molten lava, wooden furniture bursts into flames, and metals with low melting points start to soften. Anyone in the area of effect takes 3d6 points of damage, 2d6 this round only if wearing thick shoes. In each additional round spent in the area of effect a person takes 3d6 points of damage, and any items carried by the person must save vs. fire or be destroyed. The intense heat of the lava may cause structural damage to walls that are near or in the area of effect. Wooden walls will be destroyed by fire just like wooden furniture. Protection from Fire will protect a person but not his items from this spell. Note that lava rock is hard to obtain in most medieval settings, and that the lava generated by this spell will not work as a component for later casting (it's marked by magic).

**Rasp's Crackling Eyes - (Evocation, Elemental-Lightning) - 3<sup>rd</sup> level****Author:****Range:** 20 feet**Components:** V, S**Duration:** Instantaneous**Casting Time:** 3**Area of Effect:** Any creature within range**Saving Throw:** ½

The purple dragon Rasp developed this spell as a supplement to his formidable breath weapon. When the spell is cast, twin bolts of blazing electrical energy leap from the caster's eyes and strike any creature within range of sight without any chance of missing. The bolts inflict 3d4+4 damage on any creature not resistant to electrical damage. A saving throw is allowed for half damage.

**Raul's Fireflight - (Elemental-Fire, Alteration, Evocation) - 3<sup>rd</sup> level****Author:** nburgoin@chat.carleton.ca**Range:** 0**Duration:** 5 rounds plus 2 rounds/level**Components:** V, S, M**Casting Time:** 3**Area of Effect:** Caster**Saving Throw:** Special

Created by the nephew of Vanar Blackfeather, this spell was yet another example of Raul's philosophy that fire could do much more than burn and harm people, and was, in fact, useful for other things also. Unfortunately for Raul's philosophy (and fortunate for others in many occasions), this spell did both. This spell surrounds the caster with an aura of explosive flames, strongest at his feet, that grants him the ability of flight. However, the explosive force that grants flight has quite a few drawbacks. First, the caster cannot hover at any point once flight is reached. He must keep flying, at a minimum speed of 6, or the spell will fizzle out. Second, when he first takes off, the spell looses a backlash of fire at his feet, dealing 2d6+1 points of fire damage to all within a 5 ft radius of the caster's take-off point (they may each attempt a save vs. spell for half-damage). Third, if the caster lands before the spell duration is over, the spell will release an equal backlash of fire damage to all within a 5 ft radius of the caster's landing point. (Again, 2d6+1 damage, save vs. spells for half). And if the caster does choose to land before the spell duration is over, the spell ends immediately.

On the positive side, the fiery aura around the caster does serve to give him a +1 bonus to his Armor Class, just from the protection and haze provided by the fire and heat. The fire and heat in no way harms the caster of the spell. However, in melee combat that is hand-to-hand or with weapons of size M or S, those struck by the flying caster must make a saving throw vs. spells. If they fail their saving throw, they take additional 1d4+1 points of damage. If they succeed the saving throw vs. spells, they take only 1 point of damage, in both cases from the sparks and motes of fire that surround the caster.

The caster has a flying movement rate of 20 (twice that when diving, half that when rising), and a maneuverability class of C. If the caster is still flying when the spell ends, he falls, and suffers damage as normal.

The material component for this spell is a candle shaped to look like the caster, which lights at the start of the caster's spellcasting, and melts away to nothing at the finish of spellcasting. And a small token made of gold in the shape of a wing feather from any bird (costs about 25 gp to create). Both are consumed in casting.

### **Ren's Stormwall - (Elemental-Lightning, Elemental-Steam, Evocation) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 60 yards

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 3

**Area of Effect:** Special

**Saving Throw:** Special

The Stormwall spell brings forth an immobile curtain of dark, swirling clouds that crackle and rumble with small flashes of lightning and low rumbles of thunder, like a storm on its edge. The spell creates either an opaque wall of stormy clouds up to one 10 foot square per level of the spellcaster, or a ring with a radius of up to 5 feet + 5 feet per two levels of the caster. In either form, the stormwall is 20 feet high.

The stormwall must be cast so that it is vertical with respect to the caster.

Whenever someone passes through the wall, they are electrocuted for 2d4 points of damage with no save. If wearing metal armor or carrying significant amounts of metal, such as a long sword, the creature will in fact take double rolled damage (DM's discretion as to what constitutes enough metal), and they release a booming thunderclap from the point at which they passed through the wall. All within 10 feet of this point must make a saving throw vs. spell. If they succeed, they are deafened (as per the spell) for only 2d4 rounds. If they fail, they are deafened (as per the spell) for 2d4 turns. Also, this sound can be heard by those further away, and makes for a good

warning that people come. Objects passing through the spell do not cause either effect. The wall itself is a mere 2 feet thick.

The wall lasts for as long as the wizard concentrates on it, or for one round/level of the wizard in the event that he does not want to concentrate on it.

The material components for this spell are a drop of rainwater collected during a rainstorm, a small piece of amber or glass, and a pinch of fur. All are consumed in casting.

### **Salty Essence - (Alteration, Elemental-Salt, Elemental-Water) - 3<sup>rd</sup> level**

**Reversible**

**Author:**

**Range:** 10'

**Components:** V, S, M

**Duration:** Permanent

**Casting Time:** 3

**Area of Effect:** 1 pint/level

**Saving Throw:** Special

When this spell is cast upon a liquid it turns that liquid, to a maximum amount of 1 pint per level of the caster, into a salt cube. The salt cube's dimensions are 1-inch cube for every pint transformed.

Note that this spell also affects magical liquids such as potions.

The transformation is permanent unless a *Dispel Magic* spell or the reverse of this spell is cast upon it. If returned to its liquid state it will resume its previous form and retain its abilities (i.e. poison retains its potency, and magical potions regain its magical properties, etc.).

This spell can also be cast upon water-based creatures, in which case it causes them 1-2 points of damage for every pint of liquid it would otherwise affect. The damage caused by this spell is permanent unless the creature manages to take the salt cubes to someone who could restore them to their original form while he wields them. These creatures get a save vs. spells to avoid the effects of the spell.

The material components are the liquid to be affected and a pinch of salt.

### **Searing Serpent - (Elemental-Fire, Summoning) - 3<sup>rd</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 90 feet

**Components:** V, S

**Duration:** 2 rounds + 1 round/level

**Casting Time:** 2

**Area of Effect:** special

**Saving Throw:** Special

Use of this spell conjures a serpent composed of writhing flame from the plane of fire. The serpent appears anywhere within the spell's range and may be moved at a rate of 15 if concentration is maintained and as long as the serpent remains in the spell's range. The serpent may also strike using caster's *thac0*, doing 1d8 fire damage a hit. The serpent also sets fire to flammable items that its body touches (Wooden floors, bed, carpets, and even leather), requiring a save vs. magical fire every round of contact with a -1 every round to max of -5. Is easily put out by quart of water.

### **Shoal of Air - (Elemental-Air, Alteration, Abjuration) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, S

**Duration:** Special

**Casting Time:** 3

**Area of Effect:**The Caster

**Saving Throw:** None

By far the weakest of the Shoal spells, this spell forces air to compact and form a dense barrier of wind and air against the body of the caster. It is visible in that it seems like a small windstorm that is whipping closely to the caster's body, and twigs, dirt, etc will whip around the caster while he walks.

The spell creates a tight cushion of air around the caster, leaving only his eyes, nose, ears, hands, and mouth uncovered. The cushion gives an overall armor class improvement of only +2, but has a greater effect than that. The Shoal has no effect on magical spells or spell-like, and the AC bonus is not included in any spells that target the victim based on his AC.

All blunt weapons or attacks, when striking the Shoal of air, only do one point of damage per die, before any bonuses or additions are added. A punch would do 1 point of damage, a war hammer would do 2 points, not 1d4+1. All slashing weapons do half-damage rounded down, to a minimum of 1.

All piercing weapons do full damage minus one, to a minimum of 1 point of damage.

Magical weapons add their bonuses after the base damage has been determined as above. As mentioned earlier, this spell is no help against magical attacks such as Ice Knife, Lightning Bolt, Magic Missile, or other attacks, even if they are blunt or slashing or piercing in nature.

The cushion of air, however, absorbs the damage dealt to it. The caster suffers none of it. The Shoal can handle 1 hit point of damage per level of the caster before it dissipates. The caster does not suffer this damage. Any damage that dissipates the Shoal, if more than necessary to do so, carries over to the caster.

For example, a 6th level caster casts 'Shoal of Air.' He normally has AC 9 (due to Dexterity). He now has AC 7. A club hits him, and the shoal takes 1 point of damage (it can handle 5 more points). The next round, he is hit by an Ice Knife attack, which goes against his normal AC of 9, not 7, as it is a magical attack. Luckily, it misses. The next round, he is hit by a short sword +1, which deals 1d6 damage, -1 for being a piercing weapon, and then +1 for being magical. A 6 is rolled, and this is modified to a 6. This is one extra point of damage than the Shoal can handle, and the Shoal collapses, the spell ending, and the caster take 1 point of damage.

The caster gains a +4 bonus on all saving throws made vs. gas or wind/air based attacks for the duration of the Shoal spell.

The caster can end the Shoal at will.

### **Shoal of Earth - (Elemental-Earth, Alteration, Abjuration) – 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, S

**Duration:** Special

**Casting Time:** 3

**Area of Effect:**Caster

**Saving Throw:** Nil

This spell, which offers the easiest had protection of all the Shoal spells, causes the ground at the caster's feet to move and mold over him, creating armor that the caster can maneuver with and still cast spells while wearing. In all cases, the armor covers the caster's entire body, except for

slits for the ears, eyes, nose, mouth, and hands. Dexterity bonuses to AC still apply, though the magic isn't cumulative with other protective magic.

If the caster is standing on sand or loose dirt, the Shoal of Earth spell creates a sandy or dirt armor that grants AC of 7. This armor provides a +1 save vs. fire attacks.

If the caster is standing on soft earth, such as damp soil, the Shoal of Earth spell creates a soil armor that grants AC of 6. This armor provides a +2 save vs. fire attacks.

If the caster is standing on hard earth, such as dried soil, the Shoal of Earth spell creates a harder dirt armor that grants AC of 5. This armor grants a +3 save vs. fire attacks. His movement rate is reduced by 1/4, however.

If the caster is standing on a lot of stones, such as a riverside full of pebbles, the spell creates a suit of pebbles that grants AC 4. This suit is almost like scale mail, but has enough holes that fire attacks deal normal damage.

If the caster is standing on solid stone, such as a marble floor, or the side of a mountain, or on top of a boulder, the spell creates what appears to be plate mail made of stone, that grants AC 3. This armor offers a +4 on all saves vs. fire attacks, and reduces damage dealt by piercing attacks to a mere 1 point of damage per normal die of damage, as a Shoal of Air spell does for blunt damage. His movement rate is reduced by 1/2, however.

The Shoal of Earth absorbs all damage dealt to it, and lasts until it takes 1 point of damage per level of the caster. Thus, a 6th level caster standing on a boulder would create armor class 3 that lasts until the armor absorbs 6 points of damage. If there is 'overkill' on the armor, remaining damage is applied to the caster, as per the Shoal of Air spell.

Note that the Shoal of Earth spell will act against magical incoming spell attacks that deal with the caster's AC. (An Ice Knife strikes against the caster's AC and if it hits the damage is absorbed by the armor). However, area-effect attacks are not absorbed by the armor, though the protective value still stands. (A Stone Shoal of earth provides a +4 save vs. fire, but wouldn't absorb the damage from a fireball, for example, the caster would take all damage suffered to his hit points).

The caster can dispel the Shoal at any time, and it is a very obvious spell to behold.

Note the caster will be dirty when the spell ends, or standing in a pile of pebbles and rock.

### **Shoal of Water - (Elemental-Water, Alteration, Abjuration) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, S

**Duration:** Special

**Casting Time:** 3

**Area of Effect:** The Caster

**Saving Throw:** None

This spell has two versions, depending on what material the caster is standing on at the casting of the spell. If the caster is standing in water, the spell covers the caster in a layer of tightly compressed water, much as the Shoal of Air spell does with wind and air. If the caster is standing in ice, the spell creates a suit of plate-mail made of ice, much like the Stone version of the Shoal of Earth spell.

In either case, the armor provided leaves the eyes, ears, nose, mouth, and hands uncovered. In either case, the armor absorbs 1 hit point of damage per caster level, then vanishes, with over-kill being dealt to the caster, as per the Shoal of Air spell description.

If the water version is created, (which is the case for rain, water, snow, slush, and anything other than solid ice), the caster gains a bonus to his AC of +3. Slashing attacks deal half-damage, blunt attacks deal only 1 point of damage per die, and piercing attacks deal one-less point of damage

than usual, in all cases a minimum of 1 point damage is dealt. For magical effects, the water version of the Shoal of Water spell is the same as the Shoal of Air spell - magical attacks that rely on the caster's AC slice right through the +3 protection as if it weren't there. One exception is made, however. Fire attacks deal only 1 point of damage per die rolled, and this damage is absorbed by the armor, even if the attack was an area-affect. (The caster, for example, is hit by a 10 die fireball. The armor absorbs 10 points of damage, and the caster takes none, if the caster happened to be of 10th level or higher. Otherwise, it would absorb as much as possible, and the leftover would hit the caster as normal. A 7th level Shoal of Water, for example, against a 10 die of damage fireball would absorb 7 die of damage, and fall apart. The caster would take only 3d6 die of effect, save for half.) Even if the fire attack is usually an automatic hit, the absorbing occurs.

If the ice version is created, the armor is AC 4, and any dexterity bonuses apply, though more magical protection does not apply. The ice provides the same protection against fire that the Water shoal does, reduces the caster's movement rate by 1/2, and reduces all piercing attacks to 1 point of damage per die normally rolled, as a Shoal of Earth, Stone version. Slashing attacks deal half-normal damage, to a minimum of 1 point of damage, and blunt attacks are as normal.

This spell can be dispelled at will, and is a very obvious spell to see. Note that the end of the Shoal spell means that ice or water comes loose - the caster will most likely be drenched or standing in a pile of ice.

### **Shonna's Cyclone - (Elemental-Air, Alteration) - 3<sup>rd</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Duration:** Instantaneous

**Components:** V, S

**Casting Time:** Up to 1 round per level

**Area of Effect:** Cone reaching from the caster, 1 foot in diameter and 5 feet long per caster level

**Saving Throw:** 1/2

Invented by the air-elementalist Shonna, this spell has a strong capability to do some serious damage, especially outside or during a storm, but has the rather unfortunate trait of being a fairly slow spell. This spell creates a mini-cyclone from the caster's fingertips. The caster holds her arms outstretched, elbows touching, and begins to pull in air in a magical vortex. Each round the magical vortex grows stronger, building up more power. The caster can hold the vortex together for up to 1 round per level of the caster. When the vortex is released at the end of a round, or the caster reaches the maximum casting time for her level, the cyclone lashes out as a cylinder 1 foot in diameter per 5 levels of the caster, and 5 feet long per caster level from the caster's fingertips. The spell deals 1d4 points of damage, plus 1d4 per round the caster managed to maintain the vortex after the first.

If the vortex is interrupted, by taking damage or by casting a new spell, the vortex is unleashed directly forward from the caster's facing direction. Otherwise, the caster can choose any direction to aim the cyclone, even straight up. All creatures within the cone take damage, but all may make a saving throw vs. spells to take half damage, those that fail this save are also knocked down. Against physical objects, this spell causes a save vs. crushing blow, with a +5 bonus, modified -1 per d4 damage over the first.

If cast outdoors during strong winds, this spell gains +1 per die of damage. If cast outdoors during a full-blown storm (rain, thunder, snow or any other kind of storm), the spell deals double damage. Note this means the spell has a maximum damage of 20d4, 20d4+20, or (20d4) x2 - but only after 20 rounds of preparation.

**Shonna's Windrein - (Elemental-Air, Alteration) - 3<sup>rd</sup> level****Author:** nburgoin@chat.carleton.ca**Range:** 0**Components:** V, S, M**Duration:** 1 turn plus 1 turn per 2 levels**Casting Time:** 3**Area of Effect:** Caster**Saving Throw:** Special

This spell, upon casting, forms a series of rings of constrained, whipping wind around the caster. The wizard can then fly at a rate of 18, (twice that when diving, half that when rising). The movement class of the caster is C, making this spell less delicate or controlled than a Fly spell, and with a lesser duration than a Fly spell.

However, this spell has other benefits. If cast outdoors during a strong wind, this spell lasts one extra round per caster level. If cast during a wind storm or other storm with high winds, not only does the spell gain the extra duration of one round per caster level, but it also improves in speed, allowing the caster to reach speeds of up to 24. All bonuses continue even if the weather conditions change.

Another bonus of the spell is the ability of the wizard to release some of the stored wind in bolts of hard air, which race at targets chosen by the caster. The caster can release one bolt per round. The bolts have an initiative modifier of 3, and they roll to strike as the caster's normal THACO, and have a range of 30 yards. Any strike deals 3d6 damage and knocks man-sized or smaller targets down. If a save vs. spells is made, the bolt deals half damage, and the target does not fall over. The down-side, however, is that the wizard has released some of the stored wind that the caster reined in to create the spell, and for each bolt fired, the caster loses 1 turn of normal duration, as well as a lowering of maximum airspeed by 2. Thus, a 10th level wizard using the windreign spell begins with airspeed of 18 and 6 turns of duration. If she fires off two bolts, the airspeed has dropped to 14 maximum, and the duration falls to 4 turns. If ever duration or airspeed drops to 0 or less, the spell expires immediately. Once the spell expires, the caster falls to the ground if she is not standing on it already, suffering normal damage.

The material component of this spell is a feather, which is sealed inside a small glass bottle. At the end of the spell, the feather has turned to dust. If the caster uses the wind bolt ability of the spell, even once, the bottle will also crumble to dust at the end of the spell. Otherwise, the bottle is not consumed.

**Slime - (Elemental-Ooze, Alteration) – 3<sup>rd</sup> level****Author:****Range:** 0**Components:** V, S, M**Duration:** 1 round/level**Casting Time:** 2**Area of Effect:** Caster**Saving Throw:** Nil

This spell covers the caster with an almost invisible slimy material that enables the caster to move freely through *web* and *entangle* spells and makes it impossible to grab and grasp him (including bear hugs and other grips).

As a side effect the caster cannot wield any weapon during the spell's duration but can still manipulate spell components.

Material components are a bit of slime, ooze or pudding.

**Snowball - (Elemental-Ice, Evocation) - 3<sup>rd</sup> level****Author:** wrathgon@hotmail.com**Range:** 10" + 1"/level**Components:** V, S, M**Duration:** Instantaneous**Casting Time:** 3 segments**Area of Effect:** 2" radius sphere**Saving Throw:** 1/2

A snowball is an explosive burst of cold gas, which comes into being with a loud "whoosh" and delivers damage proportional to the level of the mage who cast it, i.e. one six-sided die (d6) per level of the spell caster, to a maximum of 10d6. The snowball doesn't expend a considerable amount of pressure, and it will generally conform to the shape of the area in which it occurs, thus covering an area equal to its normal spherical volume.

The area, which is covered by the snowball, is a total volume of roughly 33,000 cubic feet. Besides causing damage to the target, the snowball freezes all liquids within its radius. Items exposed to the spell's effects must make a saving throw to avoid being affected. Items carried by a creature that makes its saving throw are considered to be unaffected. The mage points his finger and speaks the range (distance and height) at which the snowball is to come into being. A streak flashes from the pointing digit and unless it impacts upon a material body prior to attaining the pre-described range, blossoms into the snowball. If a creature fails its saving throw, it takes full hit point damage from the spell. Those who make their saving throw manage to dodge, fall flat or roll aside, and thus take only half damage from the effect of the spell.

The material component of this spell is a hollow crystal filled with water; suspended in the water are tiny white quartz flakes

**Stoneburst - (Elemental-Earth, Alteration, Evocation) – 3<sup>rd</sup> level****Author:** nburgoin@chat.carleton.ca**Range:** 5 yards/level**Components:** V, S, M**Duration:** Instantaneous**Casting Time:** 3**Area of Effect:** Special**Saving Throw:** 1/2

This spell can affect up to one-half cubic foot per level of natural earth (not glass or metal) of the caster, and causes this material to explode. It explodes in a radius of twice the amount of cubic feet affected, as a spherical radius (Thus, causing 2 and one-half cubic feet of rock to explode affects a five-foot radius sphere around it).

Mud or Sand deals 1d3 points of damage per cubic foot exploded (Maximum of 10d3). Soft Earth (planting soil) deals 1d4 points of damage per cubic foot exploded (Maximum of 10d4), Hard Earth (packed earth, frozen ground) deals 1d4 points of damage per cubic half-foot exploded (Maximum 10d4 damage), and Stone deals 1d4+1 points of damage per cubic half-foot exploded (Maximum 10d4+10 damage).

The caster can choose how much material to explode, and can pick material to explode by line of sight, up to 5 yards away per level. Note that all the material to be exploded must be continuous (you cannot create two small explosions, only one big one).

This spell, at high levels, could be used to blow a hole in a stone wall, or even dig a tunnel (in a haphazard way). The shards of flung earth products that scatter about in the explosion cause the

damage, and they will be stopped as makes sense (stone walls would curtail the explosion's radius, but a glass window might shatter and allow the full area of effect, DM's discretion).

The Material Component for Stoneburst is any rock dug up from at least 1 inch underground by the caster himself, which is consumed in casting. It can be of any size.

### **Thick Air - (Elemental-Air, Alteration, Elemental-Steam) - 3<sup>rd</sup> level**

**Author:**

**Range:** 120 yards + 5 yards/level

**Components:** V, S

**Duration:** 1 round/level

**Casting Time:** 3

**Area of Effect:** 30' radius

**Saving Throw:** None

This spell affects movement in a given area affected by a *thick air* spell. Movement in such areas become sluggish and considerably slower - speed factor is cut down to quarter speed. The air, while it does not actually change, feels like a gelatinous material - thus constricting movement of creatures, objects and forces.

Even winds are slowed in areas of *thick air*, and attacks are slowed as well. Missiles are affected considerably by this spell. Any arrows shot from bows lose their momentum and fall to the ground diverted by the change in consistency of the air. Only crossbow bolts, shot from medium or heavy crossbows may still continue their flight, albeit their ranges are cut to half.

Except for a hardly noticeable blurring of vision in the area of effect, *thick air* areas are impossible to detect.

### **Thunder Wall - (Conjuration/Summoning, Elemental-Lightning) - 3<sup>rd</sup> level**

**Author:**

**Range:** 20 yards

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 3

**Area of Effect:** Wall 1 foot thick, 2 feet high/level, 5 feet long/level

**Saving Throw:** Special

This powerful spell creates a large field of static electricity barely visible as a shimmering, hazy field. The *thunder wall* must be anchored to at least one flat surface; thus, it could stand tall based on a floor or hang off of a roof. Note the area of effect above is a maximum; if the *thunder wall* is cast in an area too small to accommodate it, it simply forms as large as possible. Any creature passing through a *thunder wall* takes 6d6 damage, +1 per level of the caster. Those who are immune to electrical energy of course take no damage; others are allowed a saving throw vs. spells for half damage. Any creatures wearing or carrying a substantial quantity of metal have a -2 penalty to their saving throw.

The material component is a small cube of amber.

### **Traces in the Dust - (Enchantment/Charm, Elemental-Dust) - 3<sup>rd</sup> level**

**Author:**

**Range:** 5'

**Components:** S, M

**Duration:** Special

**Casting Time:** 1 round

**Area of Effect:** 10' radius/3 levels

**Saving Throw:** None

With this spell a mage may enchant a given area in order to identify creatures that pass through it. The caster first spreads fine sea-sand over the area of effect and enchant it, causing the sand to become invisible. Any creature passing through the area will leave a magical imprint in the dust that only the caster may see. The caster, upon seeing the enchanted area, will immediately recognize the race of any creature that passed through the dust. At any later time, the caster may select one set of tracks, causing the enchanted dust to rise and form the precise shape of the specific creature. Every outer physical detail may be viewed and the creature may be recognized. Even small details such as scars and clothing worn may be identified.

Once a set of footprints is chosen and the creature's shape is viewed, the spell is nullified. Material components include fine sea-sand, or the dust of eagle bones.

### **Uazzigaeld's Frigid Gale - (Evocation, Elemental-Ice, Elemental-Air) - 3<sup>rd</sup> level**

**Author:**

**Range:** 10 yards/level

**Components:** V, S

**Duration:** 2 rounds

**Casting Time:** 3

**Area of Effect:** Field 40 feet long, 40 feet wide and 10 feet high

**Saving Throw:** ½

*Frigid gale* is a large step up from its predecessor, *cold wind*. The spell penalizes all non-magical missile attacks within the area of effect by -2, and also inflicts 1d3 damage per level of the caster every round to all creatures within the area of effect. A saving throw is allowed for half damage; creatures protected against cold attacks are immune to this damage.

### **Vacuum Seal - (Invocation/Evocation, Elemental-Vacuum) - 3<sup>rd</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S, M

**Duration:** Special

**Casting time:** 1 Turn

**Area of Effect:** 1 object

**Saving throw:** None

This spell affects 1d6 container-type objects (of up to 30 pounds) causing them to be sealed with a vacuum. These objects then become harder to open, resistant to surrounding conditions (such as heat/cold, strong winds, etc.) and even harder to open (requires strength of at least 12 to open). Wines in casks, perfumes in vials, coffee in cans all remain fresh and unaffected by outside conditions when under the effect of this spell. Even gases become less prone to leak from containers thus sealed. Materials thus protected will receive a +4 bonus on all saving throws. The effect of the spell ends once the container is opened.

Another effect this spell may be set with is that upon opening, a trigger will be set by the change in pressure--thus emitting gases, poison or acid--but the container has to be properly prepared for such. Layering acid on top of another material (which is acid-resistant) in a container and cast with this spell is an example of its usefulness. The acid does not react without air, and upon the opening of the container, the vacuum expels acid in the face of whoever opened the container.

The material component is the container and a sealed sphere of glass.

**Vanar's Clay Critters - (Elemental-Ooze, Enchantment, Alteration) - 3rd level****Author:** [nburgoin@chart.carleton.ca](mailto:nburgoin@chart.carleton.ca)**Range:** 20 yards**Components:** V, S, M**Duration:** 2 rounds + 1 round/level**Casting Time:** 3**Area of Effect:** 1- 4 clay statuettes**Saving Throw:** None

This spell, created by the head of the Order of the Grey in Coralport's secret Wizard's Guild, allows the caster to create small golem-like creatures.

The caster must first craft small clay creatures that the spell will animate. Anything will do, as long as it has a means of mobility (legs or feet, or wings in some cases) and some method of attack or manipulative appendage (a bite, claws, tentacle, a hand, etc).

Once the spell is cast, these mini clay statuettes, which can be prepared far ahead of time, vanish, and the creatures appear up to 20 yards away from the caster, as life-sized finely sculpted clay creatures.

The creatures will either attack target creatures named by the wizard or perform any tasks the wizard asks to the best of their clay ability. If they are destroyed, they and the clay statuette are lost. Otherwise, at the end of the spell duration, the clay statuettes return to the caster's hands.

The caster has 4 HD to play with. He can create four 1 HD clay creatures, two 2 HD creatures, one 3 HD and one 1 HD creature, and so forth, as he desires. The creatures have a starting THAC0 as a monster of their hit-dice, deal one attack per round for 1d4 damage (no matter the method, be it bite, a claw, or punch), have a movement rate of 12, and are AC 6. The caster can sacrifice 2 HD worth of the spell to give one creature the ability to fly at a movement rate of 12 and maneuverability rating of C. The caster can sacrifice 1 HD worth of the spell to grant a single creature another attack per round (two or more, one extra granted for each 1 HD the caster does not use up elsewhere). The caster can sacrifice 1 HD worth of the spell to make one creature's attack deal 1d6, not 1d4 (no matter how many attacks it has, all will deal 1d6). Finally, by sacrificing 1 HD worth of the spell, the caster can also grant one creature +6 more to its ground movement rate (never its flying ability).

Thus, the wizard could create four 1 HD clay critters, THAC0 20, that have one attack per round and deal 1d4 points of damage on a successful strike. Or, the wizard could sacrifice 3 HD worth of the spell and create a single 1 HD creature that flies and has two attacks at THAC0 20 that deal 1d4 points of damage. Or, the wizard could create two 1 HD creatures that have one attack each at THAC0 20 that deals 1d6 points of damage on a successful strike. And so on.

The clay critters in no way have to resemble real creatures.

The material component for this spell, other than the clay statuettes that must be crafted by the caster (and can be entirely crude and inartistic), is any tool of any worker of stone or clay that has been used at least once. It is consumed in casting, the statuettes are not necessarily consumed (only if the critter is destroyed while animate).

**Vanar's Elemental Indifference - (Elemental-General, Abjuration) - 3rd level****Reversible****Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)**Range:** Touch**Components:** V, S, M**Duration:** 1 turn plus 2 rounds/level**Casting Time:** 3

**Area of Effect:** Target Creature

**Saving Throw:** None

Created by the earth elemental Vanar Blackfeather, this spell allows the caster to seem entirely non-threatening and beneath notice to all creatures from one chosen elemental plane (or para-elemental plane). For the duration of the spell, the person protected by Vanar's Indifference will not become the subject of attacks from creatures native to that plane. Thus, if the spell protects the user from earth elemental plane, the user wouldn't be attacked by earth elementals of any kind.

This protection is a form of indifference on the part of the creatures. They cannot seem to bother to notice the individual as a threat. The individual is NOT invisible, just not worth bothering. If a wizard told an elemental to guard a door and attack all that try to enter, the elemental would guard the door from the individual, but would not harm them in any way.

Furthermore, if the individual protected by Vanar's Indifference should attack a creature native to the plane the spell protects him from, the spell ends immediately.

The material component is a small jar full of some material that is common to the plane chosen. (Charcoal for fire, smoke for air, sand for earth, and brine for water).

The reverse of this spell, *Vanar's Elemental Antagonism* forces all creatures native to the chosen plane to make a saving throw vs. spells any time they see the person under the influence of the spell. If they fail their save, and are hostile, they will attack the individual over all others. If the native of the plane chosen is not hostile, it will still be antagonized and hostile if not violent to the individual.

### **Wall of Dust - (Elemental-Dust, Evocation) - 3<sup>rd</sup> level**

**Range:** 5 yards per level

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 3

**Area of Effect:** 2' thick wall that is 10 ft x 10 ft per level

**Saving Throw:** Special

The wall of Dust spell brings forth an immobile curtain of thick dust, which is magically suspended, in the air. It swirls in and around itself, and is so thick that normal vision (Infravision included) cannot penetrate the dust at all.

Further, fire or fire attacks passing through the wall must make a saving throw vs. spell. If normal fire (a torch, or a candle, for example) fails this save, it is extinguished. If normal fire makes the save, it does not go out, but will flicker and flame low for a full round (half-normal damage and light produced, etc.) If a magical fire passes through the wall of dust (Even a fireball, or flame arrow), the caster must make a saving throw vs. spell. A successful roll means that the fire spell has half normal duration, effect, and damage/light, while a failed roll means the fire spell has one-quarter normal duration, effect, and damage/light. Fire elementals passing through the wall are unaffected - the wall of dust isn't enough to hamper them.

If a creature passes through the wall of dust without protecting its eyes, it must make a saving throw vs. spell or be blinded (-4 to hit, and to AC), for 1d4 rounds while the dust is cleared out of the eyes. The dust also covers anyone walking through, and makes him or her exceptionally dirty. A successful saving throw means no effect.

Note that the wall of dust has no effect against the undead or other non-living, non-corporeal creatures.

The material component for this spell is a pinch of dust, tossed into the air upon casting.

**Wall of Heat - (Elemental-Fire, Evocation) - 3<sup>rd</sup> level****Author:** nburgoin@chat.carleton.ca**Range:** 5 yards per level**Components:** V, S, M**Duration:** Special**Casting Time:** 3**Area of Effect:** Special**Saving Throw:** None

The wall of heat spells brings forth an immobile curtain of magical heat, visible only as a shimmering distortion of hot air amidst cooler air (as seen over deserts and the like). Visibility through the wall of heat is good enough so that there are no penalties to combat or visibility in any way, though fine details are fuzzy and hard to determine.

The spell either brings forth a sheet of heat up to one 10 foot square per level of the caster, or a ring with a radius of up to 5 ft plus 5 ft per 2 levels of the caster. In either form, the wall of heat is 20 feet high.

The wall of heat must be cast so that it is vertical with respect to the caster. Those within 15 feet of the wall (either side) must make a saving throw every round or suffer 1d4 points of heat damage. Those within 5 feet of the wall will take 2d4 points of heat damage, with a saving throw for half. If any creature passes through the wall of heat, it will take 2d4 points of damage, plus one per level of the caster, with a saving throw for half damage. Note that trying to catch a creature with a wall of heat is difficult at best, the creature is allowed to make a saving throw vs. spell. Success meaning the creature is not caught, and is on a side of the heat wall that makes sense due to its direction and speed.

The wall of heat will last as long as the caster concentrates. If the caster chooses not to concentrate while casting the spell, the spell will last 1 round per level.

The material component for this spell is a lump of charcoal.

**Warboulder - (Elemental-Earth, Alteration) – 3<sup>rd</sup> level****Author:** wrathgon@hotmail.com**Range:** 0**Components:** V, S, M**Duration:** Special**Casting Time:** 1 turn**Area of Effect:** Special**Saving Throw:** Nil

This creates a similar enchantment as the Warstone on a single boulder (up to large catapult size). The wizard can then make this boulder hurl itself up to a distance of 10 feet per level, doing damage as if hurled by a catapult. Upon striking, the boulder shatters and inflicts 2d8 damage in a 30 foot radius.

**Winter's Chill - (Evocation, Elemental-Ice) - 3<sup>rd</sup> level****Author:****Range:** 10 yards + 10 yards//level**Components:** V, S, M**Duration:** Instantaneous**Casting Time:** 3**Area of Effect:** 20 foot radius**Saving Throw:** ½

This spell is a cryomantic version of *fireball*, although the spells' appearances are different. *Winter's chill* has no outward appearance; when it is cast, the area of effect is suddenly plunged into a momentary freeze that damages all creatures within the area of effect. The spell inflicts 1d6 damage per level to a maximum of 10d6 damage. Creatures immune to cold take no damage; others are allowed a save vs. spells for half damage.

The material component is a bit of ice or snow and a piece of a plant that died from frost.



## 4<sup>+</sup>H - LEVEL SPELLS

### **Alpha's Chill of the Void - (Elemental-Vacuum, Elemental-Ice, Alteration, Evocation) - 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S, M

**Duration:** 1 round

**Casting time:** 5

**Area of Effect:** 20' wide, 5'/level long path

**Saving throw:** None

This spell brings forth a wave of supernatural cold, rolling forth from the wizard's outstretched arms to the maximum area of effect. Its cold vacuum kills all normal vegetation in the area except for trees, which have a 50%-100% chance to survive (DM's discretion, based on size and native environment). This cold inflicts 3d4 damage and the vacuum an additional 3d4 to all living creatures within the area of effect. Vegetable and fungoid monsters suffer double damage from this spell.

The material component is a piece of ice.

### **Alpha's Firefall - (Elemental-Fire, Alteration) - 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 4

**Area of Effect:** Special

**Saving Throw:** Special

This spell is an improved version of the second-level Pyrotechnics spell (q.v.), specifically the "fireworks" application of that spell. That portion of the spell functions exactly as the Pyrotechnics spell does with respect to duration, area of effect, saving throw, and the blinding effect created. However, the "fireworks" created by this spell are more along the lines of a geyser of brightly burning liquid fire, arcing upwards approximately 60 feet into the air and raining down within a 30-foot radius area surrounding the perimeter of the basic fire source. All in this area of effect suffer 2d6 points of fire damage with no saving throw allowed. Further, a central prominence of flame is thrown upwards by this spell, and the wizard may direct this column of fire at a single target within 60 feet of the fire source. This plume of fire will inflict 4d10 damage to the victim, although a saving throw vs. breath weapon is possible to halve this damage. The liquid fire continues to burn during the following round, under the same conditions as during the first round, although the fire is less intense and causes only half the damage caused during the first round. Combustibles in the area of effect must save vs. normal fire (if struck only by the burning spray) or magical fire (if the victim of the central plume fails his saving throw or if the central plume is directed at an inanimate object) to avoid being set afire. A creature who is within the area of the spray who is targeted by the central plume will not also suffer fire damage from the spray, as this minor flame is all but lost in the fury of the central prominence. The spray does not fall within the area of the original fire source, but only within 30 feet of the perimeter of the fire source. An aerial creature flying within 60 feet above the rising geyser of liquid fire is affected just as a creature on the ground would be, and may also be targeted with the central plume, if the wizard so desires.

The material component for this spell is a lump of pitch mixed with sulfur, saltpeter, and magnesium, as well as an existing fire source.

**Alpha's Flames of the Faltine - (Elemental-Fire, Alteration, Evocation) - 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S, M

**Duration:** 2 rounds + 1 round/level

**Casting Time:** 3

**Area of Effect:**Special

**Saving Throw:** None

This spell sheathes the wizard in hot yellow flames and blurs the wizard's features somewhat, causing them to assume a smooth and somewhat indistinct shape, also turning a dark red color. The flames will appear to be present even coming out of the wizard's eyes and mouth. These flames give the wizard no special protection, but they do shed bright light in a 30-foot radius. Furthermore, any creature striking the wizard with a claw, bite, or similar attack or a hand-held weapon less than 5 feet long will suffer damage as though contacting a Wall of Fire spell 2d6 points of damage + 1 point per level of the wizard. Undead suffers double damage, and creatures especially susceptible to flame may also take additional damage. The wizard may attempt a melee attack to burn others with this fire, a successful blow causing 1d6 points of damage + 1 point per two levels of the wizard. Creatures passing within a 5-foot radius of the wizard suffer 1d4 points of heat damage. By standing still and concentrating, the wizard may extend this heat radiation, inflicting 2d4 within a 5-foot radius and 1d4 within a 10-foot radius, but this falls back to the usual level if the wizard stops concentrating or resumes moving. The wizard can attempt to destroy inanimate objects by touching them, requiring a save vs. normal fire to avoid destruction. This may be attempted once per round, at a -1 cumulative penalty for each consecutive round of handling. Items on the wizard's person at the time of the casting of this spell are unaffected by the flame. The wizard may end this spell prematurely if desired. The material component for this spell is a flask of oil, poured over the wizard's head during the casting of the spell, and an open flame of any size.

**Alpha's Heat Lightning - (Elemental-Lightning, Evocation) - 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 3

**Area of Effect:**One creature

**Saving Throw:** 1/2

This spell calls down a bolt of reddish-purple lightning, which strikes a single creature within range. The bolt inflicts 1d6 points of damage per level of the wizard. Cold or water-based creatures suffer an additional 1 points of damage per die, while creatures resistant to heat OR electricity suffer half normal damage (1/4 with a successful save). All non-magical metal worn by the target must save vs. lightning (at +2 if the save was made, but at -2 if the save was failed) or be fused to any nearby metal (sword fused to gauntlet, pieces of armor fused together, preventing movement).

The material component of this spell is a short glass rod, a bit of fur, and a bit of iron or lodestone.

**Alpha's Starfire - (Elemental-Fire, Elemental-Radiance, Evocation) - 4<sup>th</sup> level****Author:** wrathgon@hotmail.com**Range:** 30 yards**Components:** V, S, M**Duration:** 1 round**Casting Time:** 1**Area of Effect:** 5' diameter column, 30' high**Saving Throw:** Special

This spell creates a column of brilliant, blazing silvery-white flames. All within 10 feet of the column not looking away must save vs. petrification or be blinded for 1 round and dazzled (-2 to hit, +2 to be hit) for an additional 1d3 rounds. Creatures adversely affected by bright light (e.g. drow, duergar) save at -3 vs. this effect. Any creature within the narrow column of fire (most likely only a single creature) is automatically blinded and dazzled as above and additionally suffers 1d6 points of damage per level of the wizard, up to a maximum of 10d6. A save vs. spells will halve this damage. If the spell is cast outdoors under a night sky, a bonus of +1 per die of damage is added. The material component for this spell is a bit of silver and a shard of crystal.

**Andraya's Water Blast - (Elemental-Water, Evocation) - 4<sup>th</sup> level****Author:** nburgoin@chat.carleton.ca**Range:** 0**Duration:** Instantaneous**Components:** V, S, M**Casting Time:** 4**Area of Effect:** Special**Saving Throw:** 1/2

This spell is also known as 'Water Plane Blast.'

This spell can have one of three effects. For all three cases, however, the spell creates a cone-effect to appear from the caster's hand, 1 ft in diameter and 5 ft long for every 2 levels of the caster. Thus, a 10th level caster creates a cone 5 ft in diameter and 25 ft long.

The first use of the spell creates a numbing cold, similar to that of the higher-level cone of cold spell. Those within the blast of cold must make a saving throw vs. spell or suffer 1d4 points of damage per 2 levels of the caster. Those who make their save suffer only half-damage.

The second use of this spell creates a solid jet of fast moving water. It will douse all non-magical flame and cause magical flame to be reduced by half intensity (half base damage) for 1d4 rounds if it is a persistent effect, or snuff it to half its potential if it is instantaneous or only one round in duration. Those hit by the stream of water must make a saving throw vs. spell or suffer 1d3 points of damage, plus 1 point per 2 caster levels, of blunt force damage. If they make their save, they get half damage, but if they fail their save and have ocular organs like those of a human being (typical eyes), they are also blinded (with the penalties of the Blindness spell) for 1d4 rounds as the salty water splashes into their eyes.

The final use of this spell is to create a sharp barrage of shards of solid ice. This stream of ice shards deals 1d4+1 points of damage per two caster levels as a piercing attack to those within the attack, who may make a saving throw vs spells to suffer only half-damage. Creatures vulnerable to any one particular form of this spell will suffer double normal damage or whatever is usually applied (as per the Monstrous Manual). Creatures resistant to any one particular form of this spell will suffer half damage or whatever is usually applied (as per the Monstrous Manual).

The material component for this spell is a small tube made of glass or ice or clear crystal rock, which is consumed upon casting.

### **Attacking Mist - (Elemental-Steam, Conjunction/Summoning) - 4<sup>th</sup> level**

**Author:** [wragthgon@hotmail.com](mailto:wragthgon@hotmail.com)

**Range:** 10 yards

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 3

**Area of Effect:** Special

**Saving Throw:** None

This spell can summon a Class II type of intelligent mist from the elemental plane of steam. The creature is summoned when an event triggers the spell (similar to Magic Mouth). The mist attacks first person encountered. The mist will stop an attack after it has been summoned upon conditions set by the wizard. The mist is actually a being from the elemental plane of air (albeit a low powered one). The difference between intelligent mists and other summoned creatures is that the mists actually have access to the knowledge of their summoner. This includes 1 language (chosen by the wizard) and information (not spells) dictated by the casting wizard.

For a detailed description of the different types of intelligent mists, see the monster description provided with the level 5 spell, Magic Mist. Whether the mist stops attacking or wins the battle, it will not return to its own plane until either dispelled or the spell duration expires.

For example, Raji casts an Attacking Mist spell. He states that a mist will be summoned when anyone comes into this room, and will cease to attack anyone who speaks his name.

### **Beri's Prismatic Rings - (Radiance, Conjunction/Summoning) - 4<sup>th</sup> level**

**Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)

**Range:** 20 yards + 1 yard/level

**Components:** V, S, M

**Duration:** 1 turn or special

**Casting Time:** 4

**Area of Effect:** up to 7 creatures

**Saving Throw:** Neg.

This spell creates 7 shimmering rings of force, one each of the colors red, orange, yellow, green, blue, violet and indigo. Each ring can be tossed at one creature each, or can put multiple rings on each creature desired. No roll to hit is necessary and each creature struck by a ring must make a save vs. spells: If the victim succeeds in his save, then the ring has no effect and leaves. If he fails, then the ring surrounds and constricts and is anchored, holding person still, unable to move from current position, but can talk, cast V spells, etc. Each ring beyond the first tossed at a single creature causes others to be saved against with a -1 cumulative penalty. Each ring exists for 1 turn. When the caster finishes casting this spell, he can decide for the rings to explode at end of 1 turn and deal damage to each person inside ring. Not that each ring has a different effect (see below). Furthermore, if the target inside ring makes a bend bars/lift gates, the ring will release him, but will burst as described below:

**Red:** 2d6 damage, save spells for half (fire damage).

**Orange:** 3d6 damage, save spells for half (heat damage).

**Yellow:** 4d6 damage, save spells for half (force damage).

**Green:** 3d8 damage, save poison for half (poison damage).

**Blue:** Save vs. paralyzation: Success: *slowed* for 1d4 rounds; fail: paralyzed for 1d3 rounds.

**Indigo:** Save vs. wands: Success: headache, -2 attacks & AC for 1d4 rounds. Failure: *Confusion* for 1d6 rounds.

**Violet:** Save Spells: Success: blink out to nowhere until end of round. Failure: *Blink* as spell for 1d4 rounds.

The material components for this spell are a silver chain or rings upon which are little metal rings painted with the colors listed above. All the rings and the chain are consumed in casting this spell.

#### **Cage Lightning** - (Elemental-Lightning, Invocation/Evocation, Alteration) - 4<sup>th</sup> level

**Author:**

**Range:** 10'/level

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 3

**Area of Effect:** 10' radius

**Saving Throw:** Special

This spell creates a cage made of crackling lightning. Around the target/s from which they get one chance to escape if they successfully save vs. breath weapon. If they fail their save then they are trapped for as long as the caster maintains his concentration on the spell and for 1 round for every 4 levels thereafter. Anyone inside the cage suffers 1d4 damage from lightning. Every round and 4d4 damage if they touch the "bars".

The caster can move the cage, with or without it's occupants, but if he moves it without it's occupants then they suffer 4d4 damage and get a new save to escape the spell.

The material components are a small iron bar worth at least 20 gp and a bit of copper wire.

#### **Control Oozes** - (Elemental-Ooze, Charm) – 4<sup>th</sup> level

**Author:**

**Range:** 60 yards

**Components:** V, S

**Duration:** Special

**Casting Time:** 5

**Area of Effect:** 20' radius

**Saving Throw:** Negates

This is a specialized version of the *charm monster* spell but it affects only Oozes, Slimes, Jellies and Puddings. The spell causes 2d6 HD worth of these creatures that are in a 20' radius to be charmed if they fail their saving throw vs. spells. Any damage inflicted on these creatures on the round of casting grants those who were hurt a new save with a bonus of +1 for every point of damage inflicted.

Those affected by the spell will not harm the caster or his allies unless attacked by them in which case they will attack the one who attack them (If the caster attacks them then they immediately break the spell). The caster can only relay simple commands to them and in an emphatic manner (they'll sense his desire)

Those affected gets a new save every period of time (use the table on page 154 in the PHB).

#### **Cyrene'Lhei's Flame Ward** - (Elemental-Fire, Elemental-Ice, Abjuration) - 4<sup>th</sup> level

**Reversible**

**Author:** nburgoin@chat.carleton.ca

**Range:** Touch

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 4

**Area of Effect:** Caster or person touched

**Saving Throw:** None

This spell works in a similar style to the *Armor* spell in that it lasts until the recipient has taken a certain amount of damage. It differs in that the spell only cares about fire damage, and absorbs the fire damage entirely.

This spell can absorb 8 points of fire damage, plus 2 points per level of the caster if cast upon herself, or 8 points of damage plus 1 per level if cast on another. This damage must be fire-based, whether magical or not, and the caster still makes any saving throws normally granted. For example, a wizard under the 'Flame Ward' spell that is hit by a fireball still makes their save (and hopefully succeeds well enough that the flame ward doesn't end).

The flame ward ends when all the potential damage has been done, or until one day per 2 caster levels has passed. Any damage over the absorption potential is suffered fully. For example, a creature has 18 points of flame ward protection, and is hit by a 13 point fireball (after save). They have 5 points of protection left. Later, a burning hands spell hits them for 9 points of damage, and they take 4 of that, the other 5 being absorbed by the spell.

Fire damage neither bothers nor interrupts the spell-casting abilities of a person under a flame-ward.

The material component of a flame-ward is a piece of fire-forged steel in a vaguely humanoid shape. It is consumed with casting.

The spell can be reversed into a Chill Ward, which works exactly the same as the flame ward, but affects only cold and ice based damage, be it magical or not. The material component for the reverse is either a piece of ice carved into a generally humanoid shape, or rock crystal humanoid statuette, either of which is consumed in casting. A creature can only benefit from one flame ward and chill ward at any given time, even if said ward has only 1 point of damage protection left.

### **Cyrene'Lhei's Heat Sphere - (Elemental-Fire, Evocation) - 4<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, S

**Duration:** Up to 10 rounds

**Casting Time:** 3

**Area of Effect:** 5' radius/2 levels

**Saving Throw:** 1/2

This spell creates intense heat from around the caster, who is not affected by the heat. The spell lasts one round for every two caster levels. On the first round, the spell deals 1d4 damage to all those within 5 feet. On the second round, the spell deals 2d4 to those within 5 feet, and 1d4 to those within 10 feet. On the third round, the spell deals 3d4 to those within 5 feet, 2d4 to those within 10 feet, and 1d4 to those within 15 feet. On the fourth and consecutive rounds, the spell deals 1d4 more damage to those within 5 feet, and losing 1d4 damage for every 5 feet away from the caster the creature is thereafter. At the end of the spell, all heat dissipates.

The caster must maintain a fair level of concentration to keep the spell building. If at any time the caster is hit for combat damage, or casts another spell, or is knocked unconscious, the spell begins to falter, losing 1d4 worth of heat damage each round or until the normal duration of the spell would play out. The maximum duration is 1 round per 2 levels of the caster, up to 10 rounds total.

The intense heat harms all creatures within range, though each round all within range may save vs. spells for half- damage, and at damage levels of 3d4 or higher, flammable objects may ignite if very dry (such as paper, or thatch).

### **Dandurnal's Icespears - (Evocation, Elemental-Ice) - 4<sup>th</sup> level**

**Author:**

**Range:** 10 feet/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 4

**Area of Effect:** 9 square feet/level

**Saving Throw:** ½

A creation of the Crown Wizard of Eginbear, *icespears* is a powerful battle spell. When the spell is cast, a torrent of enlarged icicles rains down on the area of effect. All creatures not immune to cold take 10d4 damage, +3 per caster level, to a maximum of 10d4+30 damage. A saving throw vs. spells is allowed for half damage. Those armored in field plate, plate mail or banded mail and possessing a tower, kite or full shield save with a +3 bonus; solid creatures (aurumvoraes, gorgons, etc.) and those made of stone or with a stone-like hide save with a +5 bonus. Army units affected by this spell must pass a morale check or rout.

The material component is an icicle.

### **Dawn till Dusk - (Elemental-Radiance, Alteration, Illusion/Phantasm) - 4<sup>th</sup> level**

**Author:**

**Range:** 5 yards/level

**Components:** V, S, M

**Duration:** 1 turn/4 levels

**Casting Time:** 1 round

**Area of Effect:** 10' cube/level

**Saving Throw:** Nil

The caster can change the hue and color of the light, during daylight hours, to resemble the hue of any weather and time of day. Thus he can create the illusion of afternoon in the morning and of a cloudy sky on a sunny day. He can set the color in the area of the spells effect and hold it without concentrating. Should he want to change the light again he has to concentrate for one segment.

Although this spell may seem not to be useful it may prove a great help when trying to fight or capture creatures that move around only on a certain time in the day. Thus a lion could be sent to seek a shade if used to create a feeling of an African afternoon, or a snake could be made to get out of it's lair if convinced that daylight is on the waning.

The material component is a 500gp worth crystal.

### **Dust Cloud - (Elemental-Dust, Invocation/Evocation) - 4<sup>th</sup> level**

**Author:**

**Range:** 60 yards

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 4

**Area of Effect:** 10' radius/level

**Saving Throw:** Special

After the spell is cast a cloud of dust swirls in the area of effect reducing sight to a mere 1' range, causing 1 point of damage per level of the caster and causing a penalty of -1 to all rolls. Those in the area of effect get a save vs. breath weapon that if made it reduces damage by half and they suffers no penalty to their rolls.

Material component is a small fan made of paper.

### **Earthball - (Invocation/Evocation, Elemental-Earth) – 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 yards + 10 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 3

**Area of Effect:** 20' radius

**Saving Throw:** 1/2

An earthball is an explosive burst of earth, which detonates with a low roar & delivers damage proportional to the mage who cast it - 1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 10d6). Exposed items require a saving throw vs. crushing blow to determine if they are affected, but items in the possession of a creature that rolls a successful saving throw are unaffected by the earthball. The mage points his finger & speaks the range (distance & height) at which the earthball is to burst. a streak flashes from the pointing digit &, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the earthball (an early impact results in an early detonation). Creatures failing their saving throws each suffer full damage from the blast. Those who roll successful Saving Throws manage to dodge, fall, flat, or roll aside, each receiving half damage (the material component of this spell is a tiny ball of bat guano & a small handful of earth).

### **Elemental Control - (Elemental-General, Abjuration) - 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 30 feet + 3 feet/level

**Components:** V, S

**Duration:** Special

**Casting Time:** 1 round

**Area of Effect:** 1 creature

**Saving Throw:** Special

This spell allows the caster to seize control of an elemental summoned by someone else. Has 50% base and is adjusted by the difference in HD between the wizard and the creature he seeks to control. This roll is further modified by the difference between the original summoner's Intelligence and the caster's. The different is a bonus to whoever has greater. Only one attempt may be made per creature. If the wizard does not seize control of the elemental, no future effects will succeed. If successful, the elemental obeys the wishes of the wizard for the remainder of its stay on the physical plane.

### **Elemental Vulnerability - (Elemental-General, Abjuration, Alteration) - 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** 1 round / level

**Casting Time:** 4

**Area of Effect:** 1 target

**Saving Throw:** Special

Thayan wizards use this spell quite frequently, particularly against other spell casters. It is used to invert the abilities of natural or magical resistance to flame, frost, or lightning. However, it may only affect one such resistance, and must be memorized beforehand against said type (for instance, the caster must choose fire vulnerability when memorizing). This has a different effect depending on the type of protection offered (either natural or magical). Against a being with natural protection or magical protection, a hell hound being immune to fire or a person wearing a ring of fire resistance, this spell simply causes such protections to cease (if the save is failed) or to only have half its normal stopping power. (If it normally stopped all the damage, the being will take half of whatever is rolled, If it normally reduced the damage, the amount of reduction is cut in half). In addition, if the save is failed and the protection is magically created, the magic actually enhances the incoming elemental magic (+1 per die of damage, -2 on saves).

1st example, the mage casts this spell at a white dragon (immune to frost damage). If the dragon fails its save, it is now vulnerable to cold damage. If it makes its save, it takes half damage from cold attacks.

2nd example, the mage casts this spell at a person wearing a ring of fire resistance (magical protection). If the person fails his save, the ring quits working and actually enhances fire damage (+1 per die of damage -2 to saves). Otherwise, its stopping power is cut in half (-1 per die rather than -2 per die).

3rd example, the mage casts this spell on an elemental with a *Fire Shield*. If the elemental failed his save versus the elemental invulnerability, the *Fire Shield* would quit any protective ability and begin ENHANCING incoming fire magic so long as the *Fire Shield* lasted. If the elemental made his save against the elemental vulnerability, however, the fire shield would continue working but all stopped damage would be cut in half (i.e. if a fireball hit the *Fire Shield* for 36 points of damage, the mage would save v/s the fireball. If he made his save, normally it would stop all 36 points (so it only stops 18); if he failed his save, normally it would stop 18 points (so it only stops 9 leaving 27 points of damage for the caster to absorb).

Note that this works only against spells or natural abilities that hinder, reflect, or stop fire, frost, or lightning damage SPECIFICALLY. It does not work against spells which reflect or absorb incoming spells (such as a globe of invulnerability, spell turning, spelltrap, wall of force, prismatic sphere, etc...).

The material component is a piece of the body of a creature which is immune to the type of elemental attack mentioned (whether it be scale, eye, drop of blood, etc...).

### **Firebolt - (Elemental-Fire, Evocation) - 4<sup>th</sup> level**

**Author:** [catdrag@vnet.net](mailto:catdrag@vnet.net) (Bobby Nichols)

**Range:** 20 yards + 5 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 4

**Area of Effect:** Special

**Saving Throw:** 1/2

The spell creates a powerful bolt of fire that inflicts 1d8 points of damage per level to those in its area of effect (maximum damage is 12d8). This bolt is 60' long by 5' wide. It can not be forked. It streaks outward much like the spell lightning bolt. It does not reflect, however. If the firebolt hits a wall, the fire spreads out in a 5' radius hemisphere, causing damage to any in the hemisphere. Thus it is possible to hit someone standing near a wall twice with the firebolt, once with the bolt

and once with the back-blast. The firebolt automatically sets fire to anything combustible in the path or in the hemisphere. It has the same penetration ability as a lightning bolt. The material components are a stick, a bit of sulfur, and a dab of honey.

**Flame's Reflex Shield - (Elemental-Fire, Abjuration) - 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S

**Duration:** 2 rounds/level

**Casting Time:** 4

**Area of Effect:**caster

**Saving Throw:** none

This spell creates an invisible shield that will reflect flame sources at 45-degree angles either up or down (1d6). Can only reflect one source a round from any direction even if caster does not know its there. That includes spells like fireball, it would reflect the ball up if the range was past the caster but if fireball explodes shield does not help. It does protect against dragon breath.

**Freicht's Iron Spears - (Elemental-Mineral, Conjunction) - 4<sup>th</sup> level**

**Author:**

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** 1 round

**Casting Time:** 4

**Area of Effect:**60' radius

**Saving Throw:** None

This spell cause the area so affected to be smitten with iron spears that fall and disappear to where ever they came from. Any creature in the area of effect is hit by 1-3 spears that inflict 1d10 damage each.

The material components are a bit of iron and dust from a gem worth at least 10 gp.

**Gayle's Forceful Mists - (Elemental-Steam, Evocation) - 4<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 5 yards/level

**Components:** V, S

**Duration:** 1 round per 2 levels

**Casting Time:** 4

**Area of Effect:**1 or more creatures

**Saving Throw:** Special

This spell, capable of harming and incapacitating enemies, was created by the air-wizard Gayle Matarc, also known as the mist-weaver. The caster holds out his hands, fingers spread, and thick, multi-colored mists flare out from the fingertips of the caster, and lash out at one target within range.

The mists only affect a target who breathes, and affects the target being by forcing itself into the mouth, and nose (or other breathing orifice) of the creature, making it near impossible to breathe. Each round, the victim gets a constitution check. If it makes its check, it takes only 1 point of damage, and manages to get in some air. If the check is failed, the creature takes 1d4 points of damage that round. If a creature fails three consecutive checks, it passes unconscious for 2d4

rounds (the caster can still aim the forceful wisps at the prone creature, which no longer gains any saves for lesser damage).

The caster can choose a new target each round, so long as they are within range.

When a creature is under attack by this spell, it cannot cast spells, and has a -1 penalty to AC, to-hit rolls, and damage rolls, due to a lack of concentration.

### **Gen's Gigantic GrowthBall - (Elemental-Ice, Alteration, Conj./Sum.) - 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 5 feet/level

**Duration:** 1 turn

**Area of Effect:**Special

**Casting Time:** 3

**Components:** V, S

**Saving Throw:** 1/2 damage

This spell creates a ball of ice in the caster's hand, roughly 3 inches in diameter. The caster then proceeds to throw this ball at his opponent(s), hurtling it across the floor or ground. This requires a successful attack roll on the part of the caster, with modifiers from dexterity adjustments, and no penalties for distance. Additionally, the caster receives a +1 to attack for every two levels he has (e.g. +1 at level 2, +2 at level 4, etc.), due to the size of the GrowthBall. For every five feet of distance, the ball grows half a foot in diameter, starting at one half foot at five feet. While in the spell's range, the GrowthBall strikes opponents, and does not stop (rolls over them) unless it comes upon an obstacle which requires it to travel straight upward (perpendicular to the surface). Whereupon it will cease to move if it cannot break through using its own size and velocity, thus expiring the duration then and there. Once the GrowthBall has rolled out of the spell's maximum range, then it ceases to grow, and continues to roll, without the aid of magic to maintain inertia. The GrowthBall causes 1d6 damage per 1 foot in diameter the ball has attained, with a maximum of 10d6 at 10 feet in diameter (the maximum size of the GrowthBall), with a saving throw for half damage. Note that although the ball is made entirely of ice, it is not a cold-based attack, and creatures that are immune or harmed by cold based attacks are not affected abnormally by this spell. Also note that the GrowthBall need not necessarily roll in a straight line in order to gain mass and volume. It is possible to cast this spell at opponents at the bottom of a hill, and although the victims are out of the spell's range, the GrowthBall will still continue to roll down the slope of the hillside (possibly picking up more speed than it had originally had!). If the GrowthBall exceeds the maximum roll distance for the spell, it does not shrink, but characters receive a +1 bonus to save vs. spells for every 10 feet across level ground, modified for better or worse, depending upon the incline or decline of the terrain, DM's discretion, until it has rolled 10 feet per 1 foot of diameter, DM's discretion. The GrowthBall may be manipulated by anyone once it has rolled its maximum distance, although the GrowthBall disappears once the duration expires.

### **Giga Bolt - (Elemental-Lightning, Elemental-Earth, Invocation/Evocation, Conjunction) - 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 15 yards + 10 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 4

**Area of Effect:**Special

**Saving Throw:** Negates

Upon casting the spell (Pointing at the target is required), a reddish-brown bolt of lightning, surrounded by earth-biased debris, strikes a target from the sky, exploding into several small bursts. (No save vs. fire for objects the target might possess or around the bolts field of damage is needed, though). The spell deals 7d4 damage to the bolt recipient, and 2d4 damage to all life forms within the bolts aftermath bursts. Especially effective against creatures of the water elemental; dealing double damage. (7d6 and 2d6) Unfortunately, this spell is stopped by all appropriate shield spells.

The prime components for this spell are a small/large glass rod of no less than 120 gp value, smeared with mud and powdered with ash. The mud and ash are consumed by the spell, but the rod remains intact.

### **Gilidarius's Energy Burst - (Evocation, Elemental-Lightning) - 4<sup>th</sup> level**

**Author:**

**Range:** 5 yards/level

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 4

**Area of Effect:** 20 foot cube

**Saving Throw:** ½

This powerful spell is a creation of the archmage Gilidarius; it is the spell he used to attempt to kill Antra Boh. When the spell is cast, the area of effect is momentarily filled with a powerful electrical charge. Any creatures within the area of effect take 5d4+30 electrical damage. Metal creatures are not allowed a saving throw; others can save vs. spells for half damage. Objects within the area of effect must save vs. lightning or be destroyed.

### **Heat Cloak - (Elemental-Fire, Alteration, Illusion) - 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S

**Duration:** 2 rounds/level

**Casting Time:** 3

**Area of Effect:** Creature touched

**Saving Throw:** None

This spell creates a shimmering aura of heat that surrounds the caster. This gives off no heat, but it does create an effect that tricks the vision of any creature that is looking at or attacking the caster. It appears that the caster is standing in one area when in fact they are off a few feet. This spell bestows similar effects of a cloak of displacement, except that the creature gets a -2 penalty when attacking the caster after the first attack for the duration of the spell. Any spell that is directed at the caster, and is not an area of effect spell, gives the caster a +2 to their saving throw. Examples of this are touch spells, disintegrate, finger of death, etc. But an area effect spell like a fireball will damage the caster with no penalty.

### **Improved Stone Swallow - (Alteration, Elemental-Earth) – 4<sup>th</sup> level**

**Author:** [catdragi@vnet.net](mailto:catdragi@vnet.net)

**Range:** 0

**Components:** V, S, M

**Duration:** 1 day/level

**Casting Time:** 1 turn

**Area of Effect:** 20' square per three levels of the caster

**Saving Throw:** Nil

*Improved stone swallow* causes the earth or stone underneath an object to open up and swallow whatever small objects lie on top of it, just as the 2<sup>nd</sup> level spell *stone swallow* does. However, the duration of the spell allows the spell to be used as a guardian spell. Any objects that fall on a surface protected by *improved stone swallow* will be immediately swallowed by the earth or stone. The spell last for the stated duration or until 1 object per level of the wizard has been 'swallowed' by the ground. Once covered by the earth or stone, the object must be dug or chiseled out. Note that this spell must be cast of a bare and clean surface, or the spell will clean the area by swallowing all loose objects on the ground.

The material components for this spell are a small pinch of lime, an equal amount of acid, and a copper coin. The lime is added to the acid and becomes sludge during the casting of the spell. The copper coin slows the reaction of the lime and acid.

### **Incandescent Spheres - (Elemental-Magma, Invocation/Evocation) - 4<sup>th</sup> level**

**Author:**

**Range:** 70 yards

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 4

**Area of Effect:** 50' radius

**Saving Throw:** Half

With this spell the caster creates 2 balls of lava for every 4 levels of experience. Every sphere, when hurled, causes 1d8 point of damage and ignites flammable materials upon contact. A creature gets to save only once against the spheres that hit him, and only on the round of impact. If successful then the damage will be halved and on the next round he will suffer another 1d4 points of damage, with no save allowed. If the save is failed then the damage will continue for two more rounds as the magma continues to burn his skin and flesh. In these rounds he will suffer 1d6 and 1d4 respectively, again no save is granted against this.

The caster can designate all the spheres to strike a single target or he can distribute them among as many enemies as he wants, as long as all opponents are within a 50' radius, whose center is no more than 70 yards away from him.

The material component is a piece of coal or obsidian.

### **Instant Sublimation - (Elemental-Ice, Alteration) - 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 yards per level

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 4

**Area of Effect:** Special

**Saving Throw:** Special

Instant sublimation causes all snow and ice within the area of effect to rapidly evaporate. Thus the caster might employ the spell in much the same fashion as the dig spell, burrowing a hole into a glacial wall or creating a slippery trench to hinder pursuing foes. Creative casters have been known to use instant sublimation to evaporate a slide-like a trench down the side of an icy hill for

a quick escape route. The area of effect equals the cube of the one-half the caster's level (rounded up) in feet. Hence a 7th-level caster could eliminate an area of ice equal to 64 cubic feet. This could be a 4'x4'x4' cube, a 64'x1'x1' trench, etc., as long as the total cubic footage is no greater than 64 cubic feet. The process leaves no trace of ice and uses no heat. Instant sublimation can also be used to damage ice elementals, frost mephits and similar creatures composed of ice. Within range, any one creature of HD equal to or less than the level of the caster can be targeted, and upon the casting of the spell must make a saving throw vs. spell or have a portion of their mass equivalent to the spell's area of effect evaporated. Even if the effect is not enough to totally destroy the target creature, most living ice beings would not be able to withstand such a loss. Nevertheless, those saving suffer 1d6 points of damage.

### **Jaan's Fire Blast - (Elemental-Fire, Evocation) - 4<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 4

**Area of Effect:** Special

**Saving Throw:** 1/2

This spell is also known as 'Fire Plane Blast.'

This spell can have one of two effects, and was created by the Head of the Red Order of the Guild of the Grey in Coralport, Jaan "The Phoenix" Merchant. The spell has the same area of effect, for either version. It creates a ray, 1 foot in diameter and 5 feet long per 2 caster levels, directly aimed out from the caster's pointed hands. Thus, a 10th level caster creates a column from his fingertips that is 5 feet in diameter and 25 feet long.

The first version of the spell creates an incredible heat within the area of effect. All creatures must make a saving throw vs. spells or suffer 1d4 points of damage per 2 caster levels. Those making their saves take half damage. The heat may be enough to ignite some materials (very dry straw, for example).

The second version of the spell creates a searing ray of flame within the area of effect. All creatures must make a saving throw vs. spells or suffer 1d6 points of damage per 2 caster levels. Those making their saving throw taking only half damage. This version of the spell will also ignite all combustibles within the area of effect.

For either version of the spell, the caster needs a small tube made of gold or a crystal substance that is red or orange. It is consumed upon casting.

### **Karm's Dimensional Earthwalk - (Elemental-Earth, Alteration) – 4<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V

**Duration:** Instantaneous

**Casting Time:** 1

**Area of Effect:** Caster and one or more creatures

**Saving Throw:** Nil

Invented by the Earth-Elementalist Karm "Mhorb" Sea-Circle, this spell is similar to a *Dimension Door* spell, but not exactly the same. Upon casting, the wizard, as well as up to one other willing creature per 3 levels of the caster (rounded down), gain the ability to instantly slide into any natural or man-tooled earth and stone. They temporarily exist on the elemental plane of earth, and then re-appear up to 40 yards distance away per caster level.

The re-appearance is just as strange, the people who took the dimensional jump arrive out of stone or earth, sliding into existence.

The jump can be made through any stone or earthen surface, and must also end at a stone or earthen surface. Walls can be used, as can floors or even ceilings (though the drop might be interesting). The caster can visualize where he is going (if he knows it), or give a direction. If the wizard or his companions arrive in a space already occupied by matter or other bodies, those who would arrive inside something are stuck in the elemental plane of earth.

The earthwalk must occur through earth products that touch each other or are continuous (through castle walls, or hills, or from inside a castle to the cliffs below the mountain that the castle stands upon, etc.)

The spell always transports perfectly, to where the wizard desires. All companions also arrive as the wizard desires (he can arrange them at will). There is no recovery period after the transport, at the end of the round the spell is cast, the earthwalk will have occurred, and by the start of the next round, the group can act.

### **Kiri's Energy Field - (Elemental-General, Invocation/Evocation) - 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 feet/level

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 4

**Area of Effect:** One 10' cube/level

**Saving Throw:** 1/2

When cast, this spell brings into being a field of energy wherever the wizard wants within the area of effect. The distribution of the cubes is also under the wizard's control with the exception that they must all be contiguous. The field itself can be cold, hot, or electrical at the wizard's discretion. It causes 1d6 damage plus 1 point per level of the wizard (e.g.: a tenth-level wizard would cause 1d6+10 hit points of damage). The damage is delivered once per round to any being in it with a save for half damage.

The material component is a tinderbox that is destroyed when the spell is cast.

### **Lava Wave - (Elemental-Magma, Conjunction/Summoning) - 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 yards per level

**Components:** V, S, M

**Duration:** Instantaneous (see below)

**Casting Time:** 4

**Area of Effect:** One 20'x40' rectangle or 30' square

**Saving Throw:** Special

This spell is similar to lava bolt except that it conjures a wave of molten lava over the given area. All creatures within take 1d6 per 2 levels of the caster (rounded up; maximum 6); unless a successful saving throw is made, this damage will continue, at the rate of 3d6 per round, for 1 round per 3 levels of the caster beyond fourth.

The material component is 4 ounces of volcanic rock, and an open flame of any kind (the flame is not extinguished in the casting).

### **Marc's Blinding Flash - (Radiance, Alteration, Illusion/Phantasm) - 4<sup>th</sup> level**

**Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)

Range: **0 yards/level**  
 Components: **V, S, M**  
 Duration: Instantaneous  
 Casting Time: **4**  
 Area of Effect: **Special**  
 Saving Throw: **Special**

This spell causes a flash of blinding light centering any point up to 10 yards away for every level of the caster. Those within 60 ft of the flash must save vs. spells or be blinded permanently as the spell. Note that normal ways of removing the effects of the blindness spell will succeed in restoring the lost sight. If the victim saves, he is only blinded for 2d4 rounds. Should the caster choose to have the spell center on himself, he himself will not be subject to the spell's effects and rather the spell will affect all those within 120 feet of the caster. In addition, those who make a successful save vs. spells will be blinded for 1 turn, and not 2d4 rounds. The material component for this spell are a clear quartz gem worth at least 100 gp and a white candle, both components are consumed in casting.

### **Minor Frost Mantle - (Elemental-Ice, Evocation, Air, frost) - 4<sup>th</sup> level**

Author: [wraithgon@hotmail.com](mailto:wraithgon@hotmail.com)  
 Range: **0**  
 Components: **V, S, M**  
 Duration: **1d6 turns+1 per level**  
 Casting Time: **2**  
 Area of Effect: **1' -radius field around the caster**  
 Saving Throw: **None**

By means of the minor frost mantle spell, the caster creates a small, luminescent, magical field of intense cold and turbulent wind. Visually, the initial effect is similar to faerie fire, tracing the caster's silhouette. All the frost mantle spells glow bright blue or white (caster's choice). This spell does not adversely affect the caster. A minor frost mantle lowers the caster's AC by 2 (AC 8 becomes AC 6, 5 becomes 3, etc.). This bonus is cumulative with any applicable bonuses for high Dexterity or magic, but not actual armor. If any armor is worn during casting, the spell instantly fails and is lost from memory. More impressively, though, the magical cold and arctic wind of a minor frost mantle lessen damage suffered from successful melee attacks. When a non-magical melee weapon strikes the caster, the attacker rolls damage normally. The caster rolls a 1d4, adding +1 for 2 level he has. The caster's roll is subtracted from the attacker's rolls and the result is the damage suffered by the caster. Thus, if a foe successfully attacks a 3rd-level wizard with a long sword and rolls 6 points of damage, the caster rolls 1d4+3 (+1 for each experience level). He rolls a 2 for a total of 5; the caster suffers but one point of damage.

Bonuses from Strength are not counted (that is, an attacker with a +3 bonus to damage due to high Strength would automatically deal 3 points of damage, regardless of the effects of the spell). If the minor frost mantle absorbs all damage caused by a non-magical melee weapon (again regardless of Strength bonuses), however, a thick layer of ice has formed around the weapon, giving the attacker a -2 to hit and a -3 penalty to weapon speed (or to initiative, if the optional weapon speed rules are not in effect), and inflicting 1 point of cold damage each round. Also, successive attacks with that weapon deal only a meager 1d2 points of bludgeoning damage. The ice surrounding the weapon melts as per the climate (i.e. in temperatures below freezing, the ice will virtually never melt). The material components for this spell are 50 gp worth of diamond dust and a small, polished, silver disk worth no less than 50 gp, both of which are consumed in casting.

**Orko's Gaseous Form - (Elemental-Air, Alteration) - 4<sup>th</sup> level****Author:** wrathgon@hotmail.com**Range:** Touch**Components:** V, S**Duration:** 1 round /2 levels**Casting Time:** 4**Area of Effect:** Creature touched**Saving Throw:** None

This spell allows the recipient and gear he carries to assume solid or gaseous form, at will, for the duration of the spell. Each change requires a full round, with no other actions permitted. Gaseous form is transparent and insubstantial and flows at a base speed of 3 per round. Any area effect spells will harm the caster but not much else.

**Orko's Geyser - (Elemental-Water, Elemental-Steam, Evocation) -4<sup>th</sup> level****Author:** wrathgon@hotmail.com**Range:** 0**Components:** V, S, M**Duration:** 1 round per level**Casting Time:** 5**Area of Effect:**5 -yard wide, 60-yard long stream**Saving Throw:** Special

This spell creates a jet of steaming water, which extends 60 yards in a straight line and is 5 yards wide, from the wizard's hand. All fires, normal and magical, will be extinguished. Any creature struck by the stream must save vs. petrification at a -1 or be blinded until the stream is moved or stopped. Regardless of the save there will be a substantial amount of damage done due to the heat (2d6 hp of damage).

The material component of this spell is a drop of water.

**Protection from Ice - (Abjuration, Elemental-Ice) - 4<sup>th</sup> level****Author:****Range:** Touch**Components:** V, S**Duration:** Special**Casting Time:** 6**Area of Effect:** Creature touched**Saving Throw:** None

This spell, like the priest spell *protection from fire* (from which it is derived) has two versions. The caster can either choose to ward himself or another when he casts the spell. If he protects himself, he receives complete immunity to normal snow and ice and adverse effects of such (he can pass through snowdrifts like air, does not get cold or wet from melted snow, etc.). He also receives complete immunity to all magical cold and ice attacks until the spell has absorbed 12 points of ice damage for each caster level. Note every five minutes of exposure to frigid conditions counts as a point of damage.

If the spell is cast on another creature, that creature receives immunity to normal cold and the effects of such as described above, a +4 to saving throws vs. magical cold and a 50% reduction in all damage from cold. This form of the spell lasts 1 hour per caster level.

**Roaring Ball of Air - (Elemental-Air, Invocation/Evocation) - 4<sup>th</sup> level****Author:** wrathgon@hotmail.com**Level:** 4**Range:** 10 yards + 10 yards/level**Components:** V, S, M**Duration:** Instantaneous**Casting Time:** 3**Area OF Effect:** 20' radius**Saving Throw:** 1/2

An airball spell is an explosive burst of air, which detonates with a low roar & delivers damage proportional to the level of the mage who cast it - 1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 10d6). The burst of the airball creates little pressure & generally conforms to the shape of an area in which it occurs. The airball fills an area equal to its normal spherical volume (roughly 33,000 cubic feet - 33 10'x10'x10' cubes). Exposed items require saving throws vs. crushing blow to determine if affected, but items in the possession of a creature that rolls a successful saving throw are unaffected by the airball. The mage points his finger & speaks the range (distance & height) at which the airball is to burst. A streak flashes from the pointing digit &, unless it impacts upon a material body or solid barrier prior to attaining prescribed range, blossoms into the airball (An early impact causes early detonation). Creatures failing their saving throws suffer full damage from the blast. Those who rolled a successful saving throw manage to dodge, fall flat, or roll aside, each receives half damage

The material component is a tiny ball of bat guano & a small container of air.

**Rock Wall - (Elemental-Earth, Summoning, Invocation/Evocation) – 4<sup>th</sup> level****Author:** wrathgon@hotmail.com**Range:** 0**Components:** V, S, M**Duration:** 1 round**Casting Time:** 1**Area of Effect:** 3 foot radius**Saving Throw:** Nil

Upon casting the spell and driving the one component into the ground with an earthward stab, a rock wall made entirely of granite, shoots up to 8 feet from the ground and surrounds the caster in a 3-foot radius. The caster can control the height of the wall, but it can not exceed 8 feet.

The granite wall will protect the caster from most spells below level 4 and attacks made by non-magical weapons, but the wall will shatter if hit by an enchanted weapon of +3 or more. Otherwise the wall will take 2 hits by an enchanted weapon for every point of enchantment below 3 (i.e. an enchanted weapon of +2 would have to hit the wall two times, and a +1 six times). The shattered wall will harm neither the attacker nor the caster.

The one component for this spell is a dagger-shaped rock embedded with a small, clear gem worth at least 50 gp. The rock is not consumed by the spell in the casting, but the gem is.

**Salt Javelins - (Salt, Conjunction/Summoning) - 4<sup>th</sup> level****Author:****Range:** 0**Components:** V, S, M

**Duration:** Special

**Casting Time:** 1

**Area of Effect:** One creature

**Saving Throw:** None

This spell causes 1 crystalline javelin per level (up to a maximum of 15) to appear near the caster. These javelins may be magically hurled upon command towards 1-3 targets. The javelins need not be actually thrown, instead the wizard may simply point one of his hands at the target, and the javelins will fly to hit. Each javelin attack must be rolled, using the caster's own THAC0 with a +2 bonus. The target takes 1d6 points of damage for every javelin that successfully hits. Once a javelin has been used, whether it hits or misses, it shatters into a fine salt crystal powder.

The spell's greatest strength is its penalty of to the target's AC and attack rolls, applying a cumulative -1 for each javelin that hits its mark. This effect is caused by the salts that enter the target's wounds when the javelins hit. In order to cure the victim of this effect, one must first cast purify water and then any healing spell (even a cure light wounds will do) on the wound.

Material components for this spell is a blade carved from a natural block of salt, or a mix of three different colored salts which are consumed during the casting of the spell.

### **Stone Beam - (Elemental-Earth, Evocation, Conjuration) – 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 35 yards + 10 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 3

**Area of Effect:** One Target, and anything else that enters the path of the beam

**Saving Throw:** Special

Upon casting the spell, the caster's hands are held out in front of him/her, and a sword-thick beam shoot forth from them, dealing the target 1d8 damage, and the beam ends in a stony blast.

If the Saving Throw made by the victim succeeds, full damage by the beam is taken but no effects occur. If the Saving Throw fails, the victim must roll a 1d20 to decide his/her fate. Results are as follows:

<b>Roll</b>	<b>Effect</b>
<b>1-5</b>	Victim's feet are locked in stone for 1d6 rounds. Victim can still attack or defend within the range of his/her weapon, but can't move or turn around.
<b>6-10</b>	An extra 1d8 points of earth damage is given to the victim.
<b>11 15</b>	The victim's dexterity goes down 1 point per 2 levels of the caster.
<b>16 19</b>	The victim's movement rate is slowed to 1/4 of what it is for 1d4 rounds. A <i>Dispel Magic</i> spell will end the effect.
<b>20</b>	The victim is turned to stone, and only a Heal, Stone to Flesh, Dispel Magic, or Remove Curse spell will restore the victim to normal. Of course, wishes also work.

The main components of this spell are a feather bound in a gray ribbon to a rock, and a gray crystal worth no less than 150 gp

**Summon Firebrats - (Elemental-Fire, Conjunction/Summoning) - 4<sup>th</sup> level**

**Range:** 10 yards

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 4

**Area of Effect:** Special

**Saving Throw:** None

This spell summons a swarm of small insects from the Elemental Plane of Fire. The Firebrats will arrive in 1-4 rounds at the spot desired (usually some pile of paper) by the wizard. Harmless on their own plane, they devour books, tomes, and scrolls on the prime planes with an affinity towards magical writings. Once summoned, the wizard has no control over what books or papers will be attacked. A bane to any library or collection, the swarm will eat an average sized book in 3 turns. An observant person might notice small wisps of smoke emanating from a book being consumed. To be rid of these bugs you must cast *Dispel Magic*, spells banishing extra-planar creatures, or cold-based magic will eliminate them. When the temperature falls below 55 degrees Fahrenheit, they will lie dormant and can be destroyed one by one (a tedious proposition). Otherwise they'll start eating again when it is warmer.

See the monster section for more details on this creature.

The material component is a fire opal gemstone (1000 gp) which is consumed in the casting.

**Thanan's Spellwater - (Elemental-Water, Enchantment, Alteration)- 4<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** Touch

**Components:** V, S, M

**Duration:** Special

**Casting Time:** Special

**Area of Effect:** 1 Aquamarine

**Saving Throw:** None

This spell, developed by the water elemental sailor-mage Thanan Gerinbou, changes a single aquamarine gem into water capable of producing a spell effect when even a slightest bit of the water is imbibed. For every three levels of the caster, the gem can turn into water capable of casting a spell of one spell level. Thus, a 9th level caster can create water that can create spell effects of up to 3rd level. If even a tiny bit of the water is drunk, then the spell takes effect. The rest of the water becomes non-magical. It can be stored as desired, and can even change containers. If the volume of the liquid (one-gem forms enough to fill a water-skin) is split up, the larger half maintains the magic, and the other half becomes non-magical. The stored spell will last 1 hour per caster level.

The spell cast on the gem must be one that can target one person. Spells such as blindness, hold person, magic missile, detect invisibility, armor, and so forth are all possible. However, spells that require judgement cannot be used, such as teleport (since the caster has to decide where to go) or limited wish (since the caster has to decide what to wish for). The spell produces all visible effects as normal - for example, someone drinking fireball spellwater will seem to explode suddenly, the center of effect of the fireball spell. Whoever drinks the spellwater is automatically the target of the spell - drinking an ice-knife spellwater does not allow the imbiber to aim the

knife outward - the knife simply lashes out from the drink and hits the drinker (with all usual saving throws).

Casting a *Dispel Magic* spell on the water will cause it to become normal, non-magical water. Mixing the water with other liquids, or cooking with it, for example, does not affect the magic of the water at all - though dividing it into portions may make it hard to determine which bowl of stew holds the *Ice Storm* spell.

Any wizard who knows the Spellwater spell can tell if a portion of water has a spell in it, and what spell is in the water.

The material component for this spell is an aquamarine worth 500gp per spell level. If the caster cannot find a gem valuable enough, he may add any number of aquamarines he can find, as long as their value adds up to 500gp per spell level to be created. The caster will also need a container to place the gems in, as they turn to water as soon as the wizard casts the spell he wishes the gems to create upon them.

The casting time, material components and memory loss of the spell placed on the aquamarine(s) is as normal. Only one gem can be turned into spellwater per casting of the Spellwater spell.

This spell has many subtle uses fit for assassination - especially of someone who does not merit a taster.

### **Vacuum Tunnel - (Elemental-Vacuum, Invocation/Evocation) - 4<sup>th</sup> level**

**Author:**

**Range:** 30 yards

**Components:** V, S, M

**Duration:** 4 rounds + 2 rounds/level

**Casting time:** 6

**Area of Effect:** Special

**Saving throw:** None

Creating a closed tunnel devoid of matter, this spell is used mainly for moving objects from one place to another, especially when the object is delicate or dangerous. The spell works by creating a force field tunnel closed off from the environment for its length, which can reach up to 3d6+1 yard/level.

Opened at both ends, the caster can choose if matter will be able to move through, whether water, gas or a steel sword, at the caster's will they will be sucked into the tunnel, and in incredible speed end out the other end.

The caster may determine the speed of the object's movement through the tunnel. If used to hurl weapons at creatures, the attack roll will follow the priest's THAC0 chart, not that of the caster.

The tunnel itself is 1 yard in diameter, and thus objects placed in it may be limited by size. Living beings may not enter the tunnel, any attempt will cause the spell to abort and the residue of the magical energies to off a surge of wild magic.

The material components are a crystal tube, 1 foot long, and the sap from a hardwood tree.

### **Vanar's Blasting Sand - (Elemental-Dust, Conjunction, Alteration) - 4<sup>th</sup> level**

**Author:** [nbrgoin@chart.carleton.ca](mailto:nbrgoin@chart.carleton.ca)

**Range:** 0

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 4

**Area of Effect:** 1 creature per round

**Saving Throw:** 1/2

This spell, created by the head of the Grey Guild of Coralport at the time of the Ebon Star War, creates a forceful, biting stream of sand, which flays and cuts at the target of the stream.

The caster must hold both hands out, and points them at the target. The target must be within 10 feet plus 5 feet per 2 levels of the caster, for that is the maximum length of the stream of sand. Once the stream of sand hits a single creature, however, it does not go further.

The base damage of the stream of sand is 1d6 per 2 levels of the caster. Each round, the base damage drops by 1d6, and when the spell has no more base damage capability, it ends. Add the target's armor class to the damage received each round (An 8th level caster aims at a warrior in chain mail. He receives 4d6+5 points of damage. On the next round, the caster aims the sand at a warrior in chain mail +3 with a shield +3, dealing 3d6-1 damage).

The caster can switch to a new target at the start of every round. The caster can dismiss the spell by thought. The initiative modifier of using the stream of sand is +1 on all rounds after the casting of the spell, and a target is picked upon casting the spell.

If the same target, with eyes' protection from sand (no magical protection, or a visor, or other protective device), is chosen for three consecutive rounds or more he can be blinded. The target must make a saving throw vs. spells at the end of the 3rd round or be blinded by the sand and dirt that has managed to get into his eyes. Treat as the 2nd level spell blindness, with duration of 1d4 rounds after the sandy assault has stopped. The save must be made every round thereafter, if the assault lasts more than three rounds, until the save is failed. A creature making this extra save is not blinded.

A creature under assault by the blasting sand is at -2 to hit and suffers a -2 AC penalty.

The target chosen by the caster is automatically hit, but may make a saving throw vs. spell to take half damage. The material component for this spell is a pinch of sand and some powdered quartz.

### **Vanar's Stonespells - (Elemental-Earth, Enchantment) – 4<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** Touch

**Components:** V, S, M

**Duration:** Special

**Casting Time:** Special

**Area of Effect:** One or more prepared Spellstones

**Saving Throw:** Nil

Created by the earth elemental leader of the Guild of the Grey, Vanar Blackfeather, this spell allows the caster to store earth elemental spells in specially prepared stones. One spell level can be stored for every 3 levels of the caster (Thus, a 9th level wizard can store up to 3 levels of spells: 3 1st level spells, or 1 2nd level spell and 1 3rd level spell, or 1 3rd level spell, for example).

Spells to be stored in the stones are memorized normally, then cast after the Stonespell spell is cast, using up all material components as normal. The spell is wiped from memory, and the casting of the spell requires normal Casting Time. All spells to be stored in stones must be cast into the stones within 1 turn.

To release a spell from a spellstone, the caster merely touches the stone and concentrates for a moment, giving the spell a Casting Time of 1. All stored spells remain in their respective spellstone until cast, dispelled, or up to 1 hour per level of the caster. After this time, all stored spells fade away.

Only wizards who know the spellstones spell can cast spells from another wizard's spellstone. This applies to wizards who have never learned or could not normally cast the spells stored in a

given stone. If the caster of the Spellstones spell so desires, however, he can include a command word with each stone which must be known by anyone wishing to use a given stone.

The material components for this spell are the spellstones. The stones are not consumed in casting, but each stone must contain a 500gp emerald for every spell level the stone is to store. A given spellstone can only store one spell each, no matter the level of the spell. So, if a 9th level caster wishes to hold 3 1st level earth elemental spells in spellstones, he needs 3 spellstones, each containing a 500gp emerald. If he also wishes to have a stone capable of holding a 3rd level spell, he needs to craft one with either 3 500gp emeralds, or an emerald worth 1500gp or more.

### **Vanar's Tremors - (Elemental-Earth, Evocation) – 4<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 1'/level

**Components:** v, s, m

**Duration:** Instantaneous

**Casting Time:** 4

**Area of Effect:** 5' radius/4 levels

**Saving Throw:** Special

This spell is an improved version of Vanar's Tremor. It is ring-shaped in area of effect, with a hole in the middle where no effect occurs. The ring is always centered on the caster. The hole can be up to 1 ft per caster level (so as not to include the caster's allies).

Once it starts, the ring affects an area 5-ft thick per 4 levels of the caster.

All those within the area are affected as if a *Vanar's Tremor* spell was cast.

The material component for this spell is the caster's staff, rapped on the ground to start the spell. It is not consumed on casting.

### **Waterball - (Invocation\Evocation, Elemental-Water) - 4<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 Yards + 10 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 3

**Area of Effect:** 20' radius

**Saving Throw:** 1/2

A waterball is an explosive burst of water, which detonates with a low roar & delivers damage proportional to the mage who cast it - 1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 10d6). The burst of the waterball creates little pressure & generally conforms to the shape of the area in which it occurs. A waterball fills an area equal to its normal spherical volume (roughly 33,000 cubic feet - 33 10'x10'x10' cubes). Exposed items require saving throws vs. crushing blow to determine if they are affected, but items in the possession of a creature that rolls a successful saving throw are unaffected by the waterball. The mage points his finger & speaks the range (distance & height) at which the waterball is to burst. A streak flashes from the pointing digit &, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the waterball (an early impact results in an early detonation).

Creatures failing their saving throws each suffer full damage from the blast. Those who roll successful saving throws manage to dodge, fall flat, or roll aside, each receiving half damage.

The material component of this spell is a tiny ball of bat guano & a small container of water.

**Whirlwind - (Elemental-Air, Invocation/Evocation) - 4th****Author:** nburgoin@chat.carleton.ca**Range:** 10 yards**Components:** V, S**Duration:** Special**Casting Time:** 4**Area of Effect:**Special**Saving Throw:** None

This spell, long researched by the White Wizards of Alyon, mimics the ability of an Air Elemental to form a whirlwind. The whirlwind is 10 feet in diameter at its base, and 30 ft in diameter at its top, like a truncated, reversed, cone.

Upon casting the spell, the winds in the area begin to warp and speed. The caster need not concentrate, and, in fact, cannot stop the process once the spell is cast. Winds continue to get worse for one turn. At the end of that turn, the whirlwind appears, where chosen by the caster, and lasts for one round. Then it takes another turn to dissipate, though it has no harmful effects beyond that one round.

The whirlwind is 40 feet tall, plus another 20 feet tall at 12th and at 16th level (Maximum height of 80 feet at 16th level).

Any creature caught within the whirlwind of 3 HD or less is killed instantly, swept away by the incredible force of the winds. All others are dealt 2d8 points of damage from debris. During that one round, missile fire in and out of the whirlwind is impossible, and controlled flight is equally impossible (hence the damage or death).

If for any reason (overhead obstruction, for example) the whirlwind cannot reach its maximum height (the caster cannot choose to make it smaller), it will kill only those creatures of 2 HD or less, and deal 1d8 points of damage to all others.

A dispel magic at any point before the whirlwind hits will dispel the whirlwind, and stop it from occurring. Due to the one-turn lag, this spell is most often cast at the beginning of a battle, where the caster is sure enemies will still be when the whirlwind strikes. The winds whip and tear before the whirlwind hits, and the DM may allow Weather Knowledge or Spellcraft rolls to interpret what is about to occur. Otherwise, most will think the whirlwind's buildup is nothing more than bad weather.

**Whirlwind Travel - (Elemental-Air, Conjunction/Summoning) - 4<sup>th</sup> level****Author:** wrathgon@hotmail.com**Range:** 0**Components:** V, S, M**Duration:** Special**Casting Time:** 1 round**Area of Effect:**Special**Saving Throw:** None or special

This spell encapsulates the wizard and possibly more people and/or equipment inside a conjured whirlwind. One of two variations of this spell may be cast without prior preparation at the option of the wizard.

The first variation can be used for personal transportation or protection. While encapsulated in the whirlwind's eye the wizard can view the outside normally and cause the whirlwind to travel over any relative continuous surface with short hops over ditches or small obstacles not over 4 feet in height being possible. The wizard may not carry more than his normal encumbrance and all equipment must be on his person (exceeding this limit causes the whirlwind to fizzle). No

other creature may occupy the whirlwind unless it is carried. On solid ground the whirlwind can move up to  $24 + 1$  per level above fifth level. Rate of Movement is the same at all times. There is change going uphill, downhill, or on stairs. Over loose sand or marsh the movement rate is  $2/3$  of normal and over water the movement rate is  $1/2$  of normal. Wind velocities can affect the rate of travel. This variation's duration is 1 turn per level and can be turned on and off any time during the duration. It takes 5 segments to turn the winds on or off (a good wizard would calculate a spell so that it goes off the segment after the whirlwind stops). The wizard is still susceptible to outside damage from spells, but only takes  $1/2$  or no damage if saving throws are made while inside the whirlwind. Projectiles of a small nature will not penetrate the winds and the wizard's armor class and saving throws vs. dodging have a +4 bonus while inside the eye of the whirlwind.

The second variation is not as fast and cannot be turned on and off (it is only good for a one-way trip). But, its area of effect is a 20-foot diameter column which is 10 feet high (centered on the wizard) and it can carry along anything in the area of effect on a relatively safe ride over long distances. Movement conforms as above but the base rate is  $12 + 1$  per level of the wizard over fifth level and the duration is 1 hour per level. All spells cast from inside conform as above, as do effects of area spells cast at the whirlwind. All inside have a +4 AC bonus since they cannot be seen but there are no dodging bonuses and saves vs. dodging are based on the wizard for the entire group. Weight is not a factor when determining what is picked up for the ride. Anything not securely rooted to the ground will be picked up. Once started, the winds may only be exited or penetrated after startup by making a successful saving throw vs. spell at a penalty of 1 for every 3 levels of the wizard, rounded down. Flying creatures that enter or exit from the top have no penalty on their saving throw.

Creatures larger than the area of effect will simply push the whirlwind away if they try to enter it. The wizard may stop the winds at any time. The material component of this spell is a piper's flute, which is played to bring the whirlwind from the elemental plane of air.

### **Wind Shear - (Elemental-Air, Alteration) - 4th**

**Author:** nburgoin@chat.carleton.ca

**Range:** 5 yards per level

**Components:** V, S, M

**Duration:** 1 round

**Casting Time:** 4

**Area of Effect:** 1 creature

**Saving Throw:** Special

This spell does very little to creatures that are on the ground. It causes the wind to whip wildly around one creature, pulling, tugging, and pushing all at once. Those on the ground are battered for a mere  $2d4$  points of damage, and must make a saving throw vs. spell or be unable to move for the round (they can still defend themselves, with a -2 penalty to their AC).

Against flying creatures, however, this spell is dangerous. The whipping winds deal  $6d6$  points of damage, and worse, the spell reduces the creature's Maneuverability class by 2 steps (from A to C, from C to E). If a creature's maneuverability class is reduced below the lowest (E), it will spiral out of control, and be unable to recover for  $1d4$  rounds. This may mean a crash into the ground. A saving throw vs. spells will reduce this disorientation and lack of control to a single round.

Against Air elementals and creatures made of wind/gas, this spell deals  $1d4$  points of damage per caster level, to a maximum of  $10d4$ .

The material component is a sheet of parchment, which is ripped and torn apart and tossed into the wind at the casting of the spell. Note that indoors, or in areas sheltered from the natural

winds, this spell does 1/2 damage, cannot stop a creature from moving if grounded, and drops maneuverability class by only 1 class.



## 5<sup>th</sup> - LEVEL SPELLS

### **Aerial Protector** - (Elemental-Air, Conjuration, Alteration) - 5<sup>th</sup> level

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S

**Duration:** 2 rounds/level

**Casting Time:** 5

**Area of Effect:** Caster

**Saving Throw:** None

This is a spell only an air mage can cast. This spell summons a air elemental to protect the caster by surround caster with its body which can enable the caster to breath where there is no air, protects from poison gas because it turns into harmless gas when comes into contact with elemental. If it is dragon breath the air elemental does not turn the breath into harmless gas but redirects it around the caster so it hits him in the front and comes out the back. The spell cannot be dispelled because the elemental is the basic material. Caster can only fight with weapons and cannot cast spells. If does 5%/level that the elemental will go free willed and attack its summoner. The Max duration is 3 turns and every time turns harm gas into air duration is shorten by 1 round. When protecting for gas loses 1 round for every 3 dice of damage.

### **Alcoreax's Ictrail** - (Elemental-Ice, Evocation) - 5<sup>th</sup> level

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 4

**Area of Effect:** See below

**Saving Throw:** Neg.

This spell creates a wave of hardened ice, which the wizard actively directs. After casting, the wizard simply taps the ground to activate the spell. The wave of ice begins where the wizard taps the ground, and reaches its full dimensions after advancing only 10 feet. It travels at a speed of 40 feet per round. The crest of the wave is 10 feet high and 15' wide; after the crest of the wave has passed, the height of the remaining "trail" is only 3 feet high. Creatures coming into contact with the crest suffer 2d6 points plus 1 point damage per level of the wizard, or half this amount if the creature is cold-using (in general, cold-dwelling creatures take half damage from this spell, rounded down, and cannot suffocate as a result of this spell). In addition, creatures of less than large size must save against paralyzation or be buried under the crest. Buried individuals take an additional 1d3 points of cold damage each round and must initially make another save against paralyzation or start to suffocate under the ice (use the rules for drowning). Trapped creatures may break free, taking 1 more point of damage per level of the wizard from sharp ice. The crest of the wave can be disrupted by 30 or more points of fire damage, or negated by a Wall of fire in any case. At the end of the spell duration, the crest of the ice wave immediately loses all momentum and melts; the spell will cause no more damage, and trapped creatures can easily break free taking no damage.

The material components for this spell are a steel pin and a glass of icewater.

### **Alpha's Incantation of Elemental Domination** (Elemental-General, Abjuration,

**Enchantment) - 5<sup>th</sup> level****Author:** wrathgon@hotmail.com**Range:** 0**Components:** V, S, M**Duration:** 3 turns per level**Casting Time:** 1 turn**Area of Effect:** Caster**Saving Throw:** None

In the casting of this spell, the wizard must choose one element to have dominance over. Elementals of this plane cannot approach within 5 feet of the wizard or attack the wizard in any way. The wizard can forego this protection if desired, and attempt to charm the elemental (cf. Charm Monster), applying a -2 penalty to the save. If this is attempted, then this total ward against elementals is lost. In any event, any elemental creature (water weird, xorn, etc.) is at -1 to hit and -1 per die of damage when attacking the wizard. The wizard makes all saves vs. their attacks at +2. The wizard's own attacks are at +4 to hit (or -4 to the target's save) and +6 to damage. He can further affect any elemental creature with any weapon, regardless of its level of enchantment. The wizard may converse with creatures of the chosen element, and they will respect him if alignments are similar, or fear (if the wizard appears strong) or hate and desire to slay (if the wizard appears weak) if alignments are dissimilar. The spell's association with one element results in a saving throw penalty to the wizard while the spell is in effect, depending on which element is chosen:

Element	Saving Throw Penalty
Air	2 vs. petrification
Earth	-2 vs. electricity -
Fire	-2 vs. water or cold
Water	-2 vs. fire

The material component is a substantial amount (at least 1 cube foot) of the element in opposition to the element the wizard desires to dominate.

**Alpha's Saint Elmo's Fire - (Elemental-Lightning, Evocation) - 5<sup>th</sup> level****Author:** wrathgon@hotmail.com**Range:** 5 yards per level**Components:** V, S, M**Duration:** 1 round per 2 levels**Casting Time:** 5**Area of Effect:** Special**Saving Throw:** Special

This spell ionizes the air around the target of the spell, surrounding him with a blue-white, glowing nimbus of electrically charged air in a 5-foot radius. The target of the spell may save vs. breath weapon at to avoid the spell. This save is at an additional -2 if the target is carrying large, mostly metallic weapons (e.g. swords, battle-axes) or wearing partial metal armor (e.g. studded, ring), and at -4 if wearing full metal armor (scale or heavier). If successful, the target will suffer only 3d6 electrical damage as he dodges out of the area of effect, and the spell will then dissipate that round without a focus to coalesce about. If the save is failed, the victim will suffer 4d6 damage every round until a save vs. breath weapon (with modifiers as for the initial save, but with a +1 cumulative per round bonus) is successful, at which point the spell will dissipate.

Any creature entering the 5-foot radius nimbus suffers 1d6 electrical damage with no save. Any creature that touches or is touched by the victim of the spell will suffer 3d6 damage with no save if the contact was via skin, or 2d6 if it was through a conductor. If the target is in water, the electricity will inflict 3d6 damage with any contact, 2d6 within 5 feet, and 1d6 within 15 feet. The target of this spell may, if desired, intentionally try to use the nimbus of electricity and the personal electrical charge as a weapon. The wizard may end this spell at any point, if desired. The material components are phosphorus, a bit of fur, amber, and a bit of cold iron.

### **Ashen Reconstruction** - (Elemental-Ash, Alteration) - 5<sup>th</sup> level

**Range:** 20 yards

**Components:** V, S, M

**Duration:** Permanent

**Casting Time:** 1 turn

**Area of Effect:** 1 item

**Saving Throw:** Special

The casting of this spell causes the reconstruction of a burned item from its remaining ashes, even if only a small piece of the original item remains. The item is permanently restored, although it may still once again be burned. Items reconstructed do not regain their magical enchantments but retain their original quality and material, and may be enchanted again. Ashen reconstruction can affect up to 20 cubic feet of volume per level of the caster (this area of effect is true for the item's original size).

To successfully be reconstructed, the leftover remains of the item must save vs. crushing blow as the material they were before being burned (i.e., the ash of a burned ship would save as wood). Should the item be made up of a multitude of materials (like a ship), it saves like the material that composed the majority of its original mass.

The material components of the spell are a small piece of the original item that survived the burning, some of that item's ash and a jigsaw puzzle worth at least 50 gp.

### **Beri's Prismatic Bolts** - (Radiance, Invocation/Evocation) - 5<sup>th</sup> level

**Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 5

**Area of Effect:** Up to 7 creatures or targets

**Saving Throw:** Special

When the caster uses this spell, 7 bolts of light, as per spectrum, spring forth from his hand. The red ray appears on the left and each color proceeds in order from right to the left: Red - Orange - Yellow - Green - Blue - Indigo - Violet. The arc of light must be aimed in an arc in front of caster no larger than 180 degrees. The Violet bolt hits the target most to the right, the red bolt hits the target most to the left, and the others hit in order between. Each bolt strikes as THAC0 of caster, with a +1 to hit for each 4 levels of the caster (rounded down). Each bolts deals a different effect:

**Red:** 1d4+1/caster level of fire damage, save spell for half.

**Orange:** 2d4+2/caster level of heat damage, save spell for half.

**Yellow:** 4d4+4/caster level of force damage, save spell for half.

**Green:** Bolt of poison, onset time 1d4 rounds, save vs. poison: 20 points if fail, 5 points if succeed.

**Blue:** Save vs. paralyzation or be paralyzed for 2d4 rounds. Succeed: *slow* for 1d4+1 rounds.

**Indigo:** Save vs. wands or act as if affect by the spell *confusion* for 1d6+1 rounds. Succeed: major headache for 1d6+1 rounds, -2 to AC attacks, saves and loses dexterity bonus to AC.

**Violet:** Save vs. spells or vanish to dimensional limbo for 2d4 rounds, succeed: vanish to dimensional limbo for remainder of round and all of next round.

The material components for this spell are seven strips or any cloth or silk or threads of the seven colors of the spell. The threads, strips or cloth vanish on casting.

### **Blizzard - (Elemental-Ice, Evocation) -5<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10yards per level

**Components:** V,S,M

**Duration:** 1 round per level

**Casting Time:** 5

**Area of Effect:**5 -foot per level radius area (100-foot maximum)

**Saving Throw:** Special

This spell causes a blizzard to hit the area of effect, resulting in the following: movement rate is cut in half due to drifts and wind, no missile fire or flying due to wind, and all normal flames are extinguished. This will negate a heat metal spell, and affects magical fires as if they had been hit with *Dispel Magic*. There are no saving throws vs. these effects. In addition, great chunks of ice and snow fall within the area of effect, causing 3d12 points of damage per round to anyone caught inside. A successful saving throw vs. spell reduces this damage to 1/2 the normal amount. The material components required for this spell are five acorns and any semi-precious gem worth at least 100 GP.

### **Cone of Electricity - (Evocation, Elemental-Lightning) - 5<sup>th</sup> level**

**Author:**

**Range:** 0

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 5

**Area of Effect:**Special

**Saving Throw:** ½

This spell is effluviamentancers' answer the to the cryomantic copying of *shocking grasp* to *frost's bite* When *cone of electricity* is cast, it causes a cone-shaped area of extreme static chard originating at the effluviamentancer's hand and extending outwards in a cone five feet long and one foot in diameter per level of the caster. The charge inflicts 1d4+1 damage per level of the caster to all creatures within the area of effect. For example, a 10<sup>th</sup>-level wizard would cast a *cone of electricity* 10 feet in diameter, 50 feet long and inflicting 10d4+10 points of damage.

The material component is identical for the cryomantic version of the spell: a crystal or glass cone of very small size.

### **Cone of Fire - (Elemental-Fire, Evocation) - 5<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 5 feet/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 5

**Area of Effect:**Special  
**Saving Throw:** 1/2

When this spell is cast, it causes a cone-shaped area of fire originating at the wizard's hand and extending outwards in a cone 1/2-inch long per level of the wizard. It causes inflammable objects to catch on fire, and great heat in nonflammable objects. Damage is 1d4 + 1 per level of the wizard. For example, a tenth-level wizard would cast a Cone of Fire causing 10d4+10 points of damage. Its material component is a red garnet worth at least 100 gp.

**Cone of Steam - (Elemental-Steam, Evocation) - 5<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 5 feet/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 5

**Area of Effect:**Special

**Saving Throw:** Neg.

This spell is identical to Cone of Cold, except that it inflicts damage with superheated steam. The material component is a small cone made of salt from boiled seawater.

**Conjured Fireball - (Conjuration, Elemental-Fire) - 5<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 5 feet/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 8

**Area of Effect:** 20' radius

**Saving Throw:** 1/2

This spell is used by elementalists to bypass MR of creatures. Only elementalists can cast this spell since they understand the inner planes better than most. When cast a tiny portal opens for a second and fire from the fire plane pours out in a 20-foot radius from where the caster targeted the spell. It does 1d6/level points of damage (max 10d6) with a save vs. half. The reason that it is based on level is the higher level the longer you keep it out but it still only lasts less than a round. There is a 20% - 1%/level of caster that something will come through and attack the caster.

**Conjured Frost Bolt - (Elemental-Ice, Conjuration/Summoning) - 5<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 20 yards + 10 yards/2 levels

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 4

**Area of Effect:**50 -foot long, 10-foot wide bolt

**Saving Throw:** 1/2

This spell is similar to Conjured Lightning Bolt. It conjures a bolt of frost and ice from the para-elemental plane of ice. The chance that an extra-planar creature enters the wizard's plane is the same as that of the Conjured Lightning Bolt spell. The bolt is 50 feet long and 10 feet wide;

anyone hit by the bolt suffers 1d6 points of damage per level of the wizard (up to a maximum of 10d6). A successful save vs. spells reduces the damage by half.

There is a 20% - 1% level of caster that something follows the spell throw from the ice plane. If so the creature is not under control of the caster of this spell.

The material component for this spell is a large chunk of ice or snow; this is consumed with the casting.

### **Conjured Light - (Radiance, Conjunction/Summoning) - 5<sup>th</sup> level**

**Author:** [wraithgon@hotmail.com](mailto:wraithgon@hotmail.com)

**Range:** 5 feet/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 8

**Area of Effect:** 30 feet long

**Saving Throw:** ½

Elementalists use this spell to bypass MR of creatures. Only elementalists can cast this spell since they understand the workings of the inner planes better than most. When cast, a tiny portal to the inner plane of radiance opens momentarily shooting out a thin beam of light that acts like a laser (which can be reflected with a mirror). The light beam does 1d4 hp damage/level (max 10d4) with a save vs. spells for half (the reason that it is based on level is the higher level the longer you keep it out but is still only last less than a round). There is a 20% - 1%/level of caster that something will come though and attack the caster.

### **Conjured Lightning - (Elemental-Lightning, Conjunction) - 5<sup>th</sup> level**

**Author:** [wraithgon@hotmail.com](mailto:wraithgon@hotmail.com)

**Range:** 5 feet/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 8

**Area of Effect:** 40' line

**Saving Throw:** 1/2

This spell is used by elementalists to bypass MR of creatures. Only elementalists can cast this spell since they understand the inner planes better than most. When cast a tiny portal opens for a second and from the lightning plane shoots out a lightning bolt. It does 1d6/level (max 10d6) with a save vs. half. There is a 20% - 1%/level of caster that something will come though and attack the caster.

### **Continual Fly - (Elemental-Air, Enchantment) - 5<sup>th</sup> level**

**Author:** [wraithgon@hotmail.com](mailto:wraithgon@hotmail.com)

**Range:** Touch

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 5

**Area of Effect:** One creature

**Saving Throw:** Neg.

This spell functions as the third-level Fly spell except that the duration applies to time actually spent flying, not time elapsed since the casting of the spell. E.g., you can fly for a total of 1d6

turns + 1 turn/level. You can use half the duration today and the other half tomorrow.

**Cruise Fireball - (Elemental-Fire, Evocation) - 5<sup>th</sup> level**

**Author:** [catdrag@vnet.net](mailto:catdrag@vnet.net) (Bobby Nichols)

**Range:** 1 mile/level

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 1 round

**Area of Effect:** 30' radius

**Saving Throw:** 1/2

This spell is a long-range *Fireball*. It can be cast at any line of sight target with a range equal to the caster's level in miles. However, the *cruise fireball* is not as fast as a normal *Fireball* and can be seen coming. It takes a full round to cast *cruise fireball* and only travels at the speed of 1 mile per round (60 mph). Furthermore, for each mile that the *cruise fireball* travels, it loses one die of damage. When it runs out of dice, the fireball collapses causing no damage.

**Crystal Wall - (Elemental-Mineral, Conjunction, Invocation/Evocation) - 5<sup>th</sup> level**

**Author:** [wraithgon@hotmail.com](mailto:wraithgon@hotmail.com)

**Range:** 0

**Components:** V, S, M

**Duration:** 1 round

**Casting Time:** 3

**Area of Effect:** 3' radius

**Saving Throw:** None

In improvement on the Rock Wall spell created by an earth mage, this spell is stronger and can withstand higher level spells.

Casting the spell successfully creates a rainbow tinted, many-faceted crystal wall, gleaming with magic to sprout from the ground and protect the caster from most spells - levels 5 and below. The wall may be no more than 7 feet in height. In addition, the wall will refract spells in a different, random direction due to its many surfaces. It may hit friend or foe. Regarding weapons, magical ones will not break the barrier by any means. Only normal weapons will, and they must hit 1 time per level of the caster (No matter how much damage they inflict).

The components for this spell are 3 sp, one small glass globe, and one polished crystal worth no less than 200 gp. All materials are consumed by the spell during casting.

**Cyrene'Lhei's Fiery Retribution - (Elemental-Fire, Abjuration, Evocation) - 5<sup>th</sup> level**

**Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)

**Range:** 0

**Components:** V, S, M

**Duration:** 2 rounds + 1 round per level

**Casting Time:** 5

**Area of Effect:** Caster

**Saving Throw:** Special

This spell make the caster totally immune to all damage caused by fire, be it magical or non-magical, for the duration of the spell. Furthermore, the caster can 'store' the damage that would have occurred inside her and channel it back out in the form of K bolts.

The wizard must still make all saving throws for fire spells used against her, and thus, saving against a fireball gives her less damage to return upon her foes.

Roll damage normally, except apply none to the caster. Instead, note the number of points of damage the caster would have received at the hands of the fire damage as 'stored damage.' At the start of any round, the wizard can decide to release stored fire damage as magical flame bolts. The bolts strike with the caster's THAC0 +2, and with a range of 50 yards. Firing stored damage as bolts has an initiative penalty of +3. For every 4 points of stored damage the wizard drains into the bolt, the bolt deals 1d4 points of damage (the recycling nature of the abjuration magic causes significant damage loss). The wizard can choose to use however much she desires in the bolts, so long as she has 4 stored fire damage for every 1d4 she wishes to expel.

When the spell expires, any remaining fire stored inside the body of the caster lashes out, directly ahead of the caster (in whichever position the caster is facing), streaking out 50 yards (or until the first physical object) and dealing 1d4 damage per 4 stored damage placed in the caster. Any remnant fire damages (1, 2, or 3 points) simply fades, doing nothing.

This spell can be particularly deadly if the caster has a large fire source to stand in. Note that the fire protection extends to the caster's clothing and equipment, though not to a mount or significantly large equipment (a flag on a pole, for example, or a ladder).

The material component is a small silver mirror that is held in a candle flame until it blackens. The mirror is consumed in the casting.

### **Cyrene'Lhei's Pyroblast - (Elemental-Fire, Evocation) - 5<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 10 yards + 10 yards per level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 4

**Area of Effect:** 10' cube + 5' cube/level

**Saving Throw:** 1/2

This spell, invented by the fire-wielding Rothar elf Cyrene, creates billowing blasts of fire that can streak out a maximum of 10 yards + 10 yards per level at = targets within a 10' cube + 5 cubic feet per level of each other.

The pyroblast has a damage potential of 1d6 per caster level, to a single pyroblast maximum of 10d6, but each pyroblast can only hit and damage one creature. The caster chooses to divide up the dice as he pleases; thus a 12th level wizard could fire off 3 pyroblasts: 4d6, 3d6 and 5d6, or any other combination that adds to 12d6. A 16th level caster would be able to create a 10d6 pyroblast and a 6d6 pyroblast, but could not create a 16d6 pyroblast, as the maximum for one blast is 10d6.

For each die in a given pyroblast beyond the first, the damage gains a +1 bonus. Thus, the examples above would create these pyroblasts: 4d6+3, 3d6+2 and 5d6+4; and 10d6+9 and 6d6+5.

The pyroblasts strike as per the caster's THAC0, with a +3 bonus to hit as well as any missile attack adjustments. The material component for this spell is a needle made of fine gold, and one inch of golden thread per single pyroblast created by the spell.

All creatures hit by a pyroblast may make a saving throw vs. spells to incur half damage.

### **Dust of the Ancient Tomes - (Elemental-Dust, Abjuration) - 5<sup>th</sup> level**

**Author:**

**Range:** Touch

**Components:** M, S

**Duration:** Until discharged  
**Casting Time:** 1 round  
**Area of Effect:** 1 closed object  
**Saving Throw:** Special

This spell is usually cast by the mage upon a tome or a document he wishes to see protected, although it can also be cast on chests, drawers and other objects that can be closed of a size equal to or less than 3' cube. The caster spreads a thin layer of dust upon the object and casts the spell. Upon completion of the spell the dust becomes invisible. If someone who is not the caster touches the protected objects the dust rises in a cloud to engulf the offender completely. The dust follows the victim and suffocates him in 1d6 rounds. If the victim succeeds in the saving throw against spells then he is only rendered unconscious for 1d12 +4 rounds. A mage within the cloud cannot cast any spell. A dispel magic spell can disperse the cloud of dust and negate the spell. The component necessary for this spell is dust that was undisturbed for several (at least 10) years.

### **Eldarr's Flameshroud - (Elemental-Fire, Abjuration, Invocation/Evocation) - 5<sup>th</sup> level**

**Author:** wrathgon@hotmail.com  
**Range:** Special  
**Components:** V, S, M  
**Duration:** 1 round/level (but see below)  
**Casting Time:** 4  
**Area of Effect:** Caster  
**Saving Throw:** Special

When this spell is cast, the wizard is enveloped in an invisible shroud of flames; a True Seeing spell or similar magic will reveal the shroud, and a *Detect Magic* will reveal strong lines of abjuration and evocation magic. The spell imparts on the wizard, the equivalent of fire resistance for the duration of the spell (see description of Ring of Fire resistance). In addition to the protection aspect of this spell, the wizard may also use it offensively. Any target that comes within 10 feet of the wizard may be attacked using the shroud. A small finger of (clearly visible) flames shoots from the shroud and strikes the victim, inflicting 1d4 points of damage, plus 1 point per level of the wizard (up to a maximum of 1d4+20). A successful save vs. spell reduces the damage by half. Only one such attack may be made per round, and each attack reduces the spell's duration by one round (thus, an attack may not be made the last round the spell is in affect). Anyone who scores a successful melee hit on the wizard while he is under the protection of this spell, suffers damage equal to that inflicted by an attack from the shroud (1d4 + 1 per level); again, a successful save vs. spell reduces the damage by one half. The duration of the spell is not affected in this case.

The material component for this spell is any normal cape with a chunk of sulfur placed in the pocket; the cape must be worn throughout the duration of the spell; if it is removed, the spell ends prematurely. The cape is not affected by the casting of this spell, but the sulfur is consumed when the spell ends.

### **Empower Gem – (Elemental-Mineral, Enchantment) - 5<sup>th</sup> level**

**Author:**  
**Range:** Touch  
**Components:** V, S, M  
**Duration:** 1 day/level  
**Casting time:** 1 turn  
**Area of Effect:** 1 gem

**Saving throw:** Neg.

This spell enchants 1 gem (of no less than 100 gp of value) so that it can hold a spell in it. The spell in the empowered gem is counted towards the total number of spells that the mage can cast in a day. (i.e. a 9<sup>th</sup> level mage that has cast this spell, and put a *Flaming sphere* spell in the gem will be able to learn for the next 9 days (the spell's duration) only 2 spells from 2<sup>nd</sup> level). The spell to be stored must be cast on the gem on the round following the casting of this spell.

The caster can choose to put any spell of 1<sup>st</sup>-2<sup>nd</sup> level spell or even a 3<sup>rd</sup> level spell, if it is an abjuration or metamagic. A gem will glow with an inner glow when it has a spell in it. To release the spell a person must touch the gem and will it to release the spell, giving the spell a "casting time of 1. Please note that anyone can use the empowered gems, so mages should be careful not to let them be stolen since they can be used against him.

A caster can have a maximum of 1 empowered gem per 5 levels operating at the same time. The spell was originally developed by a mage that wanted to help his adventuring friends, but could not come with them so he gave them these gems.

The material component is the gem upon which the spell is cast. The gem must be worth more than 100 gp and every time the spell is discharged the gem loses 10 gp of value.

### **Fire Protection - (Elemental-Fire, Abjuration) - 5<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** Touch

**Components:** V, S

**Duration:** Special

**Casting Time:** 6

**Area of Effect:** Creature touched

**Saving Throw:** None

This spell is exactly the same as the priest spell, protection from fire. The caster has total invulnerability to normal fire and heat. The caster absorbs 12 points of heat and fire damage per level until the spell is negated. The spell can last up to a maximum of 1 turn per level of the caster.

### **Fire Warrior - (Elemental-Fire, Conjunction/Summoning) - 5<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S, M

**Duration:** 2 rounds/level

**Casting Time:** 1 round

**Area of Effect:** 30 feet

**Saving Throw:** None

This spell enables the caster to summon warriors from the elemental plane of fire. These warriors will protect the caster from physical harm for the duration of the spell or until they are destroyed. These special warriors fight with fire swords that inflict 1d10 points of damage, plus 2d4 points of fire damage for all those within 10ft of the warrior from the intense heat. Any cold using, avian, or regenerating creatures take double damage from these warriors. Any heat-using creature will only take half damage from the weapon and no heat damage. These warriors have an armor class of 2, 1/2 hit points of the caster and attack as fighters 3 levels less than the level of the caster. When the warriors are destroyed they return to the plane of fire. The caster can summon 1-4 fire warriors.

The material component for this spell is sulfur, phosphorus, and a small replica of a long sword.

**Frigid Encasement - (Elemental-Ice, Alteration, Evocation) - 5<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 yards per level

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 5

**Area of Effect:** 1 creature per level

**Saving Throw:** Special

In casting frigid encasement, the wizard calls forth around the target an area of cold so intense as to freeze all moisture in the surrounding atmosphere. Targets failing a saving throw vs. spell receive a -3 penalty on all attack and damage rolls for 1d4 rounds plus 1 per level of the caster.

In addition, those failing their initial saving throw must make a saving throw vs. paralysis or be totally encased in a covering of solid ice approximately 1 inch thick for every 2 levels of the caster. The ice melts at 1 inch per round in normal heat (about 60° F); however, if cast in colder climates (below freezing) the ice lasts for 1 turn per inch, and in warmer temperatures (above 60° F) the ice melts twice as fast as normal (2 inches per round). Those affected are allowed a bend bars/lift gates roll to escape, with every inch lessening chances by 1%.

Obviously, encasing one's entire body in ice is debilitating; however, the greater danger lies in suffocation. If a breathing target fails both saving throws and becomes covered in ice, the target takes 1 point of suffocation damage per round, cumulatively. So the target takes 1 point of damage the first round, 2 points the next round, 3 the third, etc. If the target is not protected from cold (either by a resist cold spell or by similar measures) or if the target is not a cold-using or cold-dwelling creature, this damage is doubled due to cold.

A fireball or similar magic may melt the ice created by frigid encasement, but creatures inside the ice must save vs. spell to avoid taking damage from the magical fire.

The material component for this spell is a tiny bit of fur and some water or snow in a small glass vial.

**Hearth to Hearth - (Elemental-Smoke, Alteration, Conjunction/Summoning) - 5<sup>th</sup> level**

**Author:**

**Range:** 100 miles/2 levels

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 1 round

**Area of Effect:** Special

**Saving Throw:** Special

A unique form of communication, *hearth to hearth* enables a mage to whisper a short message (a maximum of 6 words per level) to an existing fire source of minimal size (must be at least the size of a small cooking fire). The mage then designates another fire source to receive his message. In the receiving fire source, the face of the caster will then appear formed by the smoke rising from the fire, speaking the message.

The caster must know the general area where the designated receiving fire burns. If the designated place be a doused fire or hearth, a small fire will suddenly come to life and the face will appear to relay the message, afterwards the fire dies.

Should the person receiving the message be a mage of the same of the caster, or of greater level, then he may reply in a similar fashion without casting the spell, and without knowing the location

of the original caster's fire. Please note that this does not reveal the identity of the casting mage, and only people familiar with the mage will recognize his face in the smoke. The spell may only reach fire sources on the same plane and may not cross planar boundaries. Material components are the fire source and the feathers of a pigeon that must be burned in the fire.

### **Heat Pattern - (Elemental-Fire, Illusion) - 5<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 30 feet

**Components:** V, S, M

**Duration:** 2 rounds/level

**Casting Time:** 5

**Area of Effect:** Special

**Saving Throw:** None

This spell is used to fool creature with infravision. It creates one heat source/level and makes others think there are more of you. The caster controls each and can make them attack but only if infravision is in use.

Each does 1 damage/level and has the Thac0 of caster. 75% of damage is not real but can't be dispelled or disbelieved. Each has 2 hp/level but takes x2 from slashing weapon. If cast in light (or when infravision is not in use) spell does not work. Must be cast in darkness

### **Heat Wave II - (Elemental-Fire, Evocation) - 5<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 yards

**Components:** V, S

**Duration:** 1 round/level

**Casting Time:** 4

**Area of Effect:** 40' wide, 20' high, 20' deep

**Saving Throw:** Neg.

This spell creates a wall of heat that moves away from the caster at a rate of 10 feet per round. The wave cannot be turned back towards the caster but a cone of cold will negate its effects. The wave increases the temperature of the area effected by 90 degrees + 2 degrees/level. The wave causes 2d6 + 1 point of damage per level of the caster each round to any creature caught in the effect. Because of the intense heat, the vision of creatures that are caught in the wave is affected. Creatures become disoriented and their movement rate is reduced by one third if they are caught in the wave. This spell does double damage to any cold using or regenerating creatures and no damage to fire based creatures.

### **Icicles to Daggers - (Alteration, Elemental-Ice) - 5<sup>th</sup> level**

**Reversible**

**Author:**

**Range:** 30 yards

**Components:** V, S, M

**Duration:** 2 rounds/level

**Casting Time:** 7

**Area of Effect:** 1d4 icicles + 1 icicle/level in a 10' cube

**Saving Throw:** None

A cryomantic version of the priest spell *sticks to snakes, icicles to daggers* changes the above listed amount of icicles into steel daggers of totally average construction; thus a 11<sup>th</sup>-level wizard can change 12-15 icicles into a like number of daggers. The daggers can then be distributed as the caster wishes. Note when the icicles become daggers they fall to the ground when applicable. Affected icicles must be at least four inches long and no longer than two feet. Similarly, they must be at least one inch in circumference and no more than one foot in circumference.

The material components of the spell are the icicles to be changed.

The reverse of the spell changes an equal number of normal daggers (whether they be wood, steel, bone or something else) into icicles for the duration of the spell. Note that if the environment is warm and the icicles melt, they will not reform into daggers at the end of the spell's duration. Daggers held may make a saving throw equal to the possessor's saving throw vs. polymorph. This form of the spell also cancels the reverse.

### **Icy Sentinel - (Conjuration/Summoning, Elemental-Ice) - 5<sup>th</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S, M

**Duration:** Permanent

**Casting Time:** 1 turn

**Area of Effect:** Special

**Saving Throw:** None

This spell must be cast on massive golem-like statue hewn of pure ice. The spell imbues the statue with some sense of intelligence. The statue only obeys the orders of its creator and never goes berserk like some golems.

**Icy Sentinel:** THAC0 11; #At 1; Dmg 2d6+7 (punch); AC 2; HD 10; hp 55; MV 9; SD immune to most spells and cold; SW destroyed by *transmute ice to wood* spell, takes double damage from elemental spells, not immune to elemental lightning spell; SZ L (12 feet); INT Semi- (2-4); AL N; ML fearless (20); XP 12,000.

The material component for the spell is the statue to be enchanted.

### **Jelly Armor - (Ooze, Invocation/Evocation) – 5<sup>th</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 5

**Area of Effect:** 1 creature

**Saving Throw:** Nil

This spell is an improved version of the 3rd level *slime* spell. The creature touched is coated by a gelatinous substance that prevents him from being gripped, *webbed* or *entangled* but also reduces damage from piercing and slashing weapons by half and prevents the recipient from being damaged by bludgeoning weapons.

Material components are a whole jelly, ooze, slime or pudding (that is consumed in the casting) and a medium shield.

### **Lava Pool – (Elemental-Magma, Alteration) - 5<sup>th</sup> level**

**Range:** 5 yards/level  
**Components:** V, S, M  
**Duration:** 1 turn  
**Casting Time:** 5  
**Area of Effect:** 40' radius  
**Saving Throw:** None

This spell causes a 40' radius of earth to change into lava with the middle of the lava being 10' deep. The lava is formed at the end of the 3rd round, stays fully formed for 4 rounds and reverts back to earth in the start of the 8th round. Movement through the magma is half the normal. On the 1st and 10th round the pool causes 1d4 points of damage. On the 2nd and 9th rounds it causes 2d4 damage. On the 3rd and 8th round it causes 3d4 points of damage. And on the 4th through 7th rounds the lava inflicts 4d4 points of damage per round.

The material component is a small golden drop worth at least 20 GP. The golden drop is not consumed in the casting of the spell.

### **Lightning Ward - (Elemental-Lightning, Alteration) - 5<sup>th</sup> level**

**Author:** [catdrag@vnet.net](mailto:catdrag@vnet.net) (Bobby Nichols)

**Range:** 0  
**Components:** V, S, M  
**Duration:** 1 turn/level  
**Casting Time:** 5  
**Area of Effect:** 30' radius  
**Saving Throw:** None

*Lightning ward* establishes a 30' radius globe around the caster that prevents lightning and electricity from entering the sphere and harming any under its protection. The theory behind the spell is the magic decreases the probability that lightning strikes and electric discharges will happen within the area of effect.

There is a second effect of this spell that is more protective. Any who were not in the area of effect of the spell when it was cast has a 5% chance per round the spell has been active of being struck by lightning when they enter the area. Once this strike has occurred, then the new person is under the effect of the spell. The DM determines damage caused by this lightning strike, but in a normal thunderstorm, it is typically 8d8 of damage. A save vs. petrification will reduce this damage by half, but will leave the victim prone on the ground (he dove for cover from the bolt) whether he succeeds in the save or not.

If any individual who was under the protection of this spell leaves the area of effect, there is 5% chance per round of protection that they will be struck by lightning immediately after leaving the area of effect. Once this strike takes place, then the lightning ward no longer protects the individual. If he seeks to re-enter the area of effect, then he will be struck by lightning before being protected once again (as detailed above). Again, the DM determines damage, but in a normal lightning storm, it is typically 8d8 points of damage. Again a save is applicable, though it will leave the victim prone on the ground whether he succeeds in his save or not.

If allowed to end normally, no lightning bolts will strike the caster or any others that were once under its protection.

Note that this spell is of limited use and thus most spell casters find it to be interesting, but not very useful. However, Mandlar of Waterdeep, a mage that has journeyed into Undermountain has reported that there is a cavern where lightning erupts periodically from the walls. Apparently a trap has been set up so that a lightning ward protects its entrances. Thus as someone enters the

room they are not struck by lightning, but as they investigate and leave the area of effect of the *lightning ward*, they will be struck at least twice more.

While under the effects of this spell, *wands of lightning* and any other spells that have electrical effects (such as *shocking grasp*) cast by someone under its protection automatically fail though the spell is cast. Lightning quasi-elementals are unable to enter the area of effect of a *lightning ward* and this enrages them. They have been known to follow someone under the protection of this spell and attack when its duration ends.

The material component for this spell is a 2' length of iron and a ball of rubber that is placed on the rod during the casting of the spell. The rod and rubber disappear at the end of the spell. If destroyed prematurely, the spell ends immediately. <!-- \*\* Spell Description \*\* -->

### **Magic Mist - (Elemental-Steam, Conjunction/ Summoning) - 5<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 yards

**Components:** V, S, M

**Duration:** 1 round per level

**Casting Time:** 3

**Area of Effect:** Special

**Saving Throw:** None

This spell summons a Class III intelligent mist from the elemental plane of air. The creature has spellcasting ability, and can cast its own spells as well as any spells given to it by the wizard (can only have 1/3 the level of caster's level in spells. And only 4th level or lower spells, which must be memorized when he cast the Magic Mist spell).

Other than this increased ability, these mists conform to the *Attacking Mist* spell.

### **Monochromatic Light - (Elemental-Radiance, Alteration) - 5<sup>th</sup> level**

**Author:**

**Range:** 0

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 5

**Area of Effect:** 10' radius/level

**Saving Throw:** Nil

With this spell the caster creates a sphere of monochromatic gray light with him at its center. Within the area of effect the only discernable color is gray. All hidden doors, monsters and objects resident or moving through the area of the spell's effect are revealed to the eye and all illusion are seen for what they are, making any sort of magical disguise unusable within this area. When a creature moves out of the sphere of gray light all spells of illusion will again take effect, as the spell does not negate the magic. Just remember that the duration of the spell still runs, even while in the gray light sphere.

The components for this spell are a tallow candle in a pure crystal holder 100gp worth.

### **Obsidian Shards - (Elemental-Earth, Conjunction/Summoning) – 5<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 13 yards + 3 yards/level.

**Components:** V, S, M

**Duration:** 1 round/3 levels of the caster

**Casting Time:** 4

**Area of Effect:** Special

**Saving Throw:** Negates

Upon casting the spell, a large slab of Obsidian rock rises up from the earth, and at the casters command, starts to spin top over bottom very quickly. When the slab reaches maximum velocity, large, dagger like shards break loose from the slab and careen at a target of the casters choosing. The slab lasts 1 extra round for every 3 levels of the caster, and with each additional round, another target can be specified and bombarded with shards. At the end of the duration of the spell, the Obsidian slab disintegrates. Should the recipient roll a failing Saving Throw, The shards inflict 1d10 damage and can shatter almost any spell barrier, such as a Wall of Light or Protection from Normal Missiles spell, and the shattered barriers shards inflict 1d4 damage within 5' of the barrier's radius. A successful Saving Throw means that the Obsidian shards have been evaded, and will disintegrate upon missing the target.

The material components for this spell are a small chunk of obsidian, and a dark gem or piece of onyx worth no less than 400 gp. All materials are consumed by the spell during casting.

### **Risley's Rainbow - (Radiance, Conjunction/Summoning) - 5<sup>th</sup> level**

**Author:**

**Range:** 10 yards

**Components:** V, S, M

**Duration:** 2 rounds/level

**Casting Time:** 5

**Area of Effect:** Special

**Saving Throw:** Nil

When cast, the spell conjures a rainbow that appears somewhat like a bridge, and acts as one. The bridge is 10' wide and can stretch out for as long as 20'/level of the caster in length, and with the height of 10' for every 20' of length. The bridge is sturdy enough to support 500 pounds per level of the caster of weight but will disappear immediately when it's duration expires or when dispelled.

If the caster has the *Tactics of magic* proficiency (From the *Player's Option: Spell & Magic* sourcebook) then he can make a bridge whose height will reach a castle's wall, for example. The material components are a drop of water and a mirror.

### **Shock Sphere - (Elemental-Lightning, Invocation/Evocation) - 5<sup>th</sup> level**

**Author:** unknown

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** 2 rounds

**Casting Time:** 4

**Area of Effect:** 5' radius/level

**Saving Throw:** Negates

This spell calls into being a large, semi-transparent, greenish sphere to appear at any location within range, as appointed by the caster. This sphere is intangible, and anything can pass through it, although living creatures will feel a distinct "electric" feeling. One round after blinking into existence, the area within the sphere will flare into a green electrical frenzy, with forks of electricity crackling from one end of the sphere to another, filling the area of effect. This lasts for one round, after which the sphere and the electricity blink back out of existence. Any creatures caught within the sphere during "discharge" must save vs. spells (without dexterity bonuses) or

be jolted into unconsciousness. Undead creatures and those with complete immunity to electricity are unaffected. Those partially affected by electricity receive a +5 bonus to save. Creatures that are larger than the area of effect, but still have appendages within the area of effect are affected normally. Unconsciousness is not prolonged magically, but creatures affected in such a manner may only be brought back to consciousness using extreme procedures (smelling sauces, excessive damage, or any other shocking circumstances). Otherwise, they remain unconscious for 1d10 turns.

The material component for this spell is a ball of cat fur, or any other substance, which is to be statically charged, through rubbing or other means.

### **Slimy Blob of Imprisonment - (Elemental- Ooze, Invocation/Evocation) - 5<sup>th</sup> level**

**Author:**

**Range:** 30 yards

**Components:** V, S, M

**Duration:** 1 round/level of caster

**Casting Time:** 5

**Area of Effect:** 1 creature

**Saving Throw:** Neg.

This spell allows its caster to imprison a creature in a globe of viscous ooze. The caster hurls the blob at his victim and entraps him within its confines. The shape of the blob can be changed to encompass parts or the whole victim, thus allowing him to breathe or strangling him. The creature, once trapped, cannot move. If enclosed breathing creatures suffocate and suffer damage at a rate of 1d4+2 point of damage per round.

The creature gets a saving throw with the following modifiers according to their size:

<b>Size</b>	<b>Modifier</b>
Tiny	-3
Small	-1
Medium	No modifier
Large	+1
Huge	+3
Gargantuan	+5

The material component necessary for this spell is a vial of bog-mire ooze.

### **Slitherform - (Elemental-Ooze, Alteration) – 5<sup>th</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S, M

**Duration:** 2 turns/level

**Casting Time:** 5

**Area of Effect:** Creature Touched

**Saving Throw:** None

When cast on a willing creature, that creature and all of its belongings change in form, causing it to become a Slithering tracker (MM page 280). The caster moves at a speed of 12, being almost invisible to detection (5% to be spotted), and without making any noise. Creatures in this form may move through the tiniest of cracks and crevices although in this form mages cannot attack, cannot use any item and cannot cast spells. The polymorphed subject retains his original hit

points, and intelligence, but can only use the creature's special attack form and THAC0. Thus, creatures transformed by the spell may use the paralyzing attack of the Slithering Tracker, although they may not gain sustenance from victims thus subdued.

Like the Polymorph self spell the recipient is in no danger of alterations to his personality or mental condition and he retains his, or her, own intelligence.

The material component is a small amount of the jelly-like material from which the body of a Slithering tracker is made of.

### **Smokey Figure II - (Alteration, Fire) - 5<sup>th</sup> level**

**Author:**

**Range:** 50 yards

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 3

**Area of Effect:** 1 fire source

**Saving Throw:** Special

This spell is similar to the *smoky figure I* spell except that the figure is partially real. The creature's statistics are as following:

**AC** 0; **HP** 60 (HD 10); **#AT** 2; **Dmg** 1-12/1-12; **THAC0** 11; **Movement** 12. If the creatures seeing him disbelieve then they suffer only half damage from his attacks and they attack him as if he has AC 6 and only 30 hp.

### **Summon Frozen Shade - (Conjuration/ Summoning, Necromancy, Elemental-Ice) - 5<sup>th</sup> level**

**Author:**

**Range:** 10 yards

**Components:** V, S, M

**Duration:** 1 round + 1 round/level

**Casting Time:** 5

**Area of Effect:** 10 foot cube

**Saving Throw:** None

When this spell is cast, the wizard conjures one frozen shade from either the Para-Elemental Plane of Ice or the vaults beneath the Frozen Oracle in Mainz and the Icy Fortress deep in the High Mountains for each three levels of experience he possesses. The monsters are under the control of the caster and attack his enemies on command. The shades remain until slain, turned or the spell duration expires.

**Frozen Shade:** THAC0 14; #At 1; Dmg 1d4 damage/ AC above 0 (at least 1d4 damage); AC 0; HD 7; MV 15; SA paralysis as lich; SD standard undead immunities; SW turned as ghost, 2d4 damage from holy water, double damage from fire; SZ M (6 feet); INT Low (5-7); AL CE; ML champion (15-16); XP 9,000.

The material component for the spell is any small blue or white gem (consumed in the casting).

### **Vanar's Elemental Transformation - (Alteration) - 5<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Components:** V, S, M

**Duration:** 1 turn + 1 round/level

**Casting Time:** 5

**Area of Effect:**The Caster

**Saving Throw:** None

This spell transforms the caster into the single elemental type of his choice. This includes all the basic elementals (fire, air, earth, and water) as well as any other elemental that the caster has seen (Such as an ice elemental).

While under the effect of this spell, the caster and all items carried by the caster turn into the form of the elemental of the caster's choice. The caster retains his own hit points, but other than that, gains all the movement rates, armor classes, damage abilities etc of the elemental chosen. The caster gains all of the magical immunities of the form, magical attacks, and other natural abilities of the elemental form chosen (water elementals can squeeze through small openings, earth elementals can travel through stone, etc.)

Also, however, casters using this spell are constrained to all the natural vulnerabilities of the spell. If any ability of the elemental is based on hit-die, the ability is only given if the caster has that many levels or more (for example, the cyclone ability of the air elemental).

The caster may choose which elemental form he takes, but elementalists cannot choose their opposing element. If killed or knocked unconscious, the caster returns to normal form.

No items carried by the caster may be used while in Elemental form - the are absorbed into the form itself.

The caster cannot speak normally while in elemental form, therefore, the caster cannot cast other spells.

The spell lasts until the caster wills it to end, or until one turn plus 1 round per level has passed.

The material component for this spell is the same as the Conjure Elemental spell.

New elementals (such as the Ice Elemental) may require further research by the caster in order to determine what material components are required.

### **Vanar's Wall of Admittance - (Elemental-Earth, Evocation) – 5<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 5 yards per 2 levels

**Components:** V, S, M

**Duration:** Permanent

**Casting Time:** 5

**Area of Effect:**Special

**Saving Throw:** Nil

This spell creates a stone wall, exactly like the 6th level spell Wall of Stone, though it has a different range. Also, the wizard can only create a wall 1/4-inch thick and 5 feet square per level, nb20.

The true advantage of this spell, however, is that in its casting, the wizard can designate one individual per caster level, named during casting, to be able to pass through the wall of stone the spell creates as if the wall did not exist. For everyone else, the wall is solid rock. For those named (of which the caster is automatically named, and does not count for the total number of people named) the wall might as well not be there, though it appears to be (hence, they cannot see through the wall without stepping through it).

This aspect of the spell does not affect its structural integrity, and the wall can be dispelled, disintegrated, or destroyed naturally as rock.

The material component is a small block of granite, with one silver spike driven through it per person named in casting. All material components are consumed.

**Vanquil's Drifting Blizzard - (Elemental-Ice, Evocation) - 5<sup>th</sup> level****Author:** wrathgon@hotmail.com**Range:** 10 yards**Components:** V, S**Duration:** 1 round/level**Casting Time:** 5**Area of Effect:**40 feet wide, 20 feet high, 20 foot deep cloud**Saving Throw:** Special

This spell is a cold-based version of Cloudkill, creating a light grey cloud that leaves frost in its wake. It functions just like a Cloudkill, except that damage comes from cold, making fire based creatures more vulnerable to the spell (treat them as having 2 fewer hit dice, and they automatically take double damage). Creatures who fail their saving throws by 4 or more are encased in a thin layer of ice (about 1/4 inch). Those who make their saving throws still take appropriate damage (1d10). Cold-based creatures are immune to this spell, and some (like white dragons) might find it refreshing.

<b>Hit Dice</b>	<b>Fire-Based creatures</b>	<b>Saving Throw</b>
4 or less	6 or less	Killed instantly
4+1 to 5+1	6+1 to 7+1	Save vs. Spell at -4
5+1 to 6	7+1 to 8	Save vs. Spell
6+1 or more	8+1 or more	None, 1d10 damage (2d10 for fire based)

This spell has no material components.

**Vanquil's Freeze Ray - (Elemental-Ice, Evocation) - 5<sup>th</sup> level****Author:** wrathgon@hotmail.com**Range:** 5 feet/level**Components:** V, S**Duration:** Instantaneous**Casting Time:** 5**Area of Effect:**One creature**Saving Throw:** Special

This is an modified version of Cone Of Cold that effects only one creature. It creates a beam of intense cold 5 feet long per wizard level, but only a tenth of an inch wide. If the target fails its saving throw (vs. spell), it takes 1d8 points of damage per wizard level (up to 12d8). If the target makes its saving throw, it narrowly dodges the beam, but is close enough for its body heat to dissipate the beam. Of course, that also means the beam cools down the target, causing 1 point of damage per wizard level (up to a maximum of 12). Creatures that are cold-based (like white dragons or ice para-elementals) take no damage from this spell, but fire-based creatures (like red dragons and salamanders) take +1 point of damage per hit die. Undead takes no damage from this version.

**Wall of Vacuum - (Invocation/Evocation, Elemental-Vacuum) - 5<sup>th</sup> level****Author:****Range:** 30 yards

**Components:** V, S, M

**Duration:** 1 round/level

**Casting time:** 5

**Area of Effect:** 20' cube + 10' cube/level

**Saving throw:** None

The spell causes an area of 20' cube plus 10' cube per level of the caster to become devoid of air, at least for a duration of 1 round per level of caster. The wall causes all who pass through it to suffer 4d4 points of damage per 10' they traveled through. Creatures that need not breathe suffer only 2d4 points of damage, this is due to the fact that their bodies try to expand to fill the vacuum.

The vacuum has an additional ability, any missile weapon, including boulders from a catapult and such, will be slowed as they pass through the wall. Small missiles, like arrows, sling bullets, and such, will not cause damage. Boulders and missiles from catapult, ballista or those thrown by giants will fall short of target by 5' per 10' they passed through the wall. If they hit a creature use the next lowest dice to calculate damage (i.e. if a boulder would normally have done 3d6 then it causes 3d4 instead).

The material component is a air-tight container.

### **Warp Metal – (Elemental-Mineral, Alteration) - 5<sup>th</sup> level**

**Reversible**

**Author:**

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** Permanent

**Casting Time:** 3

**Area of Effect:** 3 pounds/level

**Saving Throw:** Special

When cast a volume of metal, any kind of metal, equal to 3 pounds per level of the caster or less, becomes bent and warped for ever unless it is shaped anew in a forge or by another spell. Note that a *Dispel magic* spell will have no effect. Warped missile weapons are useless and warped melee weapons suffer -4 to hit and inflict their minimum damage if they hit. Metallic armors are only half as effective and they cannot be removed unless special measures are taken since they're so warped. Also note that the wearer cannot move with the armor unless it's only a breastplate. In order to affect enchanted metal items the caster must be of a level higher than the level of the item's enchanter. (There is a table in the *Dispel magic* spell about the level that magical items are considered to be or you can use the level depicted in the item's description if applicable). The chance is 5% per level of difference. (Note that artifacts and relics cannot be affected by this spell).

The reverse *Straighten metal* will cause bent metal objects to straighten to their former form, thereby negating the effects of this spell.

Material component is a piece from a mimic.



## 6<sup>th</sup> - LEVEL SPELLS

### **Alpha's Firefountain** - (Elemental-Fire, Alteration) - 6<sup>th</sup> level

**Author:** wrathgon@hotmail.com

**Range:** 0 yards/level

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 6

**Area of Effect:** Special

**Saving Throw:** Special

This spell is similar to the fourth level *Alpha's Firefall* spell, but is more powerful in two ways. First, the spray of liquid fire burns for a total of three rounds, inflicting 3d6 damage the first round, 2d6 the second, and 1d6 the third. There is no saving throw vs. the damage inflicted by the spray. Second, the wizard is able to throw up one prominence of flame (for 4d10 fire damage the first round, and 2d10 the second, with a save vs. breath weapon to halve damage) for every six levels of the wizard (rounding off all fractions).

The material component is a lump of pitch, sulfur, saltpeter, and magnesium and an available fire source.

### **Alpha's Shooting Stars** - (Elemental-Fire, Conjunction/Summoning) - 6<sup>th</sup> level

**Author:** wrathgon@hotmail.com

**Range:** 5 feet per level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 5

**Area of Effect:** Special

**Saving Throw:** Special

This spell creates glowing missiles with flaming trails, one for each six levels of the wizard (dropping all fractions). The victim of the spell receives no saving throw, and suffers 4d6 damage from the impact and 8d6 from the fiery blast that accompanies the impact. All within 5 feet of the impact point are also in the blast radius, but they may save for half damage. The original intended target may attempt to save vs. Petrification to avoid being struck. This save is at -4 if within 20 feet and at -2 if within 40 feet. If this save fails, he suffers as above. If he succeeds, however, the shooting star(s) directed at him continue on in a straight line to the extent of their range, at which point they explode in a fiery burst as above. Anyone else in the path of the shooting star(s) must save as for the original intended target, or become the victim of the spell. If the wizard has more than one missile, he may direct them at one or several targets as desired. Anyone within 5 feet of the path of the missile will suffer 2d6 (save for half) fire damage simply from the heat of the passage of the shooting star. The material component is a bit of meteoric iron and a piece of igneous rock.

### **Antra's Plane of Electricity** - (Evocation, Elemental-Lightning) - 6<sup>th</sup> level

**Author:**

**Range:** 30 yards/level

**Components:** V, S, M

**Duration:** 1 turn + 1 round/level

**Casting Time:** 6

**Area of Effect:** Up to 10 foot square/level

**Saving Throw:** Special

This spell is a more powerful version of *wall of force*. The spell creates an invisible, immobile barrier that is totally unaffected by most spells, including *dispel magic*. A *disintegrate*, *sphere of ultimate destruction* or *Mordenkainen's disjunction* spell, a *rod of cancellation*, *sphere of annihilation* or a *wand of negation* will destroy the wall. The wall is not effected by blows (see below), cold, electricity, fire, missiles, etc. Spells and breath weapons cannot pass through it in either direction, although *dimension door*, *teleport* and similar spells can bypass the barrier.

The caster can, if desired, form the wall into a spherical shape with a radius of up to one foot per level or an open hemispherical shape of 1.5-foot radius per caster level. The *plane of electricity* must be continuous and unbroken when formed; if any object or creature breaks its surface, the spell fails. The caster can end the spell on his command.

If any creature comes in contact with the wall, or a conductor comes in contact with a creature and the wall, the creature takes 1d4 damage per level of the caster, to a maximum of 20d4 damage. This damage does not reduce the duration or other properties of the wall in any way. Creatures not affected by electrical damage can touch the wall without consequence, but still cannot pass through the wall. Creatures taking damage from the wall are allowed a saving throw vs. spells for half damage.

The material components are a pinch of powdered diamond worth 5,000 gp, small amber, glass or crystal rod and a bit of fur.

### **Ballant's Stonesplit - (Elemental-Earth, Evocation) – 6<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** Touch

**Components:** V, S, M

**Duration:** Permanent

**Casting Time:** 6

**Area of Effect:** 10' cube/level

**Saving Throw:** Special

The wizard who casts this spell cleaves the next stone object he touches, the force from his fingertips manifesting in a spray of light and a thick, winding crack that appears in the stone with considerable force. The crack reduces an amount of stone to rubble equal to the spell's area of effect, but it does nothing to clear this rubble away. Rubble fills the gap to a height of half that of the original wall and sloping away from each side at about a 45 degree angle. There is a 3 segment delay between the magic-user's touch and the full extent of the spell's damage, which is usually enough time for a mobile caster to escape being crushed by his own spell. A successful *Dispel Magic* during this interval period negates this spell. If this spell is cast on a stone floor, a fissure opens and the rubble settles quickly, dropping the floor 1-4 feet and 1d4 damage to all in the area of effect. Does 1d8/level to stone creature or save vs. spell 1/2. Magical item that are made of stone save at -4 vs. disintegration.

Material is 1000 gp diamond-tipped chisel, which disappears at end of casting.

### **Cyrene'Lhei's Immolation - (Elemental-Fire, Evocation) - 6<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 6

**Area of Effect:**Special

**Saving Throw:** Special

At the casting of this spell, the wizard chooses up to one creature per caster level, all within a range of 10 yards per level. The creatures must all be within a 15' cube of each other (per caster level). At the casting of the spell, all creatures chosen burst into flame.

The creatures each make a saving throw vs. spells, consulting the chart below.

<b>Creature's Hit Die</b>	<b>Save failed</b>	<b>Save succeeded</b>
Under 2	Explode	Explode
2 to 4	Explode	Die
4+1 to 6+3	Die	Damage
6+4 to 8+3	Damage	Half Damage
Over 8+3	Half Damage	No Effect

Creatures that explode are slain and leave no body behind. They also deal 4d6 points of fire damage to all within 10 feet of the explosion, with a saving throw vs. spells for half damage. Creatures that die are charred to a cinder by the flames of this spell, and all those within 5 feet suffer 2d6 points of heat damage, save vs. spells for half damage. Creatures that are listed as 'Damage' take 8d6 points of fire damage. 'Half Damage' means they take 4d6.

The material component for this spell is a ruby worth no less than 500 gp, which shatters upon casting the spell.

This spell has no effect on creatures made of fire, native to the elemental plane of fire, or protected from fire damage. Any creature vulnerable to fire is treated as having only 3/4 its real Hit Die for the purposes of determining the effects of the spell, rounded down.

### **Elemental Beast - (Elemental-General, Conjunction/Summoning) – 6<sup>th</sup> level**

**Range:** 60 yards

**Components:** V, S, M

**Duration:** 1 turn/level

**Casting time:** 1 turn

**Area of Effect:**Special

**Saving Throw:** None

Like all of the spells of the general elemental school this spell have 16 different versions, one for each of the elemental planes. With the aid of this spell the caster can summon a beast of the elemental planes, whose plane of origin is according to the version he memorized that day.

If the mage memorized this spell more than once then he can conjure several of these beasts, even from different planes, but the more beasts he conjures the more chance he has of losing control on them.

As with the *Conjure Elemental* spell the caster must concentrate on the beast to control them or they'll turn on him. There is a 5% chance that the beast will break free from his control and attack him. The roll is made at the end of the second round and every round thereafter. The caster can only control the beasts he summoned or summon more beasts, if he has memorized this spell more than once, but cannot cast spells whose casting time is 1 round or more, or spells of 7<sup>th</sup> level and above.. For every extra beast beyond the first the chance of them breaking free increases by

5%, so a mage that conjured 4 beasts has 20% per round for every beast of it breaking free. Note that if a beast breaks free the caster has only 50% chance of being able to dispel it.

The caster can control the beast for a range of up to 50 yards per level.

The material component is a small quantity of the element from where the beast will come from. (I.e. lightning for lightning beast, vacuum for vacuum beast, etc.).

### **Fellstar's Flame Arc - (Elemental-Fire, Invocation/Evocation) - 6<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** Special

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 6

**Area of Effect:** Special

**Saving Throw:** 1/2

This spell is similar to the first-level spell Burning Hands, but is much more potent. When cast, this spell will emit an arc of flames from the hand of the wizard; the arc may be one of four sizes as listed on the following table:

<b>Arc</b>	<b>Range</b>
90 degrees	20 feet
180 degrees	15 feet
270 degrees	10 feet
360 degrees	5 feet

The arc of flames will have a width of one foot, centered on the wizard's hand, so the height of the wizard's hand at the time of casting will determine the height of the flames. Thus if the flames are at waist level, it is possible to escape the effects of this spell if lying prone. The wizard may elect to cast the arc in a "doughnut" shape; that is, he may create an area around himself that is untouched by the flames (a good idea if the wizard is in the midst of a friendly party). The radius of the hole may be any size the wizard desires, up to half the range as given in the table above. Anyone hit by the flames suffers 4d10 points of damage, plus 1 point per level of the wizard (to a maximum of 4d10+20); a successful save vs. spell reduces the damage by half. If a victim fails a save, all possessions must save vs. magical fire or be consumed. Obstacles block these flames, and they will not rejoin behind the barrier. This will create gaps in the arc; therefore, if a target is standing behind a large enough obstacle, he will be shielded from the flames, even if the blocking obstacle is tens of feet away.

The material component for this spell is a chunk of volcanic rock and a lit candle; the rock is consumed with the casting, but the candle is not.

### **Fellstar's Flame Dome - (Elemental-Fire, Invocation/Evocation) - 6<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 80 yards

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 6

**Area of Effect:** Special

**Saving Throw:** None

This spell is similar to the Wall of Fire spell, but it creates a dome of flames instead of a wall. The dome has a radius along the ground of 10 feet plus 5 feet per level of the wizard; it is 25 feet high at its peak.

The dome must be cast so its base is resting on solid ground. Unlike a Wall of Fire, the Flame Dome gives off waves of heat on all sides; anyone within 10 feet of the dome suffers 1d6 points of damage, while those within 20 feet suffer 1d4 points of damage. In addition, the dome inflicts 2d6 points of damage, plus 1 point per level of the wizard on anyone who passes through the dome (like a Wall of Fire, creatures subject to fire will suffer more damage at the DM's discretion, and undead always suffer double damage). The procedures for trapping creatures with the dome, as well as the duration of the spell, are as per the Wall of Fire spell.

The material components for this spell are specimens of phosphorus and sulfur, both of which are consumed with the casting.

### **Fire Encasement - (Elemental-Fire, Evocation) - 6<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 feet/level

**Components:** V, S, M

**Duration:** 2 rounds/level

**Casting Time:** 6

**Area of Effect:** One creature

**Saving Throw:** Neg.

This spell encases one creature on ANY size that fails their save. It prevents creature from attacking or moving at all. Every round it takes 10 damage for 10 rounds. Get save every round for half damage.

The material component is a small fire inside a glass case. During the casting the case is thrown on the ground.

### **Fire Maze - (Elemental-Fire, Evocation) - 6<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 60 yards

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 1round

**Area of Effect:**Special

**Saving Throw:** Special

This spell creates a maze of opaque fire 20' high and up to 30' square per level of the caster. There can be 3 types of mazes that the caster may use. A circular maze, a square maze, or a garden maze. The circular and square mazes both start at the center and work there way out by a constant expansion to an exit. The garden maze is square but it has walls that dead-end or walls with only one exit from the inner section to the next wall out. The exits are 10 ft wide and distinguished with a dark glow around them. There is ultimately one exit from all three mazes that the victims can use to escape. The walls in all three mazes are 10 ft apart and inflict 2d4 points of damage per round. If the creature passes through a wall not using the true door they receive 2d6 points of damage, plus 1 point of damage per level of the spell caster. If the creature passes through more than two walls not using the doorways, they receive full damage from any remaining walls they pass through. Any creature that is within 5' of the outside wall of the maze must make a saving throw. If they make it, they are outside the effect of the maze. If they miss they are placed in the outer most wall of the maze. Any creature inside the maze that is close to a

wall when it first appear gets a saving throw to see if they are moved closer to the center or moved away from the center of the maze.

The material component for this spell is phosphorus and a model of a maze.

### **Flame's Elemental Square - (Elemental-General, Abjuration) - 6<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 feet

**Components:** V, S

**Duration:** permanent

**Casting Time:** 1 turn

**Area of Effect:** 10 square feet/level

**Saving Throw:** none

By means of this spell, the elementalists inscribes a square into a circle. Within the square, the wizard is protected from elementals and elemental forces but can cast elemental spell out of the square.

The material components for this spell are a vial of water, some dust, and burning incense, that must be placed in three of the four corners of the square. The wizard must blow in the fourth corner to complete the spell.

### **Gayle's Beings of Mist - (Elemental-Steam, Conjunction/Summoning) - 6<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 5 yards/level

**Components:** V, S, M

**Duration:** 1 round per level

**Casting Time:** 5

**Area of Effect:** Special

**Saving Throw:** None

This spell, created by the mist-wizard Gayle Matarc, summons forth minor air elemental beings known as Mist Beings. The spell will conjure forth one Mist Being per 5 levels of the caster. The beings will perform any tasks as the caster desires, but they are made entirely of misty vapors, and can only affect the real world (for carrying, lifting, etc) as if they had strength of 3. They have no real physical form to speak of, and accomplish these physical attacks through willpower and by strengthening the misty form of their hands to be as solid as possible.

The Mist Beings can only be harmed by magical weapons of +1 or better. They have 4 HD, a movement rate of 12, but can also fly at a movement rate of 6, and a maneuverability class of D. Their only attack is to attempt to force themselves inside an individual's nose, mouth, ears, etc, attempting to stop their breathing. This forces the individual to make a constitution check. If the check is made, enough air is gasped in to take only 1 point of damage. If this check is failed, the being takes 1d4 points of damage. This attack has no effect on non-breathing creatures. Another option is for the mist beings to swirl around a being, and bother it. This leaves the being with a -2 to armor class, halves his vision range, and gives him a -1 penalty to hit and to damage rolls from the distraction, as well as reducing movement by half.

The material component for this spell is one candle per mist being to be summoned, each of which must have been lit once and blown out by the caster at some point before the casting of the spell.

### **Glamden's Acid Fire - (Elemental-Fire, Invocation/Evocation) - 6<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 5 yards + 10 yards/level

**Components:** V, S, M

**Duration:** Instantaneous  
**Casting Time:** 6  
**Area of Effect:** 10x10x5'/level cloud  
**Saving Throw:** Special

This spell causes an acid cloud to form anywhere within range of the spell; the cloud billows out to its full dimensions (10 x 10 x 5 feet for each level of the wizard) instantaneously and everyone caught inside the area of effect suffers 4d6 points of damage; a successful save vs. spell reduces damage by half. Anyone who fails the save must roll saves vs. Acid for all possessions to avoid destruction. Immediately after the acid cloud forms, it bursts into flames, inflicting another 4d6 points of damage to all inside. As before, a successful save vs. spells reduces the damage by half; those individuals who successfully saved vs. the acid, receive a +4 bonus to their save vs. the fire. If this second save fails, possessions must save vs. magical fire or be consumed (the +4 bonus mentioned previously, does not apply to these saves). The material components for this spell are the intestines of a black dragon and the heart of a red dragon; both are consumed when the spell is cast.

### **Glass Coffin - (Elemental-Mineral, Summoning, Alteration) - 6<sup>th</sup> level**

**Author:** kingofchaos@geocities.com  
**Range:** 50 yards  
**Components:** V, S, M  
**Duration:** 2 rounds  
**Casting Time:** 6  
**Area of Effect:** 1 creature  
**Saving Throw:** 1/2

When cast a victim must role a save vs. spell or have one of their legs or arms start to crystallize. The first round the spell takes effect they lose half of their HP as they turn to crystal. The next round they get another saving throw, this one is rolled at a -4 penalty, if they pass then the spell ends then, but they are still half crystal and will die in 1d4 days if a Stone to Flesh spell is not cast on the crystallized body parts. If they fail then they are turned into a statue of crystal, but this is not where the spell ends. In another round the statue will explode causing everyone in 100 ft 6d6 points of damage.

The material components for this spell are a piece of glass and a sprinkle of Salt Peter. This spell was created in the bowels of Black Bone Keep to be used as a trap against adventuring planeswalkers who dared enter the castle looking for its supposed and true vault of magic. This spell has killed many and left other wishing they hadn't set eyes upon the gigantic black castle.

### **High-Speed Flight - (Elemental-Air, Alteration) - 6<sup>th</sup> level**

**Author:** wrathgon@hotmail.com  
**Range:** Touch  
**Components:** V, S, M  
**Duration:** 1 turn/level  
**Casting Time:** 6  
**Area of Effect:** One Creature  
**Saving Throw:** None

This spell is similar to Fly, except that the flight speed of the recipient has the potential of being significantly higher. The flier may take off at an initial speed of 6", and accelerates at the rate of

1" per round per round. Thus, the flier has a speed of 7" the second round of flight, 9" on the third, 12" on the fourth, 16" on the fifth, etc. The flier may choose to stop accelerating, but then any subsequent accelerating must start again (+1" the first round, +2" the second, etc.). Deceleration may occur at the same rate in reverse (-1" the first round, -2" the second, etc.) Maximum speed possible with this spell is 670" (Mach 1).

Fliers using this spell may attack, but at speeds above 36" this becomes difficult--a -1 to hit penalty is assessed at 36", and another -1 is assessed for every 5" above 36". However, flying creatures gain a double damage bonus at 36-60", triple damage at 61-85", quadruple at 86-110", etc.

The material components of the spell are a flask of kerosene, the blood of a red dragon, and a single feather from some high-speed bird (eagle, hawk, owl, etc.)

### **Ice Bolt - (Elemental-Ice, Conjunction/Summoning) - 6<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Components:** V, S, M

**Range:** 60 yards

**Duration:** Instantaneous

**Casting Time:** 3

**Area of Effect:** Special

**Saving Throw:** Special

With this spell, the wizard opens a small hole in the spatial fabric into the supernatural cold of the para-elemental plane of ice. It brings forth a shaft of solid para-elemental ice 6 inches thick and 10 feet long (the hole is opened for only a very brief time). This missile hits with great force, causing 3d10 points of damage from the impact alone. If the target saves vs. petrification, only a glancing blow is dealt, and the victim suffers only 1d10 points of damage. An additional save (also vs. petrification, and at +4 if only a glancing blow was suffered) must be made, or the victim will be stunned for 1d6 rounds from the force of the blow. The ice absorbs heat from the nearby air, and this causes 1d6 points of cold damage (no saving throw) to all within 5 feet of the bolt's path, and within a 10-foot radius of the target creature. The bolt shatters upon striking its target, and the victim will suffer an additional 4d6 points of cold damage (2d6 if only a glancing blow was suffered). Fire-using creatures take double damage from the cold caused by the bolt, while those resistant to cold take none. Both types of creatures suffer full damage from the bolt itself. Water-based creatures in liquid form will suffer only 1d10 points of damage from the blow, and cannot be stunned, but they will automatically be slowed for 2d4 melee rounds. If the target creature is struck fully (i.e. fails the initial saving throw), then exposed items on that side of the wizard must make a save vs. crushing blow, and all items carried by the wizard must save vs. magical frost. (Note also that items on the side struck by the bolt must save at -10, due to the cold and the blow).

The material component of this spell is a clear gem worth not less than 100 GP.

### **Intoxicating Fumes - (Invocation/Evocation, Elemental-Steam) - 6<sup>th</sup> level**

**Author:**

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 6

**Area of Effect:** 10' cube/2 levels

**Saving Throw:** Special

This spell causes a cloud of alcoholic fumes to appear filling an area of up to 80 cubic feet (10 cubic feet for every 2 levels of the caster, up to level 16). Anyone within the area must make a saving throw vs. breath weapon or become intoxicated - suffering a -4 to all ability scores and required rolls, and losing all spell memory. However, the effect of the alcohol fumes cause the intoxicated victim to gain a +4 to morale and +20% to their HP due to the effect of the alcohol on their mind and body - the fumes causing a numbing of the senses due to the intoxication. Those who succeed in their saving throw will suffer only half the above effect. In both cases, for those who fail and for those who succeed, the effect lasts 2-4 hours. The fumes remain in place for 2-4 rounds, after which they dissipate into the air without a trace.

The material component is a bottle filled with any strong alcoholic beverage in it. Note that if a weak form of alcoholic beverage, such as beer or ale, is used then the creatures get a bonus of +1 to their saving throws against the spell's effect.

### **Lightning Travel – (Elemental-Lightning, Alteration, Apportation) - 6<sup>th</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 1

**Area of Effect:** Special

**Saving Throw:** None

This is the lightning mage's version of the most famous *Teleport* spell. This spell operates only in cloudy weather. A lightning falls from the sky, striking the recipient and then the lightning goes back to the sky, coming down again in a different location where it deposits the person. The point of destination must have clouds in at least 50' radius, but if not then the spell will carry the person to a place as close as it can.

Although the spell cannot take a person between planes the teleportation is without error (i.e. the person is always on solid surface. The recipient of this spell can take along with him 100 pounds plus 50 pounds per level of the caster above 10<sup>th</sup>.

### **Orko's Dragonfire - (Elemental-Fire, Evocation) - 6<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 5

**Area of Effect:** Special

**Saving Throw:** 1/2

When this spell is cast, it causes a cone shaped area of fire, originating at the wizard's hands and extending outward in a cone 30 feet in diameter and 5 feet + 5 feet per level of the wizard long. It melts ice and causes damage equal to the wizard's hit points. The wizard must give up 1/10 of his hp to the spell which can be healed in normal ways. The component for this spell is a small golden cone (50 GP) which melts after the spell is completed.

### **Protection from Elements - (Elemental-General, Abjuration) -6<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** touch

**Components:** V, S, M

**Duration:** 1 hour/h

**Casting Time:** 6

**Area of Effect:** creature touch

**Saving Throw:** Special

This spell gives complete protection against the elements. The first attack of each element is immediately canceled, with no damage incurred to the subject of this spell. After protecting against an element, further attacks will be handled normally. Only one such spell can be in effect at a single time, and subsequent castings will not affect the being, unless the spell was negated, run out of duration, or did its work.

The material component is a ring with 16 different gems, worth no less than 9,000 gp. The ring is not lost in the casting but for every casting a gem disappears. Each gem costs no less than 500 gp.

### **Quicksand - (Elemental-Dust, Alteration) - 6<sup>th</sup> level**

**Author:**

**Range:** 10 yards/ level

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 5

**Area of Effect:** 10' cube/level

**Saving Throw:** Special

When cast the spell turn rock or sand into quicksand of equal volume. The volume is 10' cube per level of the caster and the depth of the quick sand cannot more than its length or breadth (which ever is shorter). Those in the area of effect must save vs. polymorph to escape the area of effect (if fast enough) or to be unaffected by the quicksand for this round (if not fast enough to escape the area of effect). Creatures who fail their save (Note that flyers, if they have undamaged wings, automatically save) sink at a rate of 5' per round and start suffocating if wholly submerged.

If the creatures' strength (or HD if they have no strength score) is twice the caster's then he can escape by him self, moving at a rate of 10' per round.

The quicksand remains until dispelled or until 1-6 days have passed, in which time it returns to its previous form.

The material components are a handful of sand and some water.

### **Salt Pillar - (Alteration, Elemental-Salt)- 6<sup>th</sup> level**

**Author:**

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** Permanent

**Casting Time:** 6

**Area of Effect:** 1 creature

**Saving Throw:** Neg.

The origins of this spell are lost in the mists of time, but rumors persist that it used to be a priestly spell but was adapted by mages. The spell works the same as the famous *Flesh to Stone* spell except that it changes flesh to salt.

Another difference between these two spells is that the caster must set a condition for the spell to work, therefore making the spell dormant until the condition is fulfilled. The condition can be any that the mage chooses, but only the target can fulfill it. If the mage sets that the spell will

work if a goblin is killed then if the target kills a goblin the spell will work. So a target can simply catch the goblin and have others kill it to circumvent the condition but if he kills a polymorphed goblin the condition will be fulfilled and the spell will take effect. So, DMs this is in your hands.

The material components are some salt and a drop of water.

### **Snowstorm - (Elemental-Ice, Conjunction/Summoning, Evocation) - 6<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S, M

**Duration:** 1 round/3 levels

**Casting Time:** 4

**Area of Effect:** 35 yard radius + 5 yards/level

**Saving Throw:** 1/2

Upon the spell's start, a heavy snow begins to fall, inflicting 1d2 of cold damage.

Then, upon reaching the second round of action, winds begin to whip around the effected area, and hailstones begin to fall. All non-magical fires in the area will be extinguished at this point, and recipients within the field of the spell receive 1d8 of cold damage, plus a -2 penalty to hit, due to heavy snow. Those outside of the spell's radius will be unharmed.

Upon the third round of action, bigger hailstones fall from the storm-riddled sky, and snow now whips at the spell recipient's faces, causing 2d6 of cold damage, and giving the caster's party a +3 bonus to escape.

At the beginning of the fourth round (If the caster has enough levels for the spell to go that far), gigantic hailstones (roughly around 5 feet in diameter) careen to earth, causing 2d8 of cold damage. The spell's recipients must roll a saving throw vs. spells or be frozen with cold and numbness for 1d4 rounds. Upon surpassing the fourth round, the spell ends and the weather returns to normal.

A saving throw vs. ice (Same as saving throw vs. fire) may be rolled at the beginning of each round the spell is in effect for a chance to take 1/2 damage from the spell.

The components for this spell include a crushed crystal's dust, worth no less than 500 gp, a clear gem of any kind worth at least 300 gp, and a sphere molded out of ice. All three are thrown into the air when the verbal part of the spell is cast, and all three are consumed by the spell.

### **Summon Lightning Shadow - (Conjunction/Summoning, Elemental-Lightning) - 6<sup>th</sup> level**

**Author:**

**Range:** 10 yards

**Components:** V, S, M

**Duration:** 1 round + 1 round/level

**Casting Time:** 6

**Area of Effect:** 10 foot cube

**Saving Throw:** None

When this spell is cast, the wizard conjures one lightning shadow (a special type of undead) from the Para-Elemental Plane of Lightning. The shadow obeys the wizard's commands to the best of its abilities, and will fight for the caster. The shadow remains until slain, turned or the spell duration expires.

**Lightning Shadow:** THAC0 9; #At 1; Dmg 3d8+8; AC -1; HD 12; MV 15; SA +8 electrical damage; SD standard undead immunities, immune to electricity; SW turned as

ghost, 2d4 damage from holy water, double damage from water attacks; SZ L (7 feet); INT Low (5-7); AL CE; ML champion (15-16); XP 12,000.

The material component for the spell is any small yellow or white gem (consumed in the casting).

### **Summon Magman - (Conjuration/Summoning, Elemental-Magma) - 6<sup>th</sup> level**

**Range:** 20 yards

**Components:** V, S, M

**Duration:** 6 rounds + 1 round/level

**Casting Time:** 5

**Area of Effect:** Special

**Saving Throw:** None

This spell summons a Magman (PS Box Set) from the Para-elemental Plane of Magma and binds him to do the bidding of the caster for the duration of the spell. Mostly summoned when a wizard wants to start up a forge or burn things, Magman are happy to comply when their mission involves burning many strange and different materials (well, most materials are new and strange to Magmen as they hail from the little-visited Para-elemental Plane of Magma). However, they are very much reluctant to fight and if ordered to attack creatures more powerful than themselves, the mage will need to contest his will against the summoned Magman. The mage's will is determined by an average of his Intelligence and his wisdom (unless using Players Option: Skills & Powers rules, for then the mage must use his willpower - wisdom sub-ability), while the Magman's is determined by his intelligence + his morale rate (since Magman are a cowardly race, their fear is as much a factor as their intelligence).

If the wizard wins the battle of wills, the Magman will do his bidding - if not in whole heart, but should the Magman win, the spell is broken and the creature is loose.

Should the summoned Magman be incapable of completing the task he was set to before the duration of the spell ends, again - the spell is broken and the caster has a loose Magman (a dangerous thing indeed!) on his hands.

Unlike most summoning spells, if the spell is broken, the Magman cannot return to his home plane. The only way for him to return to where he was prior to his summoning is by completing the task he was set to or the caster banishing him.

The material component of the spell is a stone bowl filled with burning oil and coal.

### **Uazzigaeld's Frigid Snowstorm - (Evocation, Elemental-Ice) - 6<sup>th</sup> level**

**Author:**

**Range:** 10 yards/level

**Components:** V, S

**Duration:** 2 rounds

**Casting Time:** 6

**Area of Effect:** Field 40 feet long, 40 feet wide and 10 feet high

**Saving Throw:** ½

This mighty spell creates a swirling miasma of snow, ice and howling winds in the area of effect. Non-magical communication is impossible. The snowstorm also penalizes all non-magical missile attacks within the area of effect by -4, as well as inflicting 1d6 damage per two levels per round to all creatures within the area of effect. Creatures immune to cold do not take this damage; all others are allowed a saving throw vs. spells for half damage. All objects must make a save vs. cold with a +1 bonus or be destroyed.

**Vacuum Trap - (Alteration, Elemental-Vacuum) - 6<sup>th</sup> level****Author:****Range:** 0**Components:** V, S, M**Duration:** Until triggered**Casting time:** 1 turn**Area of Effect:** 1 room**Saving throw:** None

A *vacuum trap* spell enables that caster to enchant a room, chamber or large container (must be large enough to hold at least 10 human-sized creatures) and sucks out all of the air in it, creating a vacuum after which the chamber must be sealed. It need not be locked, only that it will be airtight (- the vacuum will hold the door closed tight enough).

The trap works when the door to the enchanted chamber is opened. The vacuum causes the air (or water, if underwater) to be pulled in, with whomever opened the door, or stood near. The change in pressure hurls the trap's victims into the chamber where sharpened stakes, acid or other deadly things may await them.

Another use for the trap is when the door to the room is fixed so that it will open in when triggered but once the victims are pulled in, another door will cover the opening, and the vacuum will hold this closed tight - preventing escape before suffocation of the victims.

The material components of this spell are a sealed platinum bottle, holding a vacuum inside, which is opened upon the completion of the casting.

**Volcanic Geyser - (Elemental-Magma, Alteration, Evocation) - 6<sup>th</sup> level****Author:** wrathgon@hotmail.com**Range:** 240 yards**Components:** V, S, M**Duration:** 1 round**Casting Time:** 1 round**Area of Effect:** 60 yards radius**Saving Throw:** None

This spell causes an area of the ground to open up and volcanic lava to shoot from it. All those within 30 ft of the epicenter are inflicted 1d10 points of damage for every 2 levels of the caster. Those between 31 and 60 feet are inflicted 1d10 points of damage for every 4 levels of experience of the caster. The lava continues to burn for 1 turn after the eruption inflicting 2d8 points of damage per round to those standing or moving through the lava. All those within 10 feet of the lava take 2d6 points of heat damage and 1d6 points of damage for those within 20 feet of the lava.

The material component for this spell is a piece of hardened lava and a red ruby worth 500 gp.

**Wh of Magma - (Evocation, Elemental-Magma) - 6<sup>th</sup> level****Range:** 5 yards/level**Components:** V, S, M**Duration:** Special**Casting Time:** 4**Area of Effect:** Special**Saving Throw:** None

A combination of the more common *wall of fire* and *wall of stone* spells, *wall of magma* brings forth a wall of blazing rock, still hot and partially melted. Essentially, a wall of cooling lava which the caster can place anywhere between 2 rock surfaces, adjoining them. The thickness of the wall never changes, and will always be 1 foot thick. However, its surface may reach up to 25 square feet per level.

Differing from its original component spells, *wall of magma* radiates heat to both sides, and does not need to be placed vertically to the positioning of the caster. Furthermore, the damage it does is much greater: 1d6 points of heat damage to those 15 feet away, 2d6 to those within 10 feet of the wall, and 3d6 points of damage to all those within 5 feet of the wall.

Since the wall isn't completely solid, it is still physically possible to walk through it, albeit with difficulty - it is similar to walking through hardening cement, if one can ignore the heat. All those who attempt such a feat, without magical protections from heat and fire, will suffer 6d6 points of fire damage.

The duration of the spell, however, greatly differs from other "wall" spells, within the first 15 rounds of the spell, the caster may decide for the *wall of magma* to burn out in 1d4 rounds after the decision, thus the wall may disappear from where it was placed. If the wizard chooses not to, or fails to decide on time, the wall will harden to a granite rock wall - identical to the *wall of stone* spell.

The material components for this spell are a block of cement made with pieces of granite and phosphorus.



## 7<sup>th</sup> - LEVEL SPELLS

### **Alpha's Shadowfire - (Elemental-Fire, Evocation, Necromancy) - 7<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 4

**Area of Effect:** 1' diameter, 5'/level long ray

**Saving Throw:** 1/2

This spell calls forth a seething black ray shot through with veins of green fire. All creatures in the path of the spell will suffer 1d4 damage per level of the wizard, up to a maximum of 20d4. A successful save vs. breath weapon will result in only half damage. A creature that is immune to fire or to energy drain will suffer only one-half damage (one-quarter if a successful save is made). If the damage rolled exceeds a target's remaining hit points, that target is disintegrated. The material component is a black opal worth at least 500 GP.

### **Avenging Flame - (Elemental-Fire, Evocation) - 7<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 yards + 10 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 3

**Area of Effect:** 20 foot radius globe

**Saving Throw:** 1/2

This spell creates a fireball, with all normal effects save one. The flame effect will not damage anything without some sort of alignment, i.e. stones, clothing, trees, etc, and will affect only certain alignments, at that. The caster may choose either to "destroy" or "protect" one alignment, for each of ethos (law and chaos) and morality (good and evil).

An example: Daryl the mage and his party (all good) are fighting a mixed group of orcs (evil) and mercenaries (neutral). Because the enemies are within the party, Daryl decides to cast an avenging flame spell. He decides to "protect good" and lets loose the fireball, killing or harming the orcs and mercenaries both (all neutral or evil) and leaving his friends unharmed. If there were also some good creatures Daryl wanted dead (BAD Daryl!) he could have restricted his protection to Neutral Good (leaving the neutral goods alive and ALL other alignments dead or harmed).

Another example: Later on, Daryl (Neutral Good) and his party (Lawful or Neutral Good) come across some helpless peasants (Lawful Neutral) as they are being attacked by some Gith pirates (Chaotic Neutral). While the rest of the party charges to attack the pirates, Daryl stays behind and lets loose another avenging flame. He knows that the peasants are neutral, and the Gith aren't evil, so a spell affecting Neutrals only ("destroy neutral") would fry the peasants, and one leaving Neutrals untouched ("protect neutral") would leave the Gith alone. But the only chaotic targets are the Gith. He restricts the spell to Chaotics only ("destroy chaos") and fries the Gith, leaving their silver swords (and their clothing, and the peasants) unharmed.

The wizard always has the choice of not affecting ethos (good and evil) or morality (law and chaos), but must always affect at least one (the mage may decide to protect lawful goods or destroy chaotic evils, or (s)he may decide to protect good alignments only or destroy chaotics

only). When the choice is made to "protect" an alignment, the resulting fireball will affect every alignment \*except\* the named one. When a wizard chooses to destroy a certain alignment, \*only\* that alignment will be harmed by the spell. In no case will the spell ever affect the wizard (exceptions: spell turning, DM's discretion, space hamsters with new and heretofore unknown powers of reflection, etc).

The material components are a pinch of sulfur and a holy symbol (which is not consumed; any god's will do).

### **Beri's Prismatic Armor - (Elemental-Radiance, Abjuration, Conjunction/Summoning) - 7<sup>th</sup> level**

**Author:** [nburgoin@chat.carleton.ca](mailto:nburgoin@chat.carleton.ca)

**Range:** 0

**Components:** V, S

**Duration:** 5 rounds + 1 round/level

**Casting Time:** 7

**Area of Effect:** Caster

**Saving Throw:** None

This spell creates a colored aura around the caster. Only one color can be used at any given time. With the order of Red-Orange-Yellow-Green-Blue-Indigo-Violet, Should the caster not choose, it will start with red. Any round where caster doesn't concentrate on the spell the aura will progress one color along the spectrum (and from Violet to Red). If caster concentrates (spellcasting disrupts concentration, although the caster can still move and attack), can choose which color surrounds the caster for that round, even making the spell only create one color for it's entire duration.

Each color aura protects against something different, and has a weakness. Should the caster be exposed to that which negates his current aura, that weakness will cause the given aura to vanish from the spell, and it will be skipped from then on and can't be chosen thereafter. If all 7 auras are diffused, the spell ends.

**Red:** complete protection (no damage) from non-magical missiles. Weakness: *Cone of Cold*.

**Orange:** complete protection from magical missiles. Weakness: *Gust of Wind*.

**Yellow:** stops all poisons, gasses, and petrification attacks. Weakness: *Disintegrate*

**Green:** stops all forms of breath weapons. Weakness: *Passwall*.

**Blue:** stops all location/detection spells and mental attacks. Weakness: *Magic Missile*.

**Indigo:** stops all new magical spells from affecting the caster (even his own). Weakness: *Continual Light*.

**Violet:** stops all kinetic attacks - is a force field (although won't stop things like a *cone of cold*, or a *ray of enfeeblement*). Weakness: *Dispel Magic*.

### **Braduck's Spontaneous Human Combustion - (Elemental-Fire, Evocation) - 7<sup>th</sup> level**

**Author:** [wraithgon@hotmail.com](mailto:wraithgon@hotmail.com)

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** instantaneous

**Casting Time:** 5

**Area of Effect:** 30' radius

**Saving Throw:** Special

This powerful spell causes the creature that the spell is centered on to erupt in a fiery explosion that completely destroys them. If the creature that the spell is centered on makes their save, there

is no effect. But if they fail their save, the explosion is equal to an 8d8 fireball. All creatures caught in the area of effect of the fireball can save for half damage. Only a resurrection or wish spell can bring the exploded creature back. The material component of this spell is a small doll covered in sulfur and bat guano and a ruby worth 1000 gp.

**Create Lava - (Elemental-Magma, Summoning) - 7<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 100 feet

**Components:** V, S, M

**Duration:** Permanent

**Casting Time:** 1 round

**Area of Effect:** 30' square/level, 5 feet high

**Saving Throw:** none

This spell makes a square of molten Lava to appear in the area of effect. Every round creatures are in Lava takes 30 damage unless protected from fire then takes 15. Movement is 1/2 in lava and if under need thing to breath. Material components are Harden Lava, 5 live fire snakes, 1 Red Dragon Scale. All components are consumed in the casting.

**Cyrene'Lhei's Fireshove - (Elemental-Fire, Alteration) - 7<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 60 yards

**Components:** V, S, M

**Duration:** Permanent

**Casting Time:** 5

**Area of Effect:** 1 creature

**Saving Throw:** Special

This spell weakens the dimensional integrity between the prime material plane and the elemental plane of fire, and more specifically, does so next to the creature chosen by the caster. The caster points at the creature, and the creature must then make a saving throw vs. spells. If the creature fails, it is given a one-way shove into the plane of elemental fire, and most likely killed (as per the DM's desires, and the abilities of the creature). In any case, the spell provides no way back, and such creatures can usually at least be counted on as not returning any time soon after the casting of the spell. If the creature makes its save vs. spells, it is not shoved into the plane of elemental fire at all.

In either case, the dimensional weakening allows tendrils of flame and heat to break through to the prime material plan. And all those within 5 yards of the target (including the target itself should it make its save and remain on the prime material plane) will take 3d8 points of fire damage. All creatures except for the target gaining a saving throw vs. spells for half-damage.

The material component for this spell is a gold gauntlet, made to fit the caster's hand, worn while casting. It is not consumed in casting, however, the caster must also have a ruby worth at least 250gp, which he holds in the gauntlet wearing hand, and which he crushes to dust upon casting the spell.

**Fellstar's Flame Fog - (Elemental-Fire, Invocation/Evocation) - 7<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 yards

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 7

**Area of Effect:**40x20x20' cloud

**Saving Throw:** 1/2

This spell creates a fog resembling that produced by a *Cloudkill* spell. The cloud may be created up to 10 yards away, and moves 10 feet per round as directed by the wizard; strong winds will move the cloud in the other direction, but will not disperse it, nor will they move the cloud back towards the wizard. Thick vegetation will break up the cloud in 3 rounds. The fog itself is not harmful, and has no other affect besides obscuring vision. During any round after the spell is cast, the wizard may ignite the fog with a single word. When this is done, the entire fog cloud becomes a roaring sheet of flames inflicting 5d10 points of damage, plus 1point per level of the wizard (up to a maximum of 5d10+20) to those caught inside. A successful save vs. spell reduces the damage by half. Those victims who fail their saves must roll for all their possessions vs. magical fire; those items that fail their saves are destroyed. If any type of fire comes into contact with the fog cloud, it ignites immediately; if a Fireball, or similar spell, is cast into the cloud, the damage inflicted is cumulative, and a saving throw for each effect must be made separately.

The material components for this spell are several strands of hair from a cloud giant, and the scales of a red dragon; all components are consumed when the spell is cast.

### **Fire Globe - (Elemental-Fire, Evocation, Alteration) - 7<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S, M

**Duration:** 10 rounds

**Casting Time:** 3

**Area of Effect:**10 feet/level

**Saving Throw:** 1/2

Only a Fire Elementalist can control the power of this spell. If any other casts it they are burned from the inside out with no save. When cast a portal opens into the Hottest place on the Plane of Fire and fire rushes out. Then the Fire Elementalist shapes into the globe. All in area of effect are affected and take 5d6 every round with a save for half every round for 10 rounds. Also a save vs. death is roll or they burn up. Cast must make this save also. The caster takes damage too and ANY protections from fire are negated for the caster only. Movement in globe as followed: 10' from caster 1/4 MV, 30-40' 1/3 MV, 50+' 1/2.

The material components are the caster's finger (it disappears when the spell is cast), a lock of caster's hair, and ruby worth 5000 gp that has been to the hottest place on the fire plane.

### **Fire Hurricane - (Elemental-Fire, Evocation) - 7<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S, M

**Duration:** 2r/level

**Casting Time:** 7

**Area of Effect:**30 feet radius

**Saving Throw:** special

This spell causes a hurricane of fire to come around the caster. Any 1 or 2 HD monsters in area of effect are slain. Others are pulled into the hurricane and must save or get knocked out by flying objects. Creatures in the hurricane take 3d6 points of fire damage every round and can

save vs. breath to get out. The storm will burn any burnable material and anything who comes in 10 feet will start to get pulled (save vs. spell). The storm is 2 feet/level high and caster is in the eye of the storm. Caster can must at half movement or cast other spells without losing spell. Up to one man-sized/level can be held in hurricane or one large creature/ 2 levels.

### **Flame Chase - (Elemental-Fire, Evocation) - 7<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 90' + 30'/level

**Components:** V, S, M

**Duration:** 2 rounds + 1round/level

**Casting Time:** 3

**Area of Effect:**special

**Saving Throw:** 1/2

Upon casting this spell, the wizard causes several paths of paths begin to pursue all opponents in the area in order to engulf each of them in a column of flames. The spell creates one 3 wide path of flame for every 2 levels, max of 6. The paths begin 3' away from caster and travel straight toward any foe on the ground that the mage is aware of and who are in range of spell. The MV is 24 and can travel across any horizontal surfaces except water, snow, ice, and other wet surfaces. The fire does not need combustible materials to travel. When the path catches its target, the victim will be engulfed in a column of flames that causes 3d6 damage immediately and 1d6 damage per round for the remaining of spell. The flame path and column continues to follow burning victims until the spells, is dispelled, or crosses the above surfaces. Any items in path or on person burning must save vs. magical fire each round. Can climb 45 degrees, as long as the surface is wind enough to take path's width. Victims able to outdistance the pursuing flames and are in 10 feet at the end of the round get a flame jumping at them doing 6d6. Only happens if MV is greater that 24 or there is an obstruction. Items save vs. fire at -2 with this last jump of the spell. Rolls separate initiatives for each flame path. Unintended victims caught in flame's way take 1d6 as long as in path. Any incidental fires causes by the spell are considered non-magical for the purpose of saves and may not be dispelled.

The material components are a small pouch filled equally with sulfur and coal dust, a live caterpillar, and a live firefly. The material components are consumed in the casting.

### **Gem Swirl - (Alteration, Elemental-Mineral) - 7<sup>th</sup> level**

**Author:**

**Range:** 60 yards

**Components:** V, S, M

**Duration:** 1 round/2 levels

**Casting Time:** 1 round

**Area of Effect:**Special

**Saving Throw:** 1/2

After this spell is cast all the gems within a 60 yard radius of the caster will separate themselves from their places, unless stuck with universal solvent (DMG page 240), and start swirling, causing anyone inside the area to suffer damage.

For every 5 gems, or a fraction thereof, the area they swirl in has a radius of 5'. It has been noted that this spell also affects crystal and glass baubles, although every 10 of these are equal in effect to 5 gems. The gems cause any creature inside the area 4d4 points of damage every round. All creatures in the area are eligible to a saving throw in order to sustain only half damage. Once the spell ends all the gems return to the locations they were in before the spell was cast, as if nothing

happened and they never left their place (including gems that were embedded in weapons and jewelry). Should no gems be present in the area during the casting the spell, the magic will be nullified.

The material components for this spell are the gems and baubles that are affected by it.

**Healing Flame - (Elemental-Fire, Abjuration) - 7<sup>th</sup> level**

**Author:** [wraithgon@hotmail.com](mailto:wraithgon@hotmail.com)

**Range:** 0

**Components:** V, S

**Duration:** 1 round

**Casting Time:** 3

**Area of Effect:** Caster

**Saving Throw:** None

ONLY a Fire elemental can cast this spell. ANY damage taken in the round this spell is cast and the following round by fire or heat adds to caster's hit points if he makes his save. If he fails, even if immune to fire takes FULL DAMAGE WITH NO SAVE!!!!. Only spells cast by others will the caster get healing from. Also the casters HP can go past max to double him normal max. The extra hp will remain for 10 rounds.

**Kyrell's Explodet - (Evocation, Elemental-Lightning) - 7<sup>th</sup> level**

**Author:**

**Range:** 50 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 7

**Area of Effect:** 5 radial yards/level

**Saving Throw:** ½

Kyrell's most dangerous spell, *Kyrell's explodet* is famous for its use in the destruction of the Tower of Lundurran in central Matango by the K'yell-minati. Kyrell and several of his most powerful aides levitated above the tops of the trees and bombarded the elven fortress-cathedral for three hellish minutes. When they were finished, the magically protected stone citadel was cinder.

This spell, a very powerful lightning version of *fireball*, differs from that spell in numerous ways. First, the spell does not include any sort of warning—the spell is cast and the area of effect is filled with superheated air, sparks, electrical energy and crushing force. Second, the spell has far superior range and area of effect. Third, the spell must be cast at the ground and cannot, say, be cast to attack a flying opponent.

The spell does not manifest as an explosion similar to that of *fireball*. Rather, it is a hemisphere of blazing fire, energy and force that quickly grows to encompass the area of effect then collapse on itself, creating a huge plume of superheated oily smoke that smells of ozone and ash. Creatures caught in the area of effect take 20d4 damage, with a saving throw vs. spells allowed for half damage. Of course, creatures immune to electricity take no damage. Structures must save vs. crushing blow at -4 or be ruined and vs. magical fire at -8 or catch fire (or melt, as befits metal, stone, etc.).

**Lode Avalanche - (Elemental-Earth, Conjunction/Summoning) - 7<sup>th</sup> level**

**Author:** [wraithgon@hotmail.com](mailto:wraithgon@hotmail.com)

**Range:** 60 yards

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 5

**Area of Effect:** 20 yard radius

**Saving Throw:** 1/2

Created by an unknown mage long ago and found in a recent spellbook, this spell is tried and true, inflicting massive damage to all targets within the 20 yard radius.

Gesturing his hands skyward and then pointing at the desired Area of Effect, the caster summons a rainstorm of giant lodestone boulders, crashing into ground zero, causing 1d2 damage for the first boulder, 1d4 for the second, 1d8 for the third, 2d8 for the fourth, 4d8 for the 5th, etc. The caster gets to rain 4 boulders upon recipients at first use of the spell, but gains an extra boulder for every 3 experience levels past level 7 (Maximum 7 boulders). The damage really adds up this way!

Targeted creatures, if failing the saving throw, must make a dexterity check at -4 or be temporarily stunned for 1d4 rounds, due to the effects of the massive impact. Also, any recipients wearing metal armor receive a +3 AC penalty due to dents. But, if the first saving throw rolled (The one for half damage) was successful, the character only takes 1/2 damage, and does not gain any AC, get stunned, etc.

The material components for this spell is a crystal magnet, and an amount of smoky glass orbs equal to the number of boulders intended to fall on the targeted area, worth at least 10 gp each. The glass orbs are thrown into the air at the beginning of the spell, and then the caster throws the magnet straight into the ground, invoking the falling boulders. The orbs are consumed by the spell, as is the magnet, but there is a 50% chance that the magnet may remain after the spell is cast.

### **Object to Ash – (Elemental-Ash, Alteration) - 7<sup>th</sup> level**

**Reversible**

**Range:** 5 yards/level

**Components:** V, S, M

**Duration:** Permanent

**Casting Time:** 4

**Area of Effect:** 1 object

**Saving Throw:** Neg.

The caster shoots from his hand a black ray and aims it a single object within 5 yards per level of his. The item so struck must save vs. disintegration at -2 (note that it doesn't matter if it's being wielded or not) or it will turn into ash. The spell may seem similar to disintegrate but it can only affect nonliving material and is reversible. The caster can affect a single object whose volume does not exceed 5' cube per level of the caster but the material can be anything, it doesn't affect only objects that can be burned down so even metal can be affected.

The reverse *Ash to object* will cause a pile of ash to return to its former shape, including items that were destroyed using this spell.

The material components are a pinch of ash and a Zombie's bone.

### **Pilpin's Ravaging Spheres of Fire - (Elemental-Fire, Evocation) - 7<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** Special

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 1 round

**Area of Effect:** One 3' radius sphere/level

**Saving Throw:** Neg.

This spell is an enhancement of the second-level spell Flaming Sphere. The spell creates one burning globe of fire per level of the wizard. The globes all appear within 30 yards of the wizard and roll in whichever direction the wizard points, at a rate of 200' per round. The spheres can roll over any obstacle, even a city wall. Combustible substances are ignited by contact with a sphere. Creatures contacting a sphere must successfully roll a saving throw versus spells or suffer 2d4 hp of damage. Those within five feet of a sphere must also save or suffer 1d4 points of damage. A successful saving throw means no damage is suffered.

The spheres move in the direction the wizard directs, otherwise the spheres will wander aimlessly. Spheres can be extinguished by the same means as any normal fire of their size. The surface of the spheres has a spongy, yielding consistency and does not cause damage except by its flames. It can not push an unwilling creature aside or batter down large obstacles. If the spell is unleashed on a large source of easily combustible material (such as a city of at least 50% wooden buildings or a dry forest) there is a 25% chance that a firestorm will start. A firestorm will burn out of control for many days until at least 90% of the combustibles are burned. It will also be so hot that it will melt soft metals and crack thin stone walls.

The material components are a pinch of sulfur, a bit of tallow, a dusting of powdered iron, and a live fire dwelling/using creature, such as a fire beetle or fire bat, which must be slain during casting.

### **Pyros' Emblazonment - (Elemental-Fire, Enchantment) - 7<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 30 feet

**Components:** V, S, M

**Duration:** 1round/level

**Casting Time:** 7

**Area of Effect:**1 creature

**Saving Throw:** Neg.

Pyros' Emblazonment dispels any and all fire resistance (natural immunity, fire shields, elemental aura's, rings of fire resistance, resist fire, endure heat, protection from fire, etc...) presently on the targets and twists the magic to make them especially susceptible to fire magic such that they take +1 damage per die of damage rolled. It will not work to enhance the fire damage on a person who is not protected against fire magic, as it requires the energy of the previous dweomer to twist. An odd twist to this magic is that the more powerful the spell protecting the person, the less likely it is to ward off this magic as it is usually even more focused on fire protection than normal. As a result, for every three levels of the spell protecting a person, he gets a -1 to his save (thus, a 4th level fire shield would give a -2 penalty). This will not work against such magic as Minor globe, etc.; it only affects fire preventive magic.

### **Seeker - (Elemental-Magma, Evocation) - 7<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 300 feet

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 7

**Area of Effect:**20' radius

**Saving Throw:** 1/2

This spell follows a chosen living target that is in the range of spell. If mage does not say which target, it goes after a random target. The ball of fire flies at 15 and will explode on contact on a hard, solid object or living being. It looks like a 3' diameter ball of liquid lava. When contacts does 1d6+1/level (Max 15d6+15).

Material components are Bat crap, Sulfur, Arrow of Seeking. (Not used up)

**Smoke Screen - (Elemental-Smoke, Invocation/Evocation) - 7<sup>th</sup> level**

**Author:**

**Range:** 70 yards

**Components:** V, S, M

**Duration:** 2d4 rounds + 1 round/3 levels of the caster

**Casting Time:** 6

**Area of Effect:** Special

**Saving Throw:** Neg. (see below)

Causing a large area to be immediately filled with smoke, *smoke screen* limits both vision and infravision to a range of 2d4 feet within the smoking area. Furthermore, the spell utterly prevents the working of *true sight* spells in its area of effect.

All creatures in the affected area, besides the visions limitations, must also save vs. Breath Weapon and save vs. Death Magic.

Failing the Breath save causes 6d6 points of damage from choking, and success reduces damage by half. A successful save vs. Death will result in coughing for 1d4 rounds which prevents any action in those rounds short of running at quarter speed out of the smoky area. Failing the save results in 2d4 rounds of blindness. Every 4 rounds in the spell's area of effect will mandate another save vs. Death. Note that creatures who don't breath will not be affected by the smoke, but will still be hindered by the spell's affects on vision.

The material component for this spell is the eye of a Beholder that must be burned during the casting of the spell.

**Transmute Blood to Water - (Elemental-Water, Alteration) - 7<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 60 yards

**Components:** V, S, M

**Duration:** Permanent

**Casting Time:** 7

**Area of Effect:** 1 creature

**Saving Throw:** Neg.

This spell, one of the few nefarious spells created in the history of the Blue Guild of Raan, strikes at the blood of a living being and attempts to magically turn the blood into water, thereby killing the creature. The creature gains a saving throw vs. spells, and if they make their save, they instead take only 1d6+1 points of damage from the small minute amounts of blood that did change into water. A creature killed by the Blood to Water spell cannot be brought back to life by most means unless the water is somehow turned back into blood, either through the reverse of this spell, a *Limited Wish*, or a *Wish* spell. A *Raise Dead* will not suffice, though a *Resurrection* spell will.

Another version of the Blood to Water spell would turn 10 cubic feet of non-living blood (blood not in the veins of a creature) into fresh or salt water (as desired by the caster), with no saving throw required.

The material component for this spell is a drop of water and a drop of blood, regardless of whether the spell or its reverse is being cast. Furthermore, 500 gp worth of powdered bloodstone is required for the Water to Blood spell, and 500 gp worth of powdered aquamarine is required for the Blood to Water spell. Both are consumed in casting.

The reverse of the spell, Transmute Water to Blood has two uses. Either to undo the effects of a previously successful casting of the Blood to Water spell (it does not restore life, however, just turns the body of water back into a body of blood). Or transform one 10-foot cube of water per caster's level into an equal amount of blood from the same type of creature as the caster himself. Creatures made of water hit by the Water to Blood spell gain a saving throw vs. spell, or receive 1d6 points of damage per caster level, success meaning half-damage.

### **Uazzigaaeld's Deathly Cold - (Evocation, Elemental-Ice) - 7<sup>th</sup> level**

**Author:**

**Range:** 10 yards/level

**Components:** V, S

**Duration:** 2 rounds

**Casting Time:** 7

**Area of Effect:** Field 40' long, 40' wide and 10' high

**Saving Throw:** ½

This spell is one of Uazzigaaeld's two spells that do not penalize missile fire within the area of effect. This spell drastically lowers the temperature in the area of effect, inflicting 1d8 damage per two levels per round to all creatures within the area of effect. Those immune to cold do not suffer this damage; others are allowed a save for half damage. Objects must save vs. cold with a -2 penalty or be destroyed.

### **Vacuum Bubble - (Invocation/Evocation, Elemental-Vacuum) - 7<sup>th</sup> level**

**Author:**

**Range:** 30 yards

**Components:** V, S

**Duration:** 1 round

**Casting time:** 4

**Area of Effect:** 1 creature

**Saving throw:** Neg.

A powerful attack spell, *vacuum bubble* causes a sphere empty of matter to form around a single living target. The target then must save vs. death magic at -2 penalty or blow up, as the particles which make up his being begin breaking up into gas, and then into plasma. The visage is horrifying, as one actually sees the victim of the spell break up in seconds, and after the round of the spell, the bubble breaks and out of the air falls a pile of gray colorless dirt and some gases. Beings under the effect of *temporal stasis*, *statue* spells and the like are unaffected by a *vacuum bubble* spell.

### **Wind Tunnel - (Elemental-Air, Alteration) - 7<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, M

**Duration:** 1d10 rounds + 1 round/level

**Casting Time:** 1

**Area of Effect:**Special

**Saving Throw:** None

By use of this spell, the wizard creates a cylindrical tunnel of wind ten feet directly in front of the wizard, ten feet in diameter, and stretching 10 feet per level in length. As long as the wizard maintains concentration on the spell, the tunnel's primary section will be under the wizard's control. Once concentration is broken, however, it cannot be retained, and the tunnel will move and grow in a random fashion for the spell's duration, which cannot be shortened. The tunnel is capable of moving 10 feet per round and growing at both ends at the same rate. If it splits into parts due to this movement, it will grow at all loose ends for the duration of the spell. The wizard and designated friends may pass through the controlled tunnel unscathed. Others, however, must make Strength checks to avoid being pulled into the tunnel, make melee attacks at -2, and may take a point of damage per round from loose sand, dirt, or pebbles. While in the tunnel, missile and hurled attacks are made at -5. Such attacks through the tunnel "skin" are next to impossible. Note that the wizard may walk, communicate non-verbally, and still maintain control, however if the wizard is hit or distracted, then control is lost.

The material component for this spell is a fan.

### **Xanezibar's Baneful Bloodfrost - (Elemental-Ice, Alteration, Necromancy) - 7<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 1 round

**Area of Effect:**1 creature

**Saving Throw:** Neg.

This dangerous spell allows the caster to actually freeze a victim's vascular system (heart and blood vessels) from the inside out. The process is difficult, however, and requires that the caster stay in contact with the target for the full casting time of the spell; a target who makes its saving throw vs. spell has avoided the caster's icy touch and broken the spell. Note that "contact" need not be skin-to-skin. A caster wearing gloves is still able to deliver the spell.

If the victim fails its save, it dies instantly, as its veins and heart freeze solid. Undead and those creatures without vascular systems suffer no damage from the spell regardless of saving throw, although puddings, jellies and so forth are affected as if under a slow spell. However, most wizards dare not cast bloodfrost on puddings and their cousins, as the caster must physically touch the target for the spell to take effect, and most such creatures secrete deadly acids as part of their attack routines. Xanezibar's baneful bloodfrost actually repairs ice golems and other magical constructs made of ice, healing 3d8+3 hp or structural points.

The material component for the bloodfrost spell is a small, faceted ruby (worth no less than 100gp) frozen in a ball of ice.



## 8<sup>th</sup> - LEVEL SPELLS

### **Air Burn - (Elemental-Air, Elemental-Fire, Alteration, Evocation/Invocation) - 8<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 200 yards/level

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 1 round

**Area of Effect:** 10' radius/level

**Saving Throw:** Special

This spell burns all the oxygen out of the area effect. A 15d6+15 fireball explodes in the area. And for 3 rounds there is no air in the area if cast outside. Every round in area makes save vs. breath at -3. If the Constitution score is more than 14 he gets a +1, 16-17 +2, 18 +3, 19+ +4 or pass out. If cast in an area where air is not circulated, it lasts 10 rounds. The blast can be as small as a fireball or max area caster chooses.

The material component must be a piece of metal melted by Red Dragon Breath, a Piece of Fire Plane, or a Piece of Fire Elemental.

### **Airball - (Elemental-Air, Evocation) - 8<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S, M

**Casting Time:** 3

**Duration:** Instantaneous

**Area of Effect:** 10' diameter sphere

**Saving Throw:** None

Then this spell is cast, a boulder-sized sphere of air under incredible pressure is created within a 100 radius of the caster. If the cast in the air, the ball falls toward the ground. If it has fallen 20 feet or more, the ball breaks into eight separate blast of wind upon striking the ground, each equal to a gust of wind spell in all respects (winds of 30 MPH) and each blowing in one of eight compass directions from the point of impact. In addition, the winds stir up all local dust and dirt for 1d4 rounds, limiting all vision to 10 in their areas of effect. If cast in desert area, damage is 1d10 and 1d6 the second round. The ball is a stormy blue in color and cannot be moved, if it fails to burst, once it touches the ground. The ball is stationary and permanent until broken. The sphere is AC 6; any damage will penetrate its sensitive surface and set it off, although touching or pushing on it won't do so. Material is open air at least 100x100x100 area

### **Braduck's Fire Cage - (Elemental-Fire, Conjunction) - 8<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 60 yards

**Components:** V, S

**Duration:** 1 hour/level

**Casting Time:** 1 round

**Area of Effect:** 10' cube

**Saving Throw:** Special

This spell calls forth fire from the elemental plane of fire to surround a creature in the form of a cage. The cage is solid to the touch and the bars give off no heat, but its true power is seen when the imprisoned creature tries to escape. If the cage is touched, it inflicts 2d10 points of damage with no save. If the creature inside tries to teleport or dimension door through the cage, it inflicts 1d8 points of damage per level of the caster. The cage can only be destroyed by a disintegrate spell or an extinguish spell.

This powerful spell can also be used in conjunction with a firetrap or explosive runes spell. The creature gets a save vs. the first spell, and if they are successful they get a save versus the fire cage. If the save versus the cage is made, the cage does not come into existence. But the creature that triggered the spell takes double damage from the first spells effects. If the save versus the fire cage is failed the cage comes into existence. If the save against the first spell is failed the creature gets no save versus the fire cage.

### **Braduck's Fire Grasp - (Elemental-Fire, Evocation) - 8<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 7

**Area of Effect:** Special

**Saving Throw:** None

This spell works very similar to Bigby's Grasping Hand. Not only does it disable your opponent and slow their movement, but it also damages them with fire. The hand inflicts 2d4 points of damage each round to the held creature and 1d4 points of damage to all creatures within 10 feet. The hand can be brought down with a successful dispel magic spell. The hand has an armor class of 0 and has the casters hit points. The material component is a glove covered in sulfur.

### **Conjured Delayed Fireball - (Elemental-Fire, Conjuration) -8<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 feet/level

**Components:** V, S, M

**Duration:** 1 round/3 levels

**Casting Time:** 8

**Area of Effect:** special

**Saving Throw:** None

This spell opens a portal to the elemental plane of fire for a number of rounds. While the portal is open it is open at the center of a fireball. The fireball does 15d6+15 and on the next round the portal opens and the plane spill out to fill any empty space at a rate of 70 feet a round. Any in area of effect must save vs. death or be vaporized unless protected from fire. If a save is successful the creature takes 5d6 points of fire damage. Every round a save vs. death must be made.

Material is fire from fire plane.

### **Cyrene'Lhei's Pyric Ring - (Elemental-Fire, Evocation) - 8<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 0

**Duration:** Instantaneous

**Components:** V, S, M

**Casting Time:** 8

**Area of Effect:** 5' radius/2 levels

**Saving Throw:** 1/2

This spell causes a blazing ring of fire to issue forth from around the caster, who holds her arms out at her sides to form the ring. The ring then flares off, growing, in a perfect circle, and lashes out to the full area of effect. The ring itself is as tall as the caster, but never actually touches the ground.

All in the path of the ring take 1d8 points of damage per 2 levels of the caster (Maximum of 10d8), but any 1s are re-rolled (thus damage is 20-80 points). Those making successful saving throws vs. spell take only half damage.

Further, all objects in the path of the pyric ring's wave must make saving throws vs. magical fire or be destroyed. Even if they make the save, they will at least be singed. Creatures who fail their saving throws must make item saving throws for all of their equipment vs. magical fire.

The pyric ring will stop if it hits walls that succeed in their saving throw, or any impassable barrier, forming a 'wedge' of safety behind it. Otherwise, the ring will expand to its maximum range. There is an 'eye' in the center of the ring that is under the control of the caster, but can be up to 1 ft in radius per 2 levels of the caster, thus the caster's companions might not be harmed.

Note that this spell is particularly nasty if cast in a forest.

The material component for this spell is a golden ring large enough to be placed on the caster's head as a tiara. It must also contain any number of red-hue gems worth 200 gp in total.

### **Dripping Flesh - (Elemental-Ooze, Alteration) – 8<sup>th</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 4

**Area of Effect:** 1 creature

**Saving Throw:** Neg.

One of the most powerful touch-attack spells, *dripping flesh* causes the target's body to become a jelly-like substance and ooze away in 1d4 rounds. Unless the victim saves and the spell is thwarted, the change is permanent and will result in the target's death unless a limited wish is cast within the 1d4 rounds he is oozing away. Otherwise, only a carefully worded wish spell will return the victim to life.

The material component for this spell is a living piece of ooze (MM pages 276-279) in a closed container.

### **Fellstar's Flame Jet - (Elemental-Fire, Invocation/Evocation) - 8<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** 1 round/5 levels

**Casting Time:** 5

**Area of Effect:** Special

**Saving Throw:** 1/2

When this spell is cast, a jet of flames shoots forth from the wizard's hand; this jet is 5 feet wide and has a length of up to 5 feet per level of the wizard (the wizard may vary the length from 1

foot up to the maximum range). The jet travels in a straight line and is blocked by normal obstacles (i.e. stone, metal, etc.). If the jet is blocked, it will not rebound, but may flow around the barrier if it is small enough (less than 5 feet across). Anyone struck by the jet suffers 1d10 points of damage per two levels of the wizard (up to a maximum of 10d10). A successful save vs. spell reduces the damage by one half. If this save fails, all possessions must save vs. magical fire or be consumed. The flames from this spell will melt ice and ignite wood on contact. They are able to melt a hole in a Wall of Ice in a single round (though they will not destroy it), and can bring down a Wall of Fog instantly; other wall spells are not affected by this spell. The jet will remain in effect for one round for every 5 levels of the wizard, up to a maximum of 4 rounds. A single creature must be chosen as the target for the jet (but others may be struck if they are in the path of the flames) and a new target may be selected each round the spell is in effect. If the wizard chooses, two jets (one from each hand) may be employed instead of one; if this is the case, range and damage are halved (in some cases, one jet will do one more die of damage than the other). A separate target may be chosen for each of these jets each round they are in effect. At the beginning of each round the spell is in effect, the wizard may split a single jet in two, or may combine two jets into a single one.

The material components for this spell are a powdered ruby and a powdered fire opal, which must be worth a least 500 GP together. The powdered gems are mixed together in the hand(s) of the wizard at the time of the casting; all material components are consumed with the casting.

### **Fire Gem - (Elemental-Fire, Abjuration, Evocation) - 8<sup>th</sup> level**

**Author:** Douglas Murray <sol Lauren@yesic.com>

**Range:** 0

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 3 turns

**Area of Effect:** One gem

**Saving Throw:** None

This spell requires an expensive gem. The value of the gem depends on the number of spell levels that will be cast into the gem. The gem's value must be 1000 GP per spell level of the spell or spells (cumulative). This spell causes a gem to have a flame appear at the center. The flame has no real significance other than that the gem is ready to receive spell(s). After a spell is cast into a gem it can be called forth in one tenth of a round. The spell will act at the level it was cast into the gem. The gem will decay by 100 gp each time a spell is released. Spell can be held inside gem for one day per level.

The total spell levels that is going to be placed into a fire gem must be equal to or less than the wizard's level. So a 18<sup>th</sup> level wizard could place 18 spell levels into the gem. If permanency is cast on the gem each spell can be used 1/day. Note that the gem still decays, so after some time the gem will disappear.

### **Flaming Wheel - (Elemental-Fire, Invocation) - 8<sup>th</sup> level**

**Author:** Douglas Murray <sol Lauren@yesic.com>

**Range:** 0

**Components:** V, S, M

**Duration:** 2 rounds / level

**Casting Time:** 8

**Area of Effect:** 20' radius

**Saving Throw:** 1/2

By using this spell, the caster is able to destroy any object within the 20-foot radius of the flames. All people in the area must make a successful save or take half damage that round, and additional rounds that the victim(s) are in the round causes the next save to have a +4 penalty. Anyone in the area takes 1d10 damage per level of caster (up to 16d10)\*. Any non-living objects make a saving throw vs. Magic Fire or become dust. The caster acts as the center point for the wheel of fire and cannot move or be distracted, if he is the spell puffs up in smoke causing blindness for 1d4 rounds to everyone within 40 feet including the caster, unless characters pass saving throw. The smoke lasts only 1 round.

Material components for the spell are flammable oil in a glass flask (oil is magically burned in the flask during the spell and must be replaced after each use).

Original Source: Unknown

### **Flashburn - (Elemental-Fire, Evocation) - 8<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 20' + 10'/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 2

**Area of Effect:** One creature

**Saving Throw:** Special

This spell causes a stunning burst of fire to explode around the victim. Such is the suddenness of this burst that any creature so struck must make a save vs. paralyzation or be stunned for 1d6 rounds. While this explosive shock is intense in the extreme, it is also confined so that others even within a couple of feet of the victim will receive no damage. All items on the person of (or being touched by) the victim must save vs. Magic fire or be destroyed. The individual graced by this spell will receive 1d6 (counting all ones as twos) of damage per level of the wizard (max 15d6). There is no saving throw vs. the fire effect of this spell unless the creature struck is resistant to fire. In this instance, a save for 1/2 damage is applicable.

The material component of this spell is jasper stone worth at least 50 GP.

### **Freeze Storm II - (Elemental-Ice, Invocation) - 8<sup>th</sup> level**

**Author:** "Douglas Murray" <sol Lauren@yesic.com>

**Range:** 10' per level

**Components:** V, S, M

**Duration:** 1 round

**Casting Time:** 8 segments

**Area of Effect:** 30' cube

**Saving Throw:** Neg.

Freeze Storm II causes rain, sleet, and freezing temperatures in the area of effect. All creatures caught in this storm that fail to make their saving throw are frozen solid and unable to move. Any creature having cold protection spells or devices in effect at the time of the storm will be granted an additional +3 on their saving throw.

While frozen, the victim(s) are in a state of suspended animation. Thawing them out will return them to active duty.

Note: In an arctic or mountain top campaign, or any other area where the snows never melt, the victim will be unable to escape without the aid of someone. In any other campaign, the sun will eventually melt the victim free."

Original Source: Net Tome of Magicks (Modified)

**Gustar's Perpetual Annihilator - (Elemental-Fire, Invocation/Evocation) - 8<sup>th</sup> level****Author:** wrathgon@hotmail.com**Range:** 10 feet/level**Components:** V, S**Duration:** 1 turn**Casting Time:** 4**Area of Effect:** 1 creature/level within a 30' radius sphere**Saving Throw:** Special

All intended creatures within the area of effect must make a saving throw vs. death magic or be slain. Otherwise, all intended creatures receive 5 hit points of damage + 1 hit points per round for the duration of the spell. This damage is due to "internal fire damage", and weapons, armor, and other equipment are unaffected by this spell. A successful Dispel Magic or the like will dispel Gustar's Perpetual Annihilator, and at any time, the sorcerer can end the spell before expiration by silent act of will alone.

**Icesteel - (Elemental-Ice, Alteration) - 8<sup>th</sup> level****Author:** wrathgon@hotmail.com**Range:** Touch**Components:** V, S, M**Duration:** Permanent**Casting Time:** 8**Area of Effect:** Object touched**Saving Throw:** None

Essentially an ice-based version of the glassteel spell, icesteel gives normal, non-magical ice the physical resilience of steel. The object remains cold to the touch, but will not melt unless subjected to the heat normally required to melt steel. This spell is useful for creating durable weapons and tools, such as long swords, ladders, etc., out of ice. Only a small amount of ice can be affected with any one application of the spell, up to a maximum of 10 lbs. per level of the caster, and it must form one whole object. The Armor Class of the object is 1.

The material components of the spell are a small piece of steel and a chunk of smoky quartz, which are not consumed in casting.

**Infernal Tornado - (Elemental-Fire, Invocation) - 8<sup>th</sup> level****Author:** Douglas Murray <sol Lauren@yesic.com>**Range:** 10 feet per level**Components:** V, S, M**Duration:** 1 round per level**Casting Time:** 1 day**Area of Effect:** Special**Saving Throw:** None

While the wizard is casting this spell, a dark ominous cloud begins to gather in a 1 mile-diameter region centered over the target. Upon completion of the spell, a dark, fiery tornado of fire grows from the base of the cloud until it touches the ground. The whirling mass of fire proceeds to wander about the area, incinerating everything in its path.

Each round, the tornado travels in a random direction at a movement rate of 20. The flames inflict 10 points of damage for every level of experience of the spell caster, every round. The

diameter of the cylinder is about 50 feet, and anyone within 25 feet must make a Strength check each round to keep from being sucked into the cylinder by the powerful blast of winds.

The material component of this spell is a large iron pot filled with charcoal that must be kept burning for the duration of the casting. Sulfur and 500 GP worth of crushed amber must be gradually added to the pot

Original Source: Unknown

### **Leurocian's Magma Ball - (Elemental-Magma, Alteration, Evocation) - 8<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Components:** V, S

**Range:** 10 feet/level

**Casting Time:** 1

**Duration:** 1 round

**Saving Throw:** 1/2

**Area of Effect:**Special

This spell appears to transform the caster into a 3' diameter ball of molten lava and race toward a singular target. The caster takes 4d4 points of damage, so he can momentarily transport himself to an extra dimensional safe hold. Magical means can only heal this damage. On contact with the target, the magma ball explodes (very much like a Fireball) inflicting 60 hit points of damage. All other targets within a 20' radius of the blast receive 2d12 hit points of damage. After the explosion, the caster blinks within a 60' radius of the explosion and reappears at the end of the following round. During the round that the caster is in his safe hold, he may cast a spell, read a scroll, or prepare himself in anyway, before returning. However, the action must be completed within one round.

Note: the caster can also choose not to detonate the magma ball and still blink reappearing at the end of the following round.

### **Lightning Storm - (Evocation, Elemental-Lightning) - 8<sup>th</sup> level**

**Author:**

**Range:** 40 yards + 10 yards/level

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 8

**Area of Effect:**Special

**Saving Throw:** ½

Believed to be a creation of the late Storming Magi, *lightning storm* is an effluviomantic adaptation of *meteor swarm*. The spell creates one lightning bolt (with the statistics of the 3<sup>rd</sup>-level spell *lightning bolt* cast at the caster's level) for each five levels of experience the caster possesses (round down). The caster can either launch all the bolts in a single round, at multiple or a single target, or launch one per round and perform other actions as well (excluding spellcasting). The caster can also choose whether each bolt is forked or straight. If the caster casts a spell while *lightning storm* is in effect, his remaining bolts are lost. Each bolt has the exact statistics of a *lightning bolt* cast at the caster's level of experience (see the Player's Handbook™, page 151).

The material components are a bit of fur and a small rod made of amber, crystal or glass.

### **Orko's Elemental Triads - (Elemental-General, Evocation) -8<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 15 yards + 10 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 6

**Area of Effect:** Special

**Saving Throw:** 1/2

When this spell is cast, three bolts of fire, electricity, frost, water, or acid shoot forth from the palm of the wizard. They may strike one, two or three targets. If more than one target is struck, the targets must be within 60 degrees of each other. The damage inflicted is 1d6 hp + 1 hp per level. The wizard must be able to see the targets. Successful saving throws halve the damage. A save applies to each separate bolt so if only one creature is attacked then it must make three saves.

The material component for this spell is a small piece of gold shaped like a pyramid.

### **Rain of Stalactites - (Conjuration, Elemental-Mineral) - 8<sup>th</sup> level**

**Author:**

**Range:** 60 yards

**Components:** V, S

**Duration:** 2 + 1 round/5 levels of the caster

**Casting Time:** 4

**Area of Effect:** 15 yards + 1/level in radius

**Saving Throw:** Special

Developed by a drow mage deep in the underdark of a prime world, this is a powerful attack spell for subterranean ranges. *Rain of stalactites* causes rock from the ceiling of a cavern to melt into many stalactites which fall on all those in the area of effect of the spell causing 10d6 + 8 points of damage for each round to all those in the area.

Unless they reach cover (at least 1 foot of wood, or half a foot of stone), or attempt to dodge the stalactites, all those in the area of effect will suffer the damage. In order to dodge some of the stalactites, one must be successful in 2 Dexterity checks. This will result in a reduction of a third of the damage.

Rumors of an even more powerful version of the spell, *rain of stalagmites* claim that such a spell can be used anywhere - as the rain comes from the ground, rather than the ceiling.

### **Smoke Cage - (Alteration, Elemental-Smoke) - 8<sup>th</sup> level**

**Author:** [wraithgon@hotmail.com](mailto:wraithgon@hotmail.com)

**Range:** 10 feet/level

**Components:** V, S, M

**Duration:** 1d4 rounds + 1 round/level

**Casting Time:** 7

**Area of Effect:** 20 foot radius

**Saving Throw:** Special

This spell creates a 20-foot radius cloud of purple and black smoke up to 10 feet away per level of the wizard. The smoke is impervious to all forms of vision. The smoke cloud is actually extra-dimensional, employing forces similar to the distance distortion spell. The internal diameter of the cloud is 100 to 150 feet; furthermore, the vapors contain a powerful misdirection spell (save - 2) which prevents those within from wandering out. The cloud persists for 1d4 rounds plus one round per level of the wizard, after which it disperses. Only a strong wind will break it up

prematurely. Extra-dimensional devices in the cloud are unaffected. The material component is a black pearl worth at least 500 GP and a bent compass needle.

**Stone Protection - (Elemental-Earth, Abjuration)– 8<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 yards/level

**Components:** v, s, m

**Duration:** 1 hour/level

**Casting Time:** 1 turn

**Area of Effect:**30 cubic yards/level

**Saving Throw:** Nil

This spell will protect any magical or non-magical stone in the area of effect from the following spells: *Transmute Rock to Mud*, *Passwall*, *Phase Door*, *Disintegrate*, *Stone to Flesh*, *Animate Object*, *Earthquake*, *Polymorph Any Object*, *Stone Shape*, *Distance Distortion*, and *Animate Rock*. Furthermore, it gives the stone affected a +3 on saving throws against other attack forms (Fireball, Lightning Bolt, cold, acid, blows, etc.).

An earth elemental can neither be conjured in the area nor enter it. This spell will have no effect on stone golems or clay golems, but it will prevent xorn, umber hulks, purple worms and similar creatures from burrowing in the affected area. At the DM's option, non-standard spells, spell-like effects (e.g. Horn of Blasting), and psionic abilities which affect stone may be prevented from operating. This spell can be made permanent by Permanency spell with the loss of one point of Constitution from the caster due to the use of the Permanency spell. The material component of this spell is a boulder of at least 400 GP weight.

**Tunnel of the Selkie - (Elemental-Water, Alteration) - 8<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** Special

**Components:** V, S, M

**Duration:** 1 turn

**Casting Time:** 1 turn

**Area of Effect:**Special

**Saving Throw:** Neg.

This spell, created by the Selkie that live far to the south of many other lands, was used to enable them to travel far enough to maintain contact in case of emergency with those who lived far away. The spell creates a dimensional flux, forming a tubular, cylindrical tunnel of raging, circular water that can be swum or sailed (depending on the caster's wishes) through the elemental plane of water, as a sort of short cut.

The caster casts the spell, and the caster and up to 10 cubic feet of others or material per level enters the strange tunnel. The tunnel allows normal travel for what appears to be a mere ten minutes. However, at the spells end, a huge distance can be traveled.

The distance traveled can be up to 2 days worth of travel, at the current speed and move used when entering the tunnel, per caster level. Thus, after ten minutes, a sixteenth level caster could have moved up to over a months travel away.

The limitations of the spell are the amount of material the caster can bring into the tunnel, and that the start and end of the spell must be locations familiar to the caster, and on water. The water need not be continuous (the caster could move his ship to a pond if he really wanted to, though he'd have to use the spell to get back out).

As a further use of the spell, the caster can over-exert himself and pull more material into the tunnel. For each factor the material affected by the spell that the wizard increases the normal limits of the spell, he will remain unconscious for 1 hour after the casting of the spell. Nothing short of a heal spell or a limited wish will rouse him earlier. And if the caster is unconscious for more than 1 hour per his maximum constitution score, he must make a system's shock roll or perish. This roll is made with a +10% penalty per extra hour over and above his constitution score he remained unconscious, and is made at the end of the time asleep. No matter how much the wizard over-extends himself, whether it be one hour or ten, he loses all memorized spells upon waking. Further, until he has had a full nights rest thereafter, he is shaky and weak, suffering a -2 to all ability checks, attack and damage rolls, and saving throws.

For example, 16th level wizard wishes to bring 1000 cubic feet of companions and materials with him during the casting of the spell. Normally, he is allowed 160 cubic feet. By multiplying by a factor of 7, he will bring 1120 cubic feet with him on the journey, and remain unconscious for 7 hours after arriving, and will wake with no spells memorized. If his constitution was only 6, he would have to make a system's shock roll, with a +10% penalty, or die.

The material components for this spell are two crystal glasses, worth no less than 50gp each. One must be full of water, with a pearl inside it. The caster pours the pearl and water from the one glass into the other during the casting of the spell, and all components vanish upon casting the spell.

### **Uazzigaald's Absolute Zero - (Evocation, Elemental-Ice) - 8<sup>th</sup> level**

**Author:**

**Range:** 10 yards/level

**Components:** V, S

**Duration:** 2 rounds

**Casting Time:** 8

**Area of Effect:** Field 40 feet long, 40 feet wide and 10 feet high

**Saving Throw:** ½

Contrary to the name, this spell does not reduce the temperature to absolute zero, although the creatures caught in this terrible spell would not be able to tell the difference. The spell inflicts 1d10 damage per two levels per round to all creatures not immune to cold. Others can save vs. spell for half damage. Objects must save vs. cold with a -4 penalty or be destroyed.

### **Vac - (Elemental-Vacuum, Evocation, Alteration) - 8<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 30 feet/level

**Components:** V, S, M

**Duration:** 2 rounds/level

**Casting Time:** 5 rounds

**Area of Effect:** 100 yards/level

**Saving Throw:** Special

This spell removes all the air from closed off area (including the air inside creatures lungs so there is no holding ones breath)( like deep underground. A large room with no windows etc.) Every breathing creatures must make saves vs. Breath weapon every round. If fail die of lack of air. All fires go out. If some openings gets +2 to save and duration is halved. You must first summon an air elemental and the spell uses it to remove all air from area.

Material: air elemental released and used up in spell.



## 9<sup>th</sup> - LEVEL SPELLS

### **Althiaost's Effluvia Column - (Conjuration/Summoning, Elemental-Lightning) - 9<sup>th</sup> level**

**Author:**

**Range:** 5 yards/level

**Components:** V, S

**Duration:** 1 turn/level

**Casting Time:** 9

**Area of Effect:** Column up to 90 -feet high, 10-foot diameter

**Saving Throw:** Special

Before going on a quest with his companions into the lair of a blue dragon, the elven archmage Althiaost developed this spell. When cast, a blazing, stationary column of electricity forms anywhere within the range of the spell. If the column cannot form to its maximum size (given above), it manifests as large as possible in the given space. Note the diameter cannot be made to increase if the height is reduced, and vice versa. No object or creature can break the column's area or the spell will fail.

Anyone touching the column takes 6d6 damage (with a save vs. spells allowed for half), but that is not the purpose of the spell. Any electrical ray or bolt attacks, spells or spell-like abilities cast or used within 200 yards of the column not obscured by a solid barrier will not reach their target. Instead, these attacks are sucked into the column and wasted (increasing the damage caused by touching the column by the amount of damage the attack would have done). Touch attacks, such as *shocking grasp*, function normally, but behir, bronze dragon and blue dragon breath, *lightning bolt*, *chain lightning* and similar electrical attacks are pulled into the column. *Dispel magic* will not dispel the column, though a *wall of water* or *improved create water* spell centered on the column will cause it to explode, inflicting half as much damage as it would normally to all creatures within 30 yards (with a saving throw for half damage allowed). *Wish*, *Mordenkainen's disjunction*, a *rod of cancellation* or a *wand of negation* will destroy the column without the explosion. Note the caster can leave the vicinity of the column and cast other spells at will after the casting is complete. He can also cancel the spell with but a thought if within 200 yards of it and can see the column.

### **Braduck's Continuous Spontaneous Human Combustion - (Elemental-Fire, Evocation) – 9<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 6

**Area of Effect:** Special

**Saving Throw:** Special

This extremely powerful spell is similar to spontaneous human combustion. If the original creature makes their saving throw, nothing happens. If the original creature misses the save and explodes, any creature caught in the 30-ft radius fireball must make 2 saving throws. The first save is to see if they explode themselves. If the creatures caught in the fireball make this first save, they do not explode and do not need to make that save again for the remainder of the combat. The creatures must then make the second save versus full or half the damage of the 10d8 fireball. However, any time a creature within the 30-ft radius of a fireball misses their first save, they themselves explode causing a new fireball. Every creature within the 30-ft radius of each

new fireball, regardless of a successful first save, must make a saving throw for full or half damage for each new fireball. It is possible that numerous fireballs are exploding around a creature at the same time. The more creatures that explode, the further the spell moves away from the epicenter. The material component for this spell are two matching rubies both valuing 2,500 gp each.

### **Braduck's Fiery Death (Elemental-Fire, Conjuration) – 9<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 5 yards/level

**Components:** V, S

**Duration:** 3 rounds

**Casting Time:** 9

**Area of Effect:** 1 cubic foot/level

**Saving Throw:** Special

This spell draws a sphere of fire from the elemental plane of fire. If the creature being centered on by the spell makes their save, a 12d8, 30' radius fireball explodes. If the creature misses their save, an opaque sphere of fire that nothing can see or pass through (including *Dimension Door*, *Teleport*, and *Teleport Without Error*) comes into existence. After the sphere is in existence, a 10d6 fireball explodes inside the sphere every round for the duration of the spell. This fireball always goes first in the round and each creature is given a save for half damage. Any creature within 10 ft of the sphere will suffer 1d8 points of damage per every 3 levels of the caster, no save is given for this effect. At the end of the spell, the sphere explodes into a 10d8 fireball effecting all creatures within a 30' radius of the sphere, including the trapped creature. The sphere can be brought down with a *Disintegrate* spell, *Limited Wish* or a *Wish* spell, dispel magic will not work.

### **Coradon's Conflagration - (Elemental-Fire, Invocation/Evocation) - 9<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 150 yards

**Components:** V, S, M

**Duration:** 4 rounds

**Casting Time:** 9

**Area of Effect:** Special

**Saving Throw:** 1/2

This spell causes a fiery explosion similar to that of a Fireball, but with a smaller radius (initially a 20-foot radius sphere). However, the flames caused by this spell will continue to burn for 4 rounds (the initial round, plus 3 additional rounds). The damage inflicted on victims inside the area of effect, the bonus to the victim's saving throw, and the radius of the flames vary according to how long the flames have been burning, as follows:

Round	Damage	Radius	Save Bonus
1	8d8	20'	0
2	4d8	15'	+1
3	2d8	10'	+2
4	1d8	5'	+3

Damage suffered is cumulative from one round to the next, but the save bonus is not. Anyone who makes a successful save takes only half damage that round, and automatically saves on any

subsequent rounds; those who fail their saves suffer full damage, and must have all their possessions save vs. magical fire to avoid destruction. If anyone leaves the area of effect and returns later, a new save must be made, even if the previous one was successful. The conflagration may, or may not conform to a confined space, at the wizard's discretion. Apart from the changes mentioned above, the conflagration otherwise acts like a Fireball. The material components for this spell are the heart of a red dragon, and a powdered diamond worth at least 600 GP.

### **Cyrene'Lhei's Dimensional Firehole - (Elemental-Fire, Alteration) - 9<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 15 yards per level

**Components:** V, S, M

**Duration:** 1 round per level

**Casting Time:** 9

**Area of Effect:** 10 yards + 5 yards/level in radius

**Saving Throw:** Special

This spell opens a small hole between the prime material plane and the elemental plane of fire, spewing forth a spherical, blazing, magical flame in all directions. The full radius of the sphere is split into three, however, to determine the effects of the spell.

In the inner third of the spell, all items must save vs. magical fire at -4 each round or be destroyed. All creatures within the middle third of the spell are simply incinerated, with no save, unless they have magical protection against fire, in which case they may not be affected. The middle third of the sphere is less hot, though still incredible. Items must save vs. magical fire every round with a -2 penalty of be destroyed, and creatures are incinerated unless they make a saving throw vs. spells at -2, in which case they still take 10d8 points of fire damage. The outer third of the sphere is the least damaging, though still incredibly hot. Items must make a saving throw vs. magical fire every round or be destroyed, and all creatures take 10d8 points of damage, save vs. spells for half.

Walls and solid rock must make the saves required as any other item, however, the flame effect will NOT pass through walls that have yet to be destroyed. This spell, however, can destroy a decent chunk of a castle, and smoke and set fire to the rest.

The material components of this spell is a piece of red silk, a gold needle (which pierces the silk at the casting of the spell), and a ruby worth no less than 1000gp, all of which are consumed in casting.

Note that creatures able to withstand the heat and flame may make total use of the dimensional hole that appears in the center of the spell's target (it is 6 inches in radius per caster level) and this includes creatures on the elemental plane of fire. Nasty GMs can use this to punish players that abuse this spell (razing all the evil castles down to the ground, for example).

### **Elemental Aura - (Abjuration, Evocation, Elemental-Ice) - 9<sup>th</sup> level**

**Author:**

**Range:** 0

**Components:** V

**Duration:** 1 round/level

**Casting Time:** 1 round

**Area of Effect:** Caster

**Saving Throw:** None

This spell was first described in the Tome of Magic™. Sinthalian cryomancers were quick to create a cryomantic version of the spell. Like the other *elemental auras*, the benefits of this aura only affect the caster and he can only benefit from one aura at a time. The cryomantic aura is a three-inch thick haze of swirling blue mist. The aura has these effects:

Immunity to water and cold based attacks

Total protection from physical attacks by creatures from the Para-Elemental Plane of Ice

Ability to move and breathe at full movement rate within snow and ice

Total protection from hostile environmental effects while traveling in the Para-Elemental Plane of Ice

Ability to cast *winter's chill* once

The aura does not restrict the caster's movement in any way. He is free to move, act and cast spells normally while under the effects of the aura.

### **Fellstar's Flame Sheet - (Elemental-Fire, Invocation/Evocation) -9<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** Special

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 9

**Area of Effect:**Special

**Saving Throw:** 1/2

This is an improved version of Fellstar's Flame Arc; it is identical to that spell, with the following exceptions:

The flames fall to the ground from the height at which they were cast, so in effect, anyone at the initial height or below is affected by the flames. In addition, if an obstacle blocks these flames, they will flow around the barrier and will rejoin at a distance equal to the width the obstacle; therefore, if a 2-foot wide boulder blocks the flames, they will rejoin 2 feet behind the rock. This applies in both the horizontal and vertical dimensions. The flames from this spell will continue to burn for one round after the spell is cast; anyone hit by the flames on the first round suffers 10d10 points of damage, and those hit on the second round suffer 5d10 points of damage. On either round, a successful save vs. spell reduces the damage by half (saves for the second round are at +2); if this save fails, all possessions must save vs. magical fire or be destroyed. Note that damage is cumulative if caught in the flames on both rounds the spell is in effect. The material components for this spell are as per those for the Flame Arc spell, with the addition of one or more gems worth at least 500 GP. The gems and the volcanic rock are consumed when the spell is cast.

### **Gate to Inner Planes - (Elemental-General, Conjunction/Summoning) - 9<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 10 feet

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 1 turn

**Area of Effect:**Special

**Saving Throw:** None

This spell opens a portal to any of the Inner planes the caster has visited. Portal is two way but if caster does not want creature to come through must make a save vs. spell at -4 and even then can

close the portal before creature comes through. Can only open one portal with this spell, but if many spells are cast can have a Max of level div by 6 portal open. The duration is as long as the caster thinks about the portal(s) but if he casts any other spell other than another Gate to Inner planes the portal will start to shrink. If not thinking about portal(s) then it will last 1h/level. Can stop and then rethink after but the total never change. Like if a mage cast the spell and then goes to sleep for 8 hours and wakes and starts to think about portal, 8 hours of the duration is used. Material is piece of plane than what to open gate to.

### **Ice Swarm - (Elemental-Ice, Evocation) - 9<sup>th</sup> level**

**Author:** nburgoin@chat.carleton.ca

**Range:** 40 yards + 10 yards/level

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 9

**Area of Effect:** Special

**Saving Throw:** 1/2

An Ice Swarm is a very powerful and spectacular spell which is similar to the explosion of many fireballs, except the explosions in Ice Swarm are all of frigid cold, ice, and sleet/snow. When it is cast, either four spheres of two foot diameter or eight spheres of one foot diameter spring from the outstretched hand of the wizard and streak in a straight line to the distance demanded by the spellcaster, up to the maximum range. Any creature in the straight-line path of these missiles receives the full effect of the missile, or missiles, without benefit of a saving throw. The ice missiles leave a long trail of ice, slush, and swirling snow, and then each bursts similar to a fireball. The large spheres inflict 10d4 points of damage, bursting in a diamond or box pattern. Each has a 30' diameter of effect, and each sphere is twenty feet apart, along the sides of the pattern, so that there are overlapping areas of effect, and the center will be exposed to all four blasts. The eight spheres have half the diameter and half the damage potential (15 feet diameter, 5d4 damage). They burst in a pattern of a box within a diamond, or vice-versa, each of the outer sides 20 feet long. Note that the center has four areas of overlapping effect, and there are numerous peripheral areas that have two overlapping areas of effect. A saving throw for each area of effect will indicate whether full damage or half-damage is sustained by creatures within each area, except as already stated with regard to the missiles impacting.

### **Luminescent Wrath - (Radiance, Invocation/Evocation) - 9<sup>th</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 3 rounds

**Area of Effect:** Special

**Saving Throw:** See below

One of the most powerful attack incantations in existence, luminescent wrath is a unique spell that utilizes the light in the area surrounding the caster directing it into harmful energies.

The spell focus is a rare and unique clear gem (usually a diamond) of at least 30,000 gp worth, on which the spell is cast. The gem concentrates all the light in a 30' radius (centered on the caster) on itself and contains it, where it breaks the light to its composite colors that the mage may now use in various attacks. The light caught in the gem, split to its seven component colors, may now be used by the mage to create the following effects:

**Red:** Shoots out a ray of red light, causing 10d4 heat damage and setting fire to combustible and flammable materials. Save vs. spells for half damage.

**Orange:** The use of this color forces the target to make a saving throw vs. petrification, a failed save resulting in the victim's turning to stone.

**Yellow:** The caster directs a powerful ray of magical force at the target, causing 5d4 damage and throwing the victim back 10d4 feet, causing 1d6 damage for every 10 feet thrown back. A saving throw vs. breath weapon is allowed only for the force damage, halving it if successful.

**Green:** Fired at a target, this ray causes an acid-like effect which causes 5d8 corrosive damage. The victim may save vs. spells to halve damage, with a failed save to be followed by saves vs. acid for all of his possessions.

**Blue:** Affecting only undead, this ray of light affects its unliving targets like a mace of disruption.

**Indigo:** The target of this spell, should he fail his save vs. petrification, will be paralyzed for a duration of 5d6 rounds. Should he save, he will only be paralyzed for one round.

**Violet:** Using this color, the caster may send out a ray of light causing 10d4 extreme cold damage. Saving vs. spells will reduce the damage sustained by half.

All saving throws for the target's possessions are to be penalized at -2. Every attack may only be used once, and only one attack may be used each round, restricted to a single target up to 80' away. The changes in light in the 30' area of the effect cause a blur-like effect that lasts for the spell's duration.

If spell effects from the school of elemental radiance occur within the 30' radius of the mage, for every three spell-levels of these radiance spells, the caster of luminescent wrath will regain the use of one expended color. In any event, the radiance spell will not take effect and will be absorbed by the gem. Material components for this spell include only the gem of at least 30,000 gp worth, which is consumed in the casting.

### **Ooze Twin - (Conjuration/Summoning, Elemental-Ooze) - 9<sup>th</sup> level**

**Author:**

**Range:** Touch

**Components:** V, S, M

**Duration:** Permanent

**Casting Time:** 1 turn

**Area of Effect:** Special

**Saving Throw:** Neg.

This spell is similar to the *Clone* spell in that it creates a duplicate of the creature, with all the memories and abilities of the original but there are several differences. The duplicate is made of mud and ooze, not from flesh and blood and so any damage it suffers is permanent, it cannot be healed unless a *Wish* spell is used (In which case it recovers 10-60 points of damage). Furthermore, the twin is very sluggish and moves at  $\frac{3}{4}$  the movement rate of the original.

The caster must be able to touch the subject during the entire casting time and if interrupted then the spell is lost. As soon as the casting is over a duplicate of the creature appears next to it and is under the control of the caster. Like the *Clone* spell, the original and the twin will seek each other out, trying to kill the other.

The material components are the original creature to be cloned and the remains of oozes and slimes whose total HD equal the creature's HD or level.

### **Parboiling Cloud - (Invocation/Evocation, Elemental-Steam) - 9<sup>th</sup> level**

**Author:**

**Range:** 0

**Components:** V, S

**Duration:** 5 rounds

**Casting Time:** 5

**Area of Effect:** 50' radius

**Saving Throw:** ½

The spell creates a great cloud of hot steam around the caster and for 50' away from him. Anyone within this cloud except for the caster, must make a saving throw vs. spell or suffer 6d4 points of damage every round. If the saving throw is successful they suffer only half damage.

The caster is unaffected by the cloud, and will can also see through it as if it didn't exist. Anyone else suffers –2 to their attack rolls and saving throws.

Due to the large amount of moisture and heat in the area all fire and ice spells are only half as effective as they would normally be for the duration of the spell. This is somewhat offset by the fact that since the creatures inside cannot see much they receive no saving throws unless someone can warn them about the danger.

When cast underwater, this spell has a 100' radius, but causes only 4d4 points of damage per round.

### **Phoenix - (Elemental-Fire, Necromancy, Alteration) – 9<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S, M

**Duration:** Special

**Casting Time:** 1 turn

**Area of Effect:** Special

**Saving Throw:** Special

This is a very powerful spell that activates only upon the death of the Arch-Mage. One round after death, the remains of the body become extremely hot igniting any nearby combustibles. The spell will not function if less than 50% of the remains exist, whatever shape they may be in, or if body parts are spread out over a 10-foot radius. During the next nine rounds, the remains will continue to magically burn. At the end of one turn, the flames will erupt bursting into a huge fireball. The size of which is 1/4" radius sphere per level of the caster. The blast will cause d6 damage per level to anyone or anything - 1/2 damage if a saving throw is made. Any remaining possessions of the Arch-mage or objects within 20 feet are totally destroyed in the blast.

From the flames, the spell enables the soul of the deceased to create a firebird - a flaming roc-like bird described below. The main objective is to fly home to a specially prepared nest to be reborn. However, the Arch-Mage can use her new form to attack her enemies. She has a potent new body to fight with, but there is a price for quick revenge. Every round that is not spent flying towards the nest will reduce the chance of rebirth by 5%. (See example below)

The nest is usually located in some secret place known only to the caster. The location is usually stockpiled with water, clothes and a spare spell book, and is carefully warded against intruders. The nest is composed of chunks of jet (at least 10%) and stones from the Arch-Mage's homeland stacked together in an oval shape. The size of which is about 5-6 feet long and 2-3 feet wide. The nest's bottom is sprinkled with 10,000gp worth of diamond dust and one pint of the caster's dried blood. When the firebird arrives at this nest, it immolates itself.

Within the ashes, an egg is formed and lies incubating. The egg incubates and grows a number of days equal to the number of levels the Arch-Mage had. Note: the caster's egg is very vulnerable to attack during this time. At the end of the last day, the Arch-Mage must make a system shock

survival roll. Example: the recently deceased Arch-Mage had a 12 constitution and spent 8 rounds fighting before flying away. Thus she needs to roll  $(80 - 40 = 40)$  40% or less to live again. If she flew directly to the nest and didn't fight, her chance of making the system shock roll is 80%.

In addition, the spell must be renewed with ritual utterances every new moon. The spell is cast into a golden amulet shaped like a phoenix with deep blood red ruby eyes. The minimum value of which is 15,000gp. It must be worn singly (other magical amulets, medallions or necklaces will negate its effects) at the time of death for the spell to take effect.

### Firebird

**Activity Cycle:** Any

**Intelligence:** Same as the caster

**Treasure:** None

**Armor Class:** 2

**Movement:** 3"/36" class B

**Hit Dice:** Same as the caster

**THAC0:** Attacks as a monster equal to caster's level

**No. of Attacks:** 2 claws or 1 bite

**Damage/Attack:** 2 12/2-12 or 3-18

**Special Attacks:** Excess heat causes all within 10' to take 1-6 points of damage/round.

**Special Defenses:** Ethereal at will, homing instinct for nest, hit only by +2 or better weapons.

**Magic Resistance:** Same as the caster

**Size:** Wingspan is 2' per every level of the caster

### Salt Boulders - (Salt, Invocation/Evocation) - 9<sup>th</sup> level

**Author:**

Range: **120 yards**

Components: **V, S, M**

Duration: 1 round

Casting Time: **1 round**

Area of Effect: **60 yards diameter**

Saving Throw: **Neg.**

One of the most powerful attack spells among the Quasi-Elemental Schools, *salt boulders* causes 3d4 large salt boulders to fall from the sky in an area of the caster's choice. Upon impact with the ground (or anything else unlucky enough to end between it and the boulders) the boulders shatter, hurling many sharp shards of hardened salt crystals in all directions.

While the 5d4 crushing damage by the boulders is only caused in the limited 30 yard radius circular range where the boulders may fall, each shattered boulder will cause more damage from flying shards in relations to the distance from the point of impact:

Within the basic 30 yard radius: 5d4 (crushing damage) + 12d4 (shards)

30 40 yard radius: 10d4

40 50 yard radius: 8d4

50-60 yard radius: 4d4

Please note that the shard damage range is not only in radius in parallel to the ground, but also in a sphere towards the sky as well. If cast at mid-air, it will affect a full 60 yard sphere from the target point.

In addition, due to the large amounts of salt in the victim's wounds, no healing (short of the 6<sup>th</sup> level priest spell *heal*) will work on the spell's victims for the next 1d10 rounds.

The material components of this spell are 3 round, hard, salt balls with the wizard's personal symbol or insignia carved into them, and filled with melted platinum.

### **Smoky Figure III - (Conjuration/Summoning, Elemental-Smoke) - 9<sup>th</sup> level**

**Author:**

**Range:** 100 yard

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 1 round

**Area of Effect:** 1 fire source

**Saving Throw:** Nil

This spell's name is similar to the *smoky figure I* and *smoky figure II* spells but this is where the similarity ends for the spell summons the creature known as *Hazer* through a gate opened in the fire source. The creature's statistics are as follows: **INT** 13; **AC** 0; **HD** 6 (100 hp); **THAC0** 5; **#AT** 2; **Dmg** 2-20/2-20. The creature looks like the smoky figure created by the *smoky figure I* spell but is very substantial.

### **Tendrils of Dust - (Invocation/Evocation, Elemental-Dust) - 9<sup>th</sup> level**

**Author:**

**Range:** 20 yards/level

**Components:** V, S, M

**Duration:** 1 round/level

**Casting Time:** 1 round

**Area of Effect:** 50' sphere

**Saving Throw:** 1/2

The caster of this spell creates a sphere of dust in his hand, from which extend 10 tendrils. The caster can choose to control the tendrils or to do another spell, the dust sphere does not hinder his ability. The tendrils can reach any creature within 50' of the caster, attaching itself to the creature, preferably to the nose and mouth. Every tendril causes 1d10 points of damage per round. Every round beyond the first the tendril is attached to the same target that person suffers a cumulative -1 to his hit and saves, as he is being gagged with sand and dust. The penalties remain for the same number of rounds that the tendril remained attached or until the victim spends 1 round to get it all out.

The caster can use more than one tendril against a single target in which case the effects are multiplied by the number of tendrils attached to him.

Every round the target gets a save vs. spells to suffer half damage and evade the penalties.

Any creature that dies from this spell will rise as a *Kyolith* (See the monster section for more details) if a *Animate Dead* spell is cast on him.

The material component is a bit of bone dust.

### **Uazzigaeld's Cataclysmic Blizzard - (Evocation, Elemental-Ice) - 9<sup>th</sup> level**

**Author:**

**Range:** 10 yards/level

**Components:** V, S

**Duration:** 2 rounds

**Casting Time:** 9

**Area of Effect:** Field 40 feet long, 40 feet wide and 10 feet high

**Saving Throw:** ½

This spell is the most powerful Uazziggaeld ever created. The spell makes non-magical missile attacks and non-magical communication impossible within the area of effect. In addition, creatures within the area of effect not immune to cold damage take 10d10 damage the first round and 6d10 damage the second round of the spell, with a saving throw for half damage both rounds. Objects must save vs. cold with a -6 penalty or be destroyed.

**Windwar - (Elemental-Air, Elemental-Lightning, Evocation) -9<sup>th</sup> level**

**Author:** wrathgon@hotmail.com

**Range:** 0

**Components:** V, S

**Duration:** 1 t + 3r/level

**Casting Time:** 9

**Area of Effect:** 1 mile radius sphere

**Saving Throw:** Special

This spell brings forth a power tempest of thunder, lightning, wind, and rain that may damage multiple targets in aerial combat with the caster. The primary effect of the spell is its turbulent winds. Winds continually buffet and whip all targets in the area of effect, tossing them through the air in various random directions. In order to simulate the swirling of wind in the area, roll 1d8 for the compass direction and 1d6x10 for distance in yards that each target is flung through the air. The effects of the winds on all aerial targets are as follows: 2 HD or less take 2d8 damage/round and are hurled twice normal distance, attacking, defending, and normal move is impossible. Man-sized take 1d8 damage but move is half and attacks at -4 to hit. Larger than man moved is 1/3, but are not buffeted about and take no damage; larger beasts are unaffected. Lightning also strikes out at selected living targets in the area of effect: 1d4 single lightning bolt. The bolts do 5d6 damage to one target each, and save can save for half. Thunderclaps sound every time the lightning bolts strike. All targets in the air must save vs. death or be stunned for one round by the deafening thunder. If 8 HD or less must make a save or pummel to ground. The heavy, swirling rains in the area also reduce visibility to one-half but cause no damage, except to those creatures affected by water. The caster must be in the air when cast spell and he and mount are not affected other by reduced sight.



## NEW DRUIDIC BRANCHES

(Author: [itzhak@ibm.net](mailto:itzhak@ibm.net))

Those of you who have the **Complete Druid's Handbook**, or have looked at it, have probably seen that they detail many branches of the druidic organization. These druids cover almost all of the geographical features on land, but what about players that want to play druids of the air, or of the sea? There are no details for them, and you are supposed to work them out yourself.

For those of you who do not wish to create them themselves, or who want to see how someone else have done it we give you the following descriptions. Note that they are detailed in the same format as the branches in the **Complete Druid's Handbook**.

Rumors tell of druids that are part of a branch which guards the underdark, others tell of druids that hail from the elemental planes themselves. If these druids really exist their existence have not been confirmed and the truth of the matter remains to be seen, but you can be certain that the druids of Air and Water detailed below can be encountered in their respective planes.



## AERIAL DRUID

(Author: [itzhak@ibm.net](mailto:itzhak@ibm.net))

This is a druid of the open skies, where the birds fly and the winds move unhindered. This druid loves the freedom of flight. They usually come from a flying race or from some ground-based race that desires to soar with the birds and see whatever place the winds take him to. In the plane of Air there rumors that at least one djinni has managed to become a druid, much like the genie sorcerers. But it can just as well be an aerial druid that decided to help the djinn in their battles against the efreet.

**Ability scores** - WIS 12, DEX 12, CHA 15

**Races** - Human, Half elf, Avariel (10), Kaledian (10), Busiral (10), Swanmay (UL), Winged human(UL).

**Armor and weapons:** Spear, javelin, bow (any), Crossbow (any), blowgun, dart, sling, bola, dagger: Leather armor only, no shields.

**NWP:** *Required* - weather sense.

*Recommended* - animal lore, aerial-based riding.

**Spheres:** *Major* - All, Animal, Elemental (water, air), Healing, Sun, Weather.

*Minor* – Divination, Elemental (earth), Plant.

### **Abilities:**

Level	Ability Gained
1 <sup>st</sup>	+2 to save vs. electricity and gas spells
3 <sup>rd</sup>	Ignore winds of upto 40 mph (stronger winds affect him as if they are 40 mph slower)
3 <sup>rd</sup>	Learn languages of intelligent aerial creatures at a rate of 1 language every 3 levels.
3 <sup>rd</sup>	<i>Feather fall</i> - upto 3 times per day.
5 <sup>th</sup>	<i>Fly</i> - at will.
7 <sup>th</sup>	Shapechange 3 times per day to any avian.
7 <sup>th</sup>	Use <i>control winds</i> once per day in addition to regular spells.

### **Limitations:**

-1 to attack rolls when on ground.

Spells of the animal sphere affect only avians

**Holy symbol and grove:** They use a golden feather from an eagle as holy symbol and their groves are usually a mountain top, an eagle's nest, cloud formation, or endangered species nesting area.

## AQUATIC DRUID

(Author: [itzhak@ibm.net](mailto:itzhak@ibm.net))

This druid feels at home in the deep sea, whether on a boat or in the water, as much as in a lake or even a pond. But will prefer the feel of rocking boat or being submerged in water than being on dry ground, unless it is necessary, and even then the shorter the better.

Those aquatic druids that come from land-based races have had an affinity for water from their birth and that affinity have grown stronger with time. These druids seek to protect the water bodies and their inhabitants, and will punish ruthlessly any that would destroy the environment. Those druids of inner planar origin will probably try to prevent the salt elementals' plan to destroy the plane of water, but otherwise will try not to get involved in the affairs of the other planes.

**Ability scores** - WIS 12, CON 15, CHA 15

**Races** - Merman (12), Aquatic elf (15), Sea gnome (7), Human, Half elf, Elf (9).

**Armor and weapons:** Spear, trident, harpoon, dagger, knife, scimitar, cutlass, net. Leather armor only.

**NWP:** *Required* - swimming, weather sense, seamanship/boating  
*Recommended* - animal lore, fishing, healing, riding sea-borne.

**Spheres:** *Major* - All, Animal, Elemental (water, air), Healing, Weather.  
*Minor* - Divination, Elemental (earth, fire), Plant.

### **Abilities:**

Level	Ability Gained
1 <sup>st</sup>	+2 to save vs. water and cold spells
3 <sup>rd</sup>	Identify animals and plants of watery habitats unmistakably.
3 <sup>rd</sup>	Learn languages of intelligent marine creatures at a rate of 1 language every 3 levels.
3 <sup>rd</sup>	Can breathe water and act freely in water indefinitely.
7 <sup>th</sup>	Shapechange 3 times per day to any aquatic animal.
7 <sup>th</sup>	Casts spells from Air, Water and Weather spheres as a caster 2 levels higher while in or on the surface of a water body.

### **Limitations:**

-2 to save vs. fire and electricity.  
Animal and plant spells affect only aquatic species.

**Holy symbol and grove:** They use a conch shell as holy symbol and their grove are usually a beautiful coral garden or a marine with many colorful fish, but usually their groves are deep.



## NEW PRIEST+ ELEMENTAL SPELLS

Here will be an introduction.



## I<sup>S+</sup> - LEVEL SPELLS

### **Missile Flight - (Alteration) – 1<sup>st</sup> level**

**Sphere:** Air, Combat

**Range:** 5 yards

**Components:** V, S, M

**Duration:** 2 rounds

**CT:** 4

**Area of effect:** 2 arrows/level

**Saving throw:** None

The *missile flight* spell is cast on a number of arrows with the intention of giving their users a better chance of hitting opponents. When the arrows are fired from bow there are small gusts of wind that help correct their flight and grant them a better chance to hit their intended target.

The missile must be within 5 yards of the caster to be affected and the enchantment lasts for 2 rounds, giving the arrows a +1 bonus to the to hit roll. If not used within those 2 rounds then the arrows lose the enchantment, though it can be cast again.

The material components for this spell are a miniature archery target, bow and arrow all made from silver and costs about 5 gp.

### **Stone Quiet - (Alteration) – 1<sup>st</sup> level**

**Sphere:** Earth

**Range:** Touch

**Components:** V, S, M

**Duration:** 1 round/level

**CT:** 3

**Area of effect:** 1 person

**Saving throw:** None

The druid must touch the subject of this spell for the spell to work. The spell causes the stone upon which the person steps to absorb all sound made by his movement and so grant him the ability to move silently while he walks. This works even when the ground is littered with dry leaves or bones and even when the person is wearing a noisome plate mail armor.

Note that this spell will not work while the person walks on surfaces that are either not solid or not stone-based (i.e. water, metal, gem, solid fogs, etc.).

Druids use the spell, along with the *Pass without trace* spell, to spy on people that walk through the forest before they introduce themselves.

The material components are mistletoe and some fine dust to spread upon the person's feet.



2<sup>ND</sup> - LEVEL SPELLS**Breeze Message - (Invocation) - 2<sup>nd</sup> level****Sphere:** Air**Range:** 200 yards/level**Components:** V**Duration:** Instantaneous**CT:** 1**Area of effect:** Special**Saving throw:** None

With this spell the priest can send a short message, of upto 1 word per level, to any person within 200' per level of the priest. The priest whispers the message he would like to send and state the person it will be sent to. If the specified person is within range he will feel a breeze and the message will be related to him, and only he will hear it. If the person is not within range then the message will be spoken in a normal volume in the place that is in his direction and on the maximum range the priest can send it to.

**Cloak of Winds - (Abjnation) – 2<sup>nd</sup> level****Sphere:** Air, Protection**Range:** 0**Components:** V, M**Duration:** Special**CT:** 2**Area of effect:** Caster**Saving throw:** None

The *cloak of winds* spell causes the caster to be surrounded by small gusts of wind about his person. Whenever a missile weapon comes close to the cleric the winds rush and force the missile to land near the cleric but without causing any damage. Note that the caster need not see the missiles for the spell to deflect it and he can even be asleep at the time.

The spell will deflect a maximum of 2 arrows per level of the caster and the cleric can have no more than 1 of these spells upon his person at a specific time. (i.e. he can have one such spell active and another in memory but if he casts the spell anew then the first spell is immediately negated)

The spell will last 10 hours or until it has protected the caster from all the missiles it can.

The winds will not protect from magic missile or similar spells but will deflect *Flame arrow* if it was cast on arrows. The DM has the final judgement on the spells that it can deflect and those it cannot.

The material components are a broken arrow and a feather.

**Earth Affinity - (Alteration) – 2<sup>nd</sup> level****Sphere:** Earth**Range:** 0**Components:** V, S, M**Duration:** 1 round/level**CT:** 4**Area of effect:** Caster**Saving throw:** None

As the spell is cast the caster gains an affinity with stone and metal and is granted the ability to suffer -1 from weapons made of stone and metal for a period of 1 round per level of the caster. The priest can choose to lower the duration by 4 rounds and increase the reduction by another -1 to the damage.

Note that a weapon will still cause a minimum of 1 point of damage, unless the damage roll indicated 1, in which case the priest suffers no damage from the attack.

The material component is the priest's holy symbol and he must be standing on solid ground for this to work.

**Murky Water - (Alteration) – 2<sup>nd</sup> level**

**Sphere:** Water

**Range:** 5 yards/level

**Components:** V, M

**Duration:** 1 round/level

**CT:** 4

**Area of effect:** 10' radius

**Saving throw:** Neg.

This spell causes the water within the 10' radius to become murky and filled with visual impediments. Any creature that swims through that area will have his vision reduced as if swimming in a swamp, reducing the range of seeing movement to 20 yards in a clear day instead of 100 yards in normal seawater. (See pages 69-71 on the *Of Ships and the Sea* accessory for the full tables of vision underwater)

The murkiness also grants +20% to anyone trying to *Hide in shadows* within the area or from someone that is inside the area.

The casting priest can decide to cast this spell upon a creature, in which case the creature must make a saving throw vs. spells to escape the spell's effect. If he fails the spell will affect only him and anyone within 1' of him and he will suffer the reduced vision mentioned above.

The material component is a bit of seaweed or mud.

Note that this spell is best used to hide the effects of a Sand bar, Raise reef, or a Create shoal spell, in which case the ship or creature will be in for a nasty surprise.

**Riptide - (Alteration) – 2<sup>nd</sup> level**

**Sphere:** Water

**Range:** 200 yards

**Components:** V, S, M

**Duration:** Special

**CT:** 1 round

**Area of effect:** 1 ship

**Saving throw:** Special

This spell is considered by many sailors to be a kind of curse upon a ship. The spell causes the water around the ship to have strong crosscurrents for as long as the priest concentrates on his spell. The currents cause the ship to slow down to half its speed, rounding fractions down.

It should be noted that due to the extreme concentration that is required of the caster for this spell's maintenance he can do nothing except walk at ¼ speed. If he even have a conjured creature and must concentrate on him then the spell will stop. He cannot do anything except moving at ¼ speed.

**Sand Bar - (Conjuration) – 2<sup>nd</sup> level****Sphere:** Earth, Water**Range:** 50 yards**Components:** V, M**Duration:** 1 round/level**CT:** 5**Area of effect:** 5' square/level**Saving throw:** Special

The sand bar spell is only cast in shallow water (upto 30' of depth). When cast it causes the sand to gather in the area and create a sand bar. Any sea-going vessel that comes upon it must make a Seaworthiness check at + 10% or it will run aground. A grounded ship can be repaired in 1-2 days.

A creature that smash into it suffers 2-12 points of damage and is stunned for 1 round. If the creature is of size L or larger then the sand bar is destroyed.

The material component for this spell is a handful of sand from a shore.



## 3<sup>RD</sup> - LEVEL SPELLS

### **Wind Blast - (Invocation/Evocation) – 3<sup>rd</sup> level**

**Sphere:** Air

**Range:** 20'

**Components:** V, S, M

**Duration:** Instantaneous

**CT:** 5

**Area of effect:** Special

**Saving throw:** Neg.

With this spell the priest creates a powerful gust of wind. The wind encompass an area whose size is 5' cube per 2 levels of the priest, arranged as the priest would like, but no less than 10' long.

All creatures within this area must make a saving throw vs. spells, adding their defense bonus from Dex, or be buffeted by the wind, losing their actions for this round and they will be taken to the end of the area of effect.

Missile weapons, of size M and below, coming from that direction will automatically miss, and scatter along the edge of the wind. The missiles will not cause damage to anyone, having lost its momentum and being buffeted by the wind.

The material component is the priest's holy symbol.



## 4<sup>+H</sup> - LEVEL SPELLS

### **Air Pocket - (Invocation) – 4<sup>th</sup> level**

**Sphere:** Air

**Range:** 20 yards/level

**Components:** V, S, M

**Duration:** Instantaneous

**CT:** 5

**Area of effect:** Special

**Saving throw:** Special

Priests who follow gods of winds developed this spell, to be used against pursuing opponents. The spell causes the area around its recipient to become still. The sudden stop of air causes disorientation to the target, and he must make a save vs. breath weapon to avoid losing control. If the target makes the saving throw he will fall 10-40 feet but will resume normal flight after that. But if the target misses his save he will fall down for 1-4 rounds, losing an altitude of 1,000 feet every round of free fall.

The spell was once used in a war, and it caused a unit of fighters riding bator to plummet to their death, on the heads of their ground army.

The use of *Air Pocket* has spread to many priests who can cast spells from the sphere of air, but aerial druids are its main users, against aerial monsters.

### **Raise Reef - (Conjuration) – 4<sup>th</sup> level**

**Sphere:** Earth, Water

**Range:** 100 yards

**Components:** V, S, M

**Duration:** 2 rounds/level

**CT:** 1 round

**Area of effect:** 5' square/level

**Saving throw:** Special

This spell can be considered to be a higher level version of the *Sand bar* spell. When this spell is cast it creates a coral/stone reef to appear in the area of effect. Raise reef can only be cast in waters of up to 70' depth.

Any ship that comes across it must make Seaworthiness check or it will run aground and sink within 2-6 hours. Creatures that smash into it suffer 2-20 points of damage and are stunned for 1-3 rounds. If the creature is of size H or larger then the reef is destroyed in the process.

The material component is a piece of coral or stone from a reef.

### **Whirlpool - (Invocation) – 4<sup>th</sup> level**

**Sphere:** Water

**Range:** 50 yards/level

**Components:** V, S, M

**Duration:** 1 turn/level

**CT:** 2 rounds

**Area of effect:** 20 yards radius/level

**Saving throw:** Seamanship check

On the second round of the casting time a whirlpool forms with a radius of 20 yards per level of the caster and starts drawing all floating objects towards itself. Every ship within that radius must

have her captain or helmsmen make a successful Seamanship check at  $-1$  every turn or it will be drawn in. Only one attempt per turn can be made and it takes  $1d6$  turns until the ship is drawn in so much that it has small chances to be saved.

Ships whose speed is 15 or more are considered to have automatically succeeded in their Seamanship check. If a ship doesn't escape then she will break within  $1d6$  rounds. Every round the captain can make a Seamanship check to try to evade this fate but he suffers a cumulative penalty of  $-1$ , in addition to the  $-1$  stated above, every round he stays inside.

People onboard the ship will drown within one half of their constitution score unless they have magic to lift them above the water or if the spell's duration ends before the aforementioned time.



## 5<sup>th</sup> - LEVEL SPELLS

### **Still Winds - (Abjuration) - 5<sup>th</sup> level**

**Sphere:** Wards, Weather

**Range:** 10 yards

**Components:** V, S

**Duration:** 1 turn/level

**CT:** 1 round

**Area of effect:** 40' radius/level

**Saving throw:** None

The instant this spell is completed the air around the priest becomes stationary, as if it was an "eye" of a hurricane. No winds, be they magical or mundane will enter the area of effect during the spell's duration and so most of the spells from the priestly spheres of Air and Weather will not affect those inside the area of effect.

Any air-based creature (like air elemental and djinni) and spells that summon beings from the elemental plane of air will not work inside this place or be able to enter it. All air-based creatures inside the area of effect will immediately leave the area of effect as they feel uncomfortable.

The affected area does not move with the priest, it is stationary.

### **Torrential Blast - (Invocation/Evocation)- 5<sup>th</sup> level**

**Author:** [kingofchaos@geocities.com](mailto:kingofchaos@geocities.com)

**Sphere:** Water

**Range:** 30' straight line

**Components:** V, M

**Duration:** Instantaneous

**Casting Time:** 7

**Area of Effect:** All hit by the blast

**Saving Throw:** Half

This spell causes a portal to open to the Elemental Plane of Water. The water then blasts from the portal causing d6 points of damage per level of the priest, to a maximum of 10d6. This spell will successfully put out a large fire, such as a burning house; this may also attract water elementals seeking to return to their own plane of existence.



## 6<sup>th</sup> - LEVEL SPELLS

### **Create Shoal - (Conjuration) – 6<sup>th</sup> level**

**Sphere:** Earth, Water

**Range:** 200 yards

**Components:** V, S, M

**Duration:** 2 rounds/level

**CT:** 3 rounds

**Area of effect:** 2 5' squares/level

**Saving throw:** Special

Like the *Sand bar* and *Raise reef* spells this spell creates a barrier that is used to damage ships, except that this spell destroys them. The great shoal created by this spell covers an area of 2 5' squares per level of the caster. To a maximum area of 5'x200' or any other combination. This mighty spell can be cast in waters of up to 100' of depth.

Ships entering this area must make a Seaworthiness check or they will be smashed upon the shoal. Creatures that smash into it suffer 2-20 points of damage and are stunned for 2-8 rounds. Only creatures of size G (100' or more) can bring down this barrier.

The material components for this spell is a piece of a smashed ship and a small diamond (50 gp or more).

### **Winter's Grace - (Abjuration, Alteration) – 6<sup>th</sup> level**

**Sphere:** Travelers, Weather

**Range:** 0

**Components:** V, S, M

**Duration:** 1 turn/level

**CT:** 1 round

**Area of effect:** 10' radius

**Saving throw:** None

*Winter's Grace* allows its recipients to ignore the dangerous effects of extreme cold weather, and walk on snow and ice with no penalty. All creatures within 10 feet of the caster when the spell is cast are subject to this spell's effects.

Those affected will not be slowed by the cold weather, even in the snow, will not slip when walking on snow or ice, and will not need to wear many layers to ward of the cold. Furthermore, all spells involving ice or cold cast against them will be only half effect if they fail their save and no effect if they make their saving throw. They will also have a saving throw of 17 against ice-cold-based spells, which normally have no save.

The material component is a scale from a white dragon and the priest's holy symbol.



## 7<sup>th</sup> - LEVEL SPELLS

### **Elemental Travel** - (Alteration, Elemental) - 7<sup>th</sup> level

**Sphere:** Elemental

**Range:** 0

**Duration:** 1 turn/level

**CT:** 2 rounds

**Components:** V, S, M

**Area of effect:** Caster

**Saving throw:** None

Before this spell is cast the priest must choose which element he wants to bond with. The spell causes the priest to become bonded with the element so he suffer no damage from it and can Teleport without error to any place where the element exists. The priest can also decide to travel to the corresponding elemental plane in which case the spell will last for 1 round per level and after wards he will be subjected to the plane's environment. If the priest return to the prime material before the spell is over then the spell ends, whether the duration expired or not.

The material components are a large diamond worth at least 5000 gp and a Ring of the heirophant. The diamond is consumed in the casting.

### **Lake of Fire** - (Alteration, Fire) - 7<sup>th</sup> level

**Author:** [kingofchaos@geocities.com](mailto:kingofchaos@geocities.com)

**Sphere:** Fire, Water

**Range:** 30'

**Components:** V, M

**Duration:** 2 rounds/level

**CT:** 7

**Area of effect:** 20'x20'x10'/level

**Saving throw:** None

After the priest prays for this spell he can turn a certain amount of water into a raging inferno of fire. If this is cast on the water of a sea port it can set the whole docks on fire within seconds if the water is ignited and can be used as a good defense against enemy ships at sea. A caster at 14<sup>th</sup> level can ignite a cube of water that is 280 ft wide, 280ft long and 140ft deep.

Any ship caught in this inferno suffers 3d6 hull damage from the inferno each round. All crew sections aboard the ship takes one strike for every 2 levels of the priest every round. Special characters aboard the ship (captain, officers, PCs and important NPCs) suffer 5d6 damage per round.



## QUEST+ SPELLS

**Maelstrom – (Invocation) – Quest spell****Sphere:** Water**Range:** 1.5 miles**Components:** V, S, M**Duration:** 1 turn/level**CT:** 2 rounds**Area of effect:** 1 mile radius**Saving throw:** Seamanship check

This is a more powerful version of the *Whirlpool* spell. On the second round of the casting time a great whirlpool forms and starts drawing all floating objects towards itself. Any ship within a 1 mile radius must make have her captain or helmsmen make a successful Seamanship check at –1 every turn or it will be drawn in. Only one attempt per turn can be made and it takes 1d6 turns until the ship is drawn in so much that it has small chances to be saved. Ships whose speed is 15 or more are considered to have automatically succeeded in their Seamanship check.

If a ship doesn't escape then she will break within 1d6 rounds. Every round the captain can make a Seamanship check to try to evade this fate but he suffers a cumulative penalty of –1, in addition to the –1 stated above, every round he stays inside.



## NEW PRIEST+ SPHERE: M ⊕ ⊕ N

With the release of the **Complete Priest's Handbook** by TSR, and the introduction of the specialty priests in a better manner, it became more and more evident that the distinction between gods of moon and gods of sun is very thin. To our help has come the author of this new priestly sphere, but I'm afraid the name of the person and of his site has gone down along with other material in my computer-crash. This new sphere gives priests of moon gods some new spells that will set them apart from sun priests. Even if you do not want to use this new sphere you can use them, as part of the Sun sphere.

### 3<sup>RD</sup> LEVEL SPELLS

#### **Moonlight** - (Alteration) - 3<sup>rd</sup> level

**Sphere:** Celestial (moon)

**Range:** 60 yards

**Components:** V, S, M

**Duration:** 1 round/level

**CT:** 3

**Area of Effect:** 1' radius/level

**Saving Throw:** None

This spell creates a makeshift spotlight of soft white light anywhere within the listed range. The spotlight can move up to 20' per round at the whim of the caster. The caster cannot cast other spells while maintaining the light; it ends on his whim or with a successful dispel magic. The material component is the priest's holy symbol (which is not used up).

### 5<sup>+H</sup> LEVEL SPELLS

#### **Moonblade** - (Artifice, Enchantment/Charm) - 5<sup>th</sup> level

**Sphere:** Celestial (moon), Combat

**Range:** Touch

**Components:** V, S, M

**Duration:** 1 round/level

**CT:** 5

**Area of Effect:** One size S or M weapon

**Saving Throw:** None

This spell, yet another variant on the popular sun saber, causes a weapon to shine with an aura of slow, light blue flames. These flames do not damage the weapon.

The moonblade cannot be cast on an enchanted weapon, and is not cumulative in any way with sun saber, white saber, blade of thunder or any other weapon enchantment (adamantium mace, holy strike, etc.). The weapon affects any creature (except gods), even those immune to all but +5 weapons. It inflicts an extra 2 damage to most opponents, but those immune to cold suffer only 1 point extra damage, and those made of fire or using fire as an attack form (salamanders, fire elementals, efreet, red and flame dragons, etc.) suffer 5 extra damage. The moonblade can be disarmed, but cannot be dispelled like sun saber, white saber or blade of thunder.

The material component is the priest's holy symbol (which, like in all spells of this nature, is not used up).

**Moonblaze - (Illusion, Invocation/Evocation) - 5<sup>th</sup> level****Sphere:** Celestial (moon)**Range:** 20 yards**Components:** V, S**Duration:** 1 turn/level**CT:** 1 round**Area of Effect:** One 1' cube/level**Saving Throw:** None

This spell is used as Alianite festivals and celebrations. The spell does nothing more than create white, silver, blue, yellow and green fireworks in the air within the listed range. Typically, dozens of priests will cast the spell at the same time, and the sky will be lit up for miles with the miniature explosions and mist that follows. If the caster is level 18 or higher, he can create specific images and words in the mist that can persist for hours.

**Novan-tamus's Light - (Invocation/Evocation) - 5<sup>th</sup> level****Sphere:** Celestial (moon, stars)**Range:** 10 yards**Components:** V, S, M**Duration:** 1 round/level**CT:** 5**Area of Effect:** 50' radi us**Saving Throw:** None

A late Novantami priest developed this fairly recent spell.

Novan-tamus's light creates blazing light in the area of effect. The light dispels shadows (as the 3rd level spell), and doubles penalties suffered for bright light (such as drow penalties). In addition, it inflicts 1d12 damage to undead each round that they remain in the area of effect, with no saving throw. The spell is immobile after being cast, and can be canceled by a silent act of will by the caster or a nightfall spell cast by a Zeromite of equal or higher experience level. The material component for the spell is the priest's holy symbol and a small white candle.

**7<sup>+H</sup> LEVEL SPELLS****Baneful Touch of Alianora - (Invocation/Evocation, Necromancy) - 7<sup>th</sup> level****Sphere:** Celestial (moon), Necromancy**Range:** Touch**Components:** V, S, M**Duration:** Instantaneous**CT:** 6**Area of Effect:** One creature**Saving Throw:** ½

This simple spell channels the chill power of the moon through the priest and into the target he touches. The spell does 1d4+2 damage for each level of the priest. Damage potential is unlimited. The target is allowed a save vs. spell to receive half damage. If the target is a worshiper of Endora, the save is at a -2 penalty.

The material component is a piece of ice from Frostreaver Glacier (or water that was previously a piece of ice from Frostreaver Glacier).

**Blessed Touch of Alianora - (Invocation/Evocation, Necromancy) - 7<sup>th</sup> level****Sphere:** Celestial (moon), Healing**Range:** Touch**Components:** V, S, M**Duration:** Special**CT:** 6**Area of Effect:** One creature**Saving Throw:** None

This spell, developed by Moonstar Queen of the Lighted Moon Celest (the current high priestess of Alianora), is the exact opposite of the baneful touch of Alianora. This spell also channels the moon's energy, but not the chilling power, but rather, the mystical and healing power of it.

The spell heals any one creature (which must be touched and is not undead, extra-planar or evilly aligned) of 1d4+2 damage per level of the casting priest. Casting this spell on undead or evil extra-planar creatures acts as a baneful touch of Alianora to them.

The material components are the tears of a dryad.

**QUEST+ SPELL****Harvest Moon - (Alteration, Necromancy) - Quest spell****Sphere:** Celestial (moon), Creation**Range:** 0**Components:** V, S, M**Duration:** Instantaneous**CT:** 1 turn**Area of Effect:** 1 mile radius/level**Saving Throw:** None

Priests who either had bad harvests year after year or needed an exceptionally large crop to feed some multitude of destitute souls developed this powerful spell.

When the casting is completed, there is a bright flash of silver in all the area of effect. Any living creature within the area of effect is healed as per a heal spell. But that is only the secondary effect.

Any crops within the area of effect (the spell is usually cast at the center of huge crop fields) grow healthy and strong. They are immune to diseases, flood and poisoned water, and locusts and other insects avoid them. The plants grow unnaturally large, and yield quadruples the normal harvest. The product (and all the food made from it) tastes exceptionally good.

The material components are a seed of grain from an exceptionally good (and natural) harvest, the priest's holy symbol, ten gems of at least 500 gp value each, and the essence of an avangion. All the components but the holy symbol are consumed.



## THE ELEMENTAL KNIGHTS

(Author: Devon Jones: [legolias@holly.ACNS.colostate.edu](mailto:legolias@holly.ACNS.colostate.edu))

From here one can access the four orders of Knights I have invented

The Finisterre, The Knights of Air.

The Herati, The Knights of Fire.

The Ir'Kithlen, The Knights of Water.

The Tolgarien, The Knights of Earth.

You can also see the description of the knight's new type of magic: Rune magic!

### FINIS+ERRE

(Author: Devon Jones: [legolias@holly.ACNS.colostate.edu](mailto:legolias@holly.ACNS.colostate.edu))

The Finisterre Knights are the knights of air. They are known as the most religious of the four knightly orders. They are trained in many of the healing arts, and are therefore known as the 'combat medics' of the Church. Many Finisterre are known for being zelots. More than one Finisterre has stood over the headless corpse of one they felt was heretical.

**Required Attributes:** Str 12, Int 10, Wis 14

**Hit Points:** 1d10

**THAC0:** Warrior

**Saving Throws:** Warrior

**Proficiencies: Weapon:** 4 + 1/3 (Can specialize)

**Non-weapon:** 3 + 1/3

**Non-weapon Proficiencies: Groups:** General, Warrior, Priest

**Bonus:** Lochaber Axe, Religion, Reading/Writing, Endurance

**Required:** Dagger, Hearldry, Healing, Tracking

Lance, Horsemanship by 3<sup>rd</sup> level

Finisterre Axe (S), Herbalism by 6<sup>th</sup> level

**Spells: Wizard:** Abjuration, Alteration, Elemental Air

**Priest:** All, Combat, Elemental Air, Healing, Guardian, Law, Protection

Levels:	
<b>1st</b>	Knight in training
	Red Tabbard - Church Knight in Training
	Finisterre Axe
	Holy Symbol
<b>3rd</b>	Knight
	White & Silver Tabbard - Finisterre Knight
	Silver Tunic - Finisterre Knight
	Chain Mail (AC 5)
	Lance
	Shield
	Horse of Choice
	Standard (Flag of Finisterre - Put on Lance)
+1 on All Saving Throws	
<b>6th</b>	Full Knight
	Silver Plate Mail (AC 3)

White & Silver Armor Tabbard
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### HERA+I

(Author: Devon Jones: [legolias@holly.ACNS.colostate.edu](mailto:legolias@holly.ACNS.colostate.edu))

The Herati Knights are the knights of Fire. The Herati are the police, and the Information gatherers. The Herati can go from being reasonable to breaking heads at the snap of a finger. Despite this, they are also known for their ability to keep level headed, and cool in any situation.

**Required Attributes:** Str 12, Int 13, Wis 10

**Hit Points:** 1d10

**THAC0:** Warrior

**Saving Throws:** Warrior

**Proficiencies: Weapon:** 4 + 1/3 (Can specialize)

**Non-weapon:** 3 + 1/3

**Non-weapon Proficiencies: Groups:** General, Warrior, Wizard

**Bonus:** Long Blades, Religion, Heraldry, Read/Write

**Required:** Dagger, Horsemanship, Interrogation, Blind Fighting  
Lance, Spellcraft by 3<sup>rd</sup> level  
Observation by 6<sup>th</sup> level

**Spells: Wizard:** Divination, Elemental Fire, Enchantment/Charm, Invocation/Evocation

**Priest:** All, Charm, Combat, Divination, Elemental Fire, Healing, Law

Levels:	
1st	Knight in training
	Red Tabbard - Church Knight in Training
	Sword
	Holy Symbol
3rd	Knight
	White & Black Tabbard - Herati Knight
	Black Tunic - Herati Knight
	Chain Mail (AC 5)
	Lance
	Shield
	Horse of Choice
	Standard (Flag of Herati - Put on Lance)
+1 on All Saving Throws	
6th	Full Knight
	Black Enamel Plate Mail (AC 3)
	White & Black Armor Tabbard

### IR'KI+HLEN

(Author: Devon Jones: [legolias@holly.ACNS.colostate.edu](mailto:legolias@holly.ACNS.colostate.edu))

The Ir'Kithlen Knights are the knights of water. They are known for being a bit more on the reckless and adventuresome side. Most of the Ir'Kithlen spend a goodly amount of their time out on the ocean. Most of their magic relates to the sea, and to the shady

arts. Many Ir'Kithlen are 'reformed' Theives. The Ir'Kithlen are the least pious of the Church Knights

**Required Attributes:** Str 14, Int 13, Wis 10

**Hit Points:** 1d10

**THAC0:** Warrior

**Saving Throws:** Warrior

**Proficiencies: Weapon:** 4 + 1/3 (Can specialize)

**Non-weapon:** 3 + 1/3

**Non-weapon Proficiencies: Groups:** General, Warrior, Rogue

**Bonus:** Long Blades, Religion, Swimming, Read/Write

**Required:** Dagger, Seamanship, Heraldry, Navigation

Lance, Horsemanship by 3<sup>rd</sup> level

Rope Use by 6<sup>th</sup> level

**Spells: Wizard:** Conjuraton/Summoning, Elemental Water, Illusion/Phantasm, Necromancy

**Priest:** All, Combat, Elemental Water, Law, Travelers, Weather

<b>Levels:</b>	
<b>1st</b>	Knight in training
	Red Tabbard - Church Knight in Training
	Sword
	Holy Symbol
<b>3rd</b>	Knight
	Dark Blue Tabbard - Ir'Kithlen Knight
	Dark Blue Tunic - Ir'Kithlen Knight
	Studded Leather (AC 7)
	Lance
	Shield
	Horse of Choice
	Standard (Flag of the Ir'Kithlen - Put on Lance)
+1 on All Saving Throws	
<b>6th</b>	Full Knight
	Plate Mail (AC 3)
	High Quality Studded Leather (AC 6)
	Dark Blue Armor Tabbard
	Skiff

## TOLGARIEN

(Author: Devon Jones: [legolias@holly.ACNS.colostate.edu](mailto:legolias@holly.ACNS.colostate.edu))

The Tolgarien Knights are the Knights of the Earth. The Tolgarien Knights are the elite warriors of the church. More than once these heavily armed and armored knights have been refered to as 'moving rocks.' The Tolgarien are the only knights known to have active ties with the Elves.

**Required Attributes:** Str 15, Int 13, Wis 10

**Hit Points:** 1d10+1

**THAC0:** Warrior

**Saving Throws:** Warrior

**Proficiencies: Weapon:** 4 + 1/3 (Can specialize)

**Non-weapon:** 3 + 1/3

**Non-weapon Proficiencies: Groups:** General, Warrior, Wizard, Priest

**Bonus:** Axes, Religion, Weather Sense, Reading/Writing

**Required:** Dagger, Hearldry, Hunting, Tracking

Lance, Horsemanship by 3<sup>rd</sup> level

Endurance by 6<sup>th</sup> level

**Spells: Wizard:** Alteration, Conjunction/Summoning, Elemental Earth, Invocation/Evocation

**Priest:** All, Combat, Elemental Earth, Healing, Law, Plant

<b>Levels:</b>	
<b>1st</b>	Knight in training
	Red Tabbard - Church Knight in Training
	Battle Axe
	Holy Symbol
<b>3rd</b>	Knight
	Green Tabbard - Tolgarien Knight
	Green Tunic - Tolgarien Knight
	Chain Mail (AC 5)
	Lance
	Shield
	Horse of Choice
	Standard (Flag of the Tolgarien - Put on Lance)
+1 on All Saving Throws	
<b>6th</b>	Full Knight
	Full Plate Mail (AC 1)
	Green Armor Tabbard

## RUNE MAGIC

(Author: Devon Jones: [legolias@holly.ACNS.colostate.edu](mailto:legolias@holly.ACNS.colostate.edu))

The magic of the Knights is called Rune Magic. The name was given because all of the spells a knight has access to are runes engraved upon his armor. Without his armor a knight cannot cast spells. Each spell is one rune. Each grouping of runes of similar power is know as a structure. (Each structure being of a different spell level) Each structure can only contain so much power, depending on the amount of runes in the structure, and the amount of control the wearer has.(IE what level they are.)

Power is restored over time. I recommend that the armor charge at dawn each day.

To put this all simply, Each structure represents a level, and that structure contains enough energy to cast only so many spells of that level per day. This power rises with the level of the character, and thus we get to put in one of those spell progression charts. The amount of runes one can have per structure is also limited, and this raises with level.

Spells are added to the armor by use of a special spell, which is central to the first level structure, (and doesn't count as rune for the above chart) this spell is Rune Transfer, which the Knight may cast 1/Week. This spell will either transfer new spells onto his armor, or it can move the knight's entire rune assemblage to another set of armor. The runes will only work on specially made, or treated armor.

The armor that the runes are on must be made of metal, furthur, the armor must contain at least some plates (Historically, this includes Banded Mail, *some* forms of Brigandine, all plate mails, scale mail, and some forms of heavier chain also included plates over vital areas.) The one exception to this is the Ir'Kithlen Knights, who can put their runes into leather armor as well. It is reccomended that for the armor to be of a good enough quality to support the runes, that the armor cost *at least* twice as much as normal armor of that type (if not more!)

Spells per day:						
Knight Level	Spell Level					
	1	2	3	4	5	6
1	-	-	-	-	-	-
2	1	-	-	-	-	-
3	2	-	-	-	-	-
4	2	1	-	-	-	-
5	3	1	-	-	-	-
6	3	2	-	-	-	-
7	3	2	1	-	-	-
8	3	3	1	-	-	-
9	3	3	2	-	-	-
10	3	3	2	1	-	-
11	3	3	3	1	-	-
12	3	3	3	2	-	-
13	3	3	3	2	1	-
14	3	3	3	3	1	-
15	3	3	3	3	2	-
16	4	3	3	3	2	1
17	4	4	3	3	3	1
18	4	4	4	3	3	2
19	4	4	4	4	3	2
20	4	4	4	4	4	3

Runes Per Level						
Knight Level	Spell Level					
	1	2	3	4	5	6
1	-	-	-	-	-	-
2	1	-	-	-	-	-
3	3	-	-	-	-	-
4	5	1	-	-	-	-
5	8	3	-	-	-	-
6	10	5	-	-	-	-
7	12	8	1	-	-	-
8	14	10	3	-	-	-
9	15	12	5	-	-	-
10	16	14	8	1	-	-
11	17	15	10	3	-	-
12	18	16	12	5	-	-
13	19	17	14	8	1	-
14	20	18	15	10	3	-
15	21	19	16	12	5	-
16	22	20	17	14	8	1
17	23	21	18	15	10	3
18	24	22	19	16	12	5
19	25	23	20	17	14	8
20	26	24	21	18	15	10



## MAGICAL ITEMS OF ELEMENTAL NATURE

The mages of the elemental schools, like all other mages, used their knowledge to craft magical items that will either augment their abilities, or duplicate some of their spells, thereby giving them the use of more magi per day.

The following magical items include some powerful magical items of elemental nature that have been found throughout the planes.

### Elemental Armor (Earth)

A suit of mail infused with power from the elemental plane of earth. These magical suits of mail are exceedingly rare. It is rumored that Aragon of Tri-Castle created the first suit of mail with the help of a gifted dwarven smith Mongo to avenge the treachery of an evil Dao. Aragon was a suitor to Jei'Ya, an enchanting member of the elvish court. Jei'Ya was abducted by clansmen native to the Cragrock mountains while travelling with a spice caravan on a mission of political importance. Aragon tracked her with resolve. His quest led him to the wastelands of Trevass, where he discovered the evidence linking the disappearance of his beloved to the Dao, "Mei Chujiu".

Mei Chujiu plotted to establish a permanent gate linking his native elemental plane of earth to the prime material plane. What his goals are or were, is unclear, but he was methodically establishing a remote stronghold, fortifying it with elemental guardians and making pacts with whomever (and oftentimes WHATEVER) he could attract to his cause. Aragon discovered the fate of Jei'Ya as he neared Mei Chujiu's hold. She had been transformed into an elemental guardian...a beautiful prisoner to be sure, but a prisoner nonetheless. Mei Chujiu had bound her to his element; transforming a forest loving elf into a solitary Stone Maiden. A stone maiden must never leave the stone to which she is linked, and Jei'Ya had no choice but to accept her new role...to do anything else was to invite death.

Aragon plotted his assault for nearly two years. In the ensuing raid, all trace of him vanished and with him Mei Chujiu as well. The Dao's followers fell to infighting and disarray without the Dao's leadership, and today the remote hold of Mei Chujiu is all but forgotten. However, there are still those that remain...

This set of chainmail grants the wearer strength of 18/95 (+2/+5) and allows the wearer to alter his or her molecular structure as a Xorn, gaining the additional movement form of Burrowing at a rate of 9" per round. However, the wearer may only activate the Xorn ability to move through stone 1/day lasting 1d6 turns, and is subject to the same restrictions on movement as a Xorn.(1 round to readjust molecular structure, Passwall cast while moving through stone causes 1d10+10 damage, a Phasedoor spell cast at the wearer while he/she is passing through stone instantly slays him/her.)

If the wearer is still in solid stone when the movement duration expires, roll d100 to see the effect:

**01-90** Ejected to the nearest open space (stunned for 1-4 rounds)

**91-98** Trapped in state of perpetual molecular readjustment. The wearer makes a save vs. petrification. Success means that the wearer is trapped within the stone, and is in a state of suspended animation until physically freed from the rock. If the save is failed, the wearer is instantly slain - no chance for resurrection, as his molecules scatter into the surrounding rock.

**99 00**The armor opens a one-way rift between the Prime Material Plane and the Elemental Plane of Earth. The wearer is caught in the rift and drawn through.

Each time the armor is used to allow the wearer to pass through stone, there is a 5% chance that the action will draw the attention of a 12 HD earth elemental. The elemental will arrive in 1d4+4 rounds and will attempt to seize the armor (this usually involves the indelicate removal of the owner first)

Please note that rumors persist of an even more potent suit of elemental armor. A suit that bestows the ability to move freely between the prime material plane and the elemental plane of earth. It is also rumored to give the wearer the power to summon and command creatures native to that plane. Some speculate that the more powerful version is a set of plate armor, but this has not been substantiated.

How this suit of armor is used in your campaign, is up to the DM. It may be interesting to develop an adventure surrounding the history of the armor...perhaps Aragon or Jei'Ya still live. Or Mei' Chujiu returns unbeaten, to reclaim his foothold on the prime. Of course you can always ignore the history of it and give it to your fighter/thief to conduct a string of perfect crimes across the city...vanishing through vaults and treasury walls to make off with riches. (If he gets too cocky and self-assured of his success, there's always the 3 ton mound of rock waiting to reclaim the suit. -- a.k.a. 12 HD earth elemental)

**XP:** ?

**Author:** [Zbudweiser@aol.com](mailto:Zbudweiser@aol.com)

#### **Four Swords of the Elementarists**

Four swords made of the finest elven steel, each with its power based on one of the four basic elements.

All get +1 for each combined sword, so the short swords are +1 and the long swords are +2 etc.

Each by itself is a short sword. All powers are cast at 12<sup>th</sup> level.

Each has the following powers:

- \* Transform user into elemental 3/day(1 turn like ring of elemental metamorphic. Doesn't need magic weapons to be harmed but get damage and AC as well as immunity to that natural element)
- \* Can breath freely within natural element but not the elemental plane
- \* Grants wizard save bonus of +2 vs that element spells
- \* If wizard, all spells cast from that element gets -2(in addition to any other bonuses normally given)
- \* With the touch of the weapon can change 30 cubic feet of the sword's element to opposite 1/day. If elemental it must save vs wand or die. If pass takes 6d6 if 12 HD or less, if higher no effect.

First each sword has old elven runes that spell each of the elemental gods going down the blade. If all four are placed side by side the elemental gods spell OVERLORD. (IMC in the realms the elemental gods have an overlord since it is clear that AO does not control them someone got to keep them in line). The air sword hilt is two hurricanes that meet a cloud. The blade can change but will have white specks all over the blade (like small stars). The fire sword hilt has a bonfire for the handle and two jets of flame that meet it in the center. They seem to flicker in poor light. The blade is a red-orange

color and each of the colors mix together to give the illusion of flames. The water sword has a whirlpool as its centerpiece and two icicles meeting it. The handle is a geyser. A line separates the blade's top and bottom and each side has what looks like a wave moving towards the center. The earth sword has two crossed picks and an upside down mountain for the handle (Netheril anyone:). The blade has a dark tint to it and the edges seem to break away and fall off.

### Air

\* Can hurl any physical object you can normally throw triple distance with +3 to dmg. Takes 2 weeks to master throwing things where you want them to go. Can only be used by elementalist.

\* Can cast: fly, alter normal winds, solid fog. 1/day each

\* If wizard, Can memorize any air spell of levels 1-5 in half time(e.g. take 5 min intend on 10 for lvl 1)

### Earth

\* Can make a extra-dimensional space like the Warp Marble (ToM) to hide in. Only wielder and all his equipment enter but not the sword. If the sword is destroyed the person inside dies. Cannot cast spell be can memorize them. Can use it 2/day for as long as wish. Only a elementalist can use this.

\* Immune to all missiles attacks

\* Can cast move sand, sleep on hit, dig, transmute rock to mud in 100 radius (2 foot solid ground around wielder) 1/day

\* Can cut through elemental earth at 10x10x60 feet a round

### Fire

\* Can make blade produce cold fire or dark fire 3/day

\* Sword does not detect as magical

\* Can cast affect normal fires, pyrotechnics, fireball (10d6), fire aura 1/day

\* Can redirect any one fire spell that is cast at caster 1/day (includes fireball). Only elementalist can use this.

### Water

\* Can purify water 30 L/day

\* Can cast chill touch on hit 3/day

\* Can breath underwater at will

\* Can shoot a cone of steam 1x3x5. Does 6d6 first round, 2nd round does 2d4 and does down 2 dice a round. Get save for half 3/day. Only elementalist can use these.

When two of the swords are brought in 2 feet of each other, the merged into a long sword and gain some new powers:

### Fire + Earth

\* Can cause molten lave to shoot from ground up to 30 feet away doing 3d10 to any in 10 foot radius from that point.

### Water + Earth

\* Can cause quicksand up to 30 feet away, 30 feet radius. Caster is unaffected by it

### Air + Fire

\* Can cause the air around a target to burn for 1 round doing 3d10(no save).

### Water + Air

\* Cause an ice block 10x10x10 to appear and fall on top of a target breaking doing 3d10.

If three swords are found and combined they form a bastard sword and the sword gets these powers:

- \* +2 vs. all three elemental spells, -2 each die rolled for damage.
- \* If wizard +1 each damage on all spells cast from the three elemental schools
- \* Can use each power an extra 1/day (so if 1/day before now it is 2/day)

And finally if all four swords are found and combined they make a two-handed sword with all past power plus:

- \* Can summon a 16 HD elemental of any type to help for 1 turn.(comes in 2 rounds)
- \* Can call the creator of sword to ask for help (an 16/18 f/m elf if need stats just ask)
- \* Can travel the inner planes without being harmed by the planes.
- \* No elementals will attack wielder if wielder does not attack them
- \* Can understand elemental speech but cannot talk it.
- \* Immune to one element of wielder's choice for 3 hours 1/day

**XP value:** ?

**Author:** (Flame Songdance [flame@ican.net](mailto:flame@ican.net))

### Wings of Flying, Elemental

This specialized magical item appears as a pair of golden wings that can be strapped onto a person's (less than seven feet tall) back. When worn, these wings allow the wearer to fly at a movement rate of 15 (C) in the Elemental Plane of Air for a total of the wearer's Constitution score. This movement rate is achieved through the wearer flapping his wings, so no weapons or spells may be used without the wearer falling. After the flight, the wearer must rest for a number of hours equal to half his Constitution because of the sheer exhaustion that follows from using these wings.

**XP:** 2,750

**Author:** heregul

### Icer

**TYPE:** Scimitar

**INNATE ABILITIES:** Strength +2 (1 time/day)

**ENCHANTMENT:** +4

**INTELLIGENCE:** 16

**ALIGNMENT:** LG

**EGO:** 17

**COMMUNICATION:** Speech\*\*+

**LANGUAGES:** 2

### PRIMARY ABILITIES:

Detect large traps, 10' radius.

Detect invisible objects, 10' radius.

Detect magic, 10' radius.

Protect from fire and fire breathing creatures.

**EXTRAORDINARY ABILITIES:**

Heal -- 1 time/day.

**SPECIAL PURPOSE:** Overthrow law and/or chaos.

**SPECIAL POWER:** Paralysis\* for 1d4 rounds.

**HISTORY/DESCRIPTION:** A Frost Giant high up created icer in the Ice Mountains in my Campaign. This Frost Giant liked to seek out and slay fire breathing dragons. This Scimitar will also protect and help you defeat fiends from the depths of the Nine Hells.

**Orbs of Enticement**

These orbs are generally bad news for any visitor to the plane, but a body doesn't need to worry about the quasiaelementals or mephits using them (except as food). Like the Lightning Rods, these are metal objects with a huge charge stored inside of them. However, these orbs are used only as weapons and used much like Greek fire. They have two sections, one positively and one negatively charged, inside of it, each kept from each other by a magical field. On the outside of the orb is usually a reddish jewel that, when pressed, switches the dominant electrical field, thus preventing the holder from having it "detonate" too soon. When the user wishes to activate it, they indent the jewel and throw it. Upon contact, the orb releases all of its dominant charge into the person hit. This has the effect of either causing them to be completely attuned to their nearest pole (in the case that the charge released matches the nearest electrical pole), or stricken by lightning 3d6+(metal items carried x 3) times. The latter is more likely, and a berk packing these things is best left alone.

**XP Value:** 2,000

**Author:** heregul

**Phoenix Armor**

Some of the spell effects listed here are from TSR's Tome of Magic. This magical armor is a powerful artifact in a campaign. It should be mentioned that the armor is not intelligent but it does have an alignment of Neutral Good it can be worn by any class that can wear Magical Elven Chainmail and are of a Good Alignment. The longer the Armor is worn the closer the wears alignment gets to Neutral Good. Any reference to a specific spell is in reference to what that particular effect acts, & looks like and for the DM's use on how it works that is why there are some alterations to the listed spells, this means that it is NOT that spell only a similar effect. The reason for creating the armor was left vague so as to let the Dm create a clever story line A Phoenix who was gifted with the ability to look into the future created the Mystical Phoenix Armor. Before the Phoenix was to die he looked into the future one last time. What he saw frightened him he then called on one of his best Elven friends. He asked him to forge a suit of Magical Elven Chain Mail. After the Phoenix died and the furious energies were released they entered into the Armor and imbued it with the Phoenix's power, with the armor animated by the power of the Phoenix it allowed the friend to question what the Phoenix did. The friend asked it why had the Phoenix sacrificed itself instead of let the newly born Phoenix carry on. The Phoenix answered by stating that in it's last vision of the future he saw a being of great evil and in this vision he saw a Sage wizard and he heard him say that this great evil can only be destroyed by valiant hero who is a true Humanoid. POWERS: in armor form.

1. AC 0, Acts as Magical Elven Chain Mail with Steel Plates on various places. The entire armor is the colors of a fire (red, orange, yellow, white).
2. The Armor Bestows Protection as per Spell Elemental Aura (Fire), Fire Shield (Warmth) [without the double dam. for failed saving throws], & Flame Walk (without the 1/2 damage protection) they are always active & permanent. As well the armor absorbs heat & fire damage as HP only to the wearer's max.
3. Also the armor bestows these effects permanently and they can be activated and deactivated at the will of the wearer. Affect Normal Fire, Flame Blade.
4. The armor suffers from one hindrance (this does not harm the wearer only at those who touch it). When the armor is within 10' of any heat source that is; at least 200 F, it undergoes the effect of the priest spell Heat Metal. Except that the effect takes longer to reach full power, it takes 2 rounds instead of one to increase in intensity and it doesn't diminish until the wearer steps more than 10' from the heat, then the effect ends in the normal spell duration. There is an upside to the heat increase the wearer of the armor gains strength while in the heat. He/she gains 1 pt of strength per round to the maximum strength of 25 (the DM is recommended to change this rule to a max. gained of 5 STR points if the wearer's strength is 25 or over or the wearer is incredibly weak because it would take too long). The wearer regenerates as a ring of regeneration save that it heals 3 points of damage per turn as long as the wearer stays within 10' of the heat. The gained strength is lost after 1d4 turns.
5. The armor wearer can use a special effect only when his/her HP drops below 1/5 of their max. This effect is the same as the spell Flame Strike save that it always targets the wearer and never misses its target the Flame does not harm the wearer and anyone else in the area of effect in any way, however it does heal the wearer of 2d8 pts of dam. +1 per level of wearer (to a max. of +14 HP). The effect is only usable once each time while in the armor form. When used the wearer is transformed into the second stage.

#### **Powers in Flame Form:**

- 1) When the wearer of the armor uses the Fifth effect Flame Strike he/she will be encased in flames (ie: Human Torch) in this form the wearer of the armor gains all of the above mentioned powers save for the Flame Strike.
- 2) It also grants the power similar to the priest spell Produce Flame, the effect can be called upon infinitely and at will save for one clause. The effect can last for 1d6 rounds +2 rounds/per level. After the effect ends the effect cannot be used until 1/2 the #of rounds used passes.
- 3) The wearer receives the ability to use an effect that is similar to the wizard spell Burning Hands save that it is fired out of the eyes rather than the hands the effect can be used infinitely and at will.
- 4) When in flame form the wearer gains a permanent version of the spell Fly. The spell affects the wearer as such that he/she has a maneuverability class of A and they fly at double norm. MV rate x2 if diving. With concerns to flying combat they fight as if they were a natural born flyer.
- 5) The wearer receives the ability to use an effect that equals the priest spell of Fire Seeds.

6) The armor maintains the same hindrance and benefits as above though now it is constant. If the wearer is within 10' of a heat source that is 100 degrees over his/her current temp. he/she gains the effect of a modified Tensers Transformation. The effect is the same as the spell save for when dam. is taken off from his normal HP it is not double dam. There is no restriction on which weapons are used and all weapons used only once per round but the wearer can wield 2 weapons without restriction and each weapon gains +4 to attack and damage rolls.

**Author:** Unknown

#### **Bands of Telepathy**

These look like normal armbands, although they always come in pairs. Without one, the other is basically useless. When both armbands are worn by two different creatures, it allows unlimited two-way mental communication between them. The range is unlimited, although it does not stretch across planes. These magical items are commonly used in Vacuum to allow communication between two people. In addition, if worn during combat, these armbands allow the users to gain a +1 to initiative because of their mental coordination.

**Author:** Heregul

#### **Belirion's Flying Flame**

The sword was created by an elven bladesinger who especially loved to fight trolls, He crafted the sword and enchanted it himself. The sword was passed on in his family was many generations until the end of the second Chaos wars, when it's wielder disappeared on his way home from fighting the undead armies of Bloodstone.

This sword is a +1 short sword. In the hands of a good aligned creature it will grant him the knowledge of her other powers:

**Shoot flames** – Roll to hit as if missile, Ranges are 5/7/10 and it causes 3d4 damage upon hit. Can be used up to 3 times per day.

**Grant fly** – the wielder can fly, as per the spell , cast by a 10<sup>th</sup> level mage.

**Fire storm** – Causes a small fire storm in a 15' cube ensuing from the tip of the sword, causing 8d8 to any in the area.

**XP value:** 1,200

**Author:** [itzhak@ibm.net](mailto:itzhak@ibm.net)

#### **Brand's Chromatic Cloak**

An accomplished bard, brand is famous all over the lands that once comprised the empire of Khandar. He was given the cloak as a gift from a female mage he adventured with. They were lovers, but the mage had died in battle against a lightning elemental beast (See the monster section for details on this new creature).

This is a cloth cloak with many bright and colorful patches on it. The cloak has the following abilities:

**gaze reflection** – 1/day

**hypnotic pattern** – 1/day

**color spray** – 1/day

All powers act as if cast by an 8<sup>th</sup> level mage.

**XP value:** 1,000

**Author:** [itzhak@ibm.net](mailto:itzhak@ibm.net)

#### **Diamond Armor**

This is a racial armor (like the elven chain and such) of the dwarves. The armor is made from an unknown metal that was somehow fused with diamonds and was made stronger and shinier but didn't lose its already low flexibility. It grants AC 0 to its wearer and comes only in dwarf sizes. There are only 7 suits of this armor and among them only 1 is magical but they are heavily guarded by the dwarves of Diamondrock.

**XP value:** +2,500

**Author:** [itzhak@ibm.net](mailto:itzhak@ibm.net)

#### Drums of Storm

Because they live in a land that is mostly jungle and swamp they have come to realize that the best way to fight their enemies is to summon up a storm. Even though a druid or a priest with the access to the sphere of Weather can achieve this effect, if he is of an high enough level, they decided to have an easier and more handy way to do it. The rhythmist bards of them can use these drums to duplicate this effect, enabling them to have a storm conjured even while the battle as began without exposing a druid or priest to danger.

These drums are made by the Pakari from the skin of an elephant after it undergone a special treatment by one of their Runans. When beaten by one of their rhythmist bards it can be caused to create one of the following effects. Only one of which can be activated in one round:

**Shout** - 3/day

**Thunder** - 3/day. Causes deafness in a 20' radius upto 50 yards away.

**Lightning bolt** - 1/day

**Weather summoning** - 1/week

**XP value:** 1,500

**Author:** [itzhak@ibm.net](mailto:itzhak@ibm.net)

#### Earth Hammer

This is a hammer made from stone. It is +3 to hit and +4 to hit aerial and air-based creatures. The hammer also grant it's wielder the ability to speak with dao, to conjure a wall of stone once per day (as the spell), to shape stone once per day (as per *stone shape* spell), and to cause *earthquake* once every week.

**XP value:** 3,200

**Author:** [itzhak@ibm.net](mailto:itzhak@ibm.net)

#### Scrouge of Fireballs

This weapon is a nine-tailed whip with a +2 bonus. Upon hitting a 3' radius fireball explodes causing 3d6 to any in the area in addition to normal damage. The fireballs can be created only three times per day. The scourge itself is immune to any fire and heat.

There are rumors of variations to this item with frostballs and even a rare specimen of acid balls that continues to inflict 1d4 extra damage every round for 1d4 rounds thereafter.

**XP value:** 1,200

**Author:** [itzhak@ibm.net](mailto:itzhak@ibm.net)

#### Sea Carriage

This looks like a normal carriage with the place to harness 4 horses to it. The people of Denaviir built it before they fled their almost overwhelmed homeland. Whenever it touches water with more than 2 feet deep it changes into a sea-borne carriage and the horses change into dolphins. The secret of their making was rediscovered 138 years

ago by the sea folk and their numbers and use as been increased since then after their secret was spread among sea folk mages.

**XP value:** 3,000

**Author:** [itzhak@ibm.net](mailto:itzhak@ibm.net)

#### **Spectacles of the North**

These eyepieces, when worn, allow the wearer to see through any sort of weather conditions as if it were day, including downpour, blizzard, fog, and any others. In game terms, the wearers can see objects at normal distances instead of at reduced rates (as described in the Player's Handbook, Chapter 13: Vision and Light). These are incredibly useful in the Precipice of the Paraelemental Plane of Ice, where a misplaced hook or a miscalculated swing spells death.

**XP Value:** 1,000

**Author:** Heregul

#### **Sword of Effluvia**

This is a +2 longsword, which along its blade you can see images of lightning that seem to be moving and almost life-like. It acts as a sword of speed and can emit 3 lightning bolts every day each causing 5d6 damage. In the round in which the wielder uses a lightning bolt he cannot attack with the sword but he can parry somewhat, granting him a bonus of -2 to his AC.

XP value: 2,000

**Author:** [itzhak@ibm.net](mailto:itzhak@ibm.net)

#### **Sword of Light**

These are Elven long or short swords with a +2 bonus. There are two gems on the hilt - A moonstone and a sunstone. The hilt itself changes color like the color of the sky and the blade is surrounded by an aura of light to a distance of 2' with a golden color during the day and silvery during the night. The blade causes double damage to undead and inflicts penalties on light-hating creatures (such as drow) as if daylight. The sword can emit 5 light shafts (like magic missile) up to 3 times per day and can use sol's searing orb up to 3 times per week. The wielder can dim the sword's light aura so he could see in the dark as if in broad daylight.

**XP value:** 7,000.

**Author:** [itzhak@ibm.net](mailto:itzhak@ibm.net)

#### **Smokeship**

Created by enterprising explorers, the "smokeship" is a magical item that floats through smoke, powered by Paraelemental Smoke itself. Getting the ship to float isn't the difficult part - like all inanimate objects on the Inner Planes, it'll just drift forever in one direction. That's where the engineering comes in; the ship has been added a rudder and wings to allow a body to control their destination. The smokeship takes the Paraelemental Smoke around it and takes it into its engines, then expels it out again to propel itself through the Paraelemental Plane. This item is mostly useless outside the Paraelemental Plane of Smoke, although with a sail, it could serve as rudimentary transportation in Elemental Air and Quasielemental Lightning.

**XP Value:** 5,000 XP

**Author:** heregul



# APPENDIX I: SPELL LISTS

## COMPLETE ELEMENTAL MAGE

### SPELL LIST

The following spell list includes all spells from the PHB, ToM, CWH, PO:S&M sourcebooks, as well as all the new spells detailed in here. Spells from the aforementioned books are listed in *Italicized* letter. We realize that many schools have no spells at certain level and are we're working even now to fill in the missing places, but we would appreciate new spells that you submit to fill them. NOTE: We will welcome any spell you send us, but make sure it isn't similar to a spell that already appears.

#### Air Elemental Spells

##### 1<sup>st</sup> level spells

Dagny's Breathwrench  
*Feather Fall*  
*Lasting Breath*  
Zephyr's Hand

##### 2<sup>nd</sup> level spells

Air Fist  
Cloud Walk  
Dagny's Breath from Within  
*Filter*  
*Ride the Wind*  
Shonna's Airsphere  
Shonna's Updraft  
Shonna's Windwarp  
*Whispering Wind*

##### 3<sup>rd</sup> level spells

Dagny's Turbulence  
*Gust of Wind*  
*Lance of Disruption*  
Shoal of Air  
Shonna's Cyclone  
Shonna's Windrein  
Thick Air  
*Water Breathing/Air Breathing*  
*Wind Wall*

##### 4<sup>th</sup> level spells

Minor Frost Mantle  
Orko's Gaseous Form  
Roaring Ball of Air  
Whirlwind  
Whirlwind Travel  
*Wind Breath*  
Wind Shear

##### 5<sup>th</sup> level spells

Aerial Protector  
*Airy Water*  
Continual Fly

##### 6<sup>th</sup> level spells

*Control Weather*  
Highspeed Flight

##### 7<sup>th</sup> level spells

*Neutralize Gas*  
Wind Tunnel

##### 8<sup>th</sup> level spells

Air Burn  
Airball  
*Airboat*

##### 9<sup>th</sup> level spells

Windwar

#### Ash Elemental Spells

##### 1<sup>st</sup> level spells

Ash Imprints  
Ashen Buckler  
Soot Ball

##### 2<sup>nd</sup> level spells

Burst of Soot

##### 3<sup>rd</sup> level spells

4<sup>th</sup> level spells  
5<sup>th</sup> level spells  
Ashen Reconstruction

##### 6<sup>th</sup> level spells

7<sup>th</sup> level spells  
Object to Ash

##### 8<sup>th</sup> level spells

*Defoliate*

##### 9<sup>th</sup> level spells

#### Dust Elemental Spells

##### 1<sup>st</sup> level spells

Detect Earth  
Irritating Dust  
Karm's Rockclimbing

##### 2<sup>nd</sup> level spells

Dusty Trail  
Read the Earth  
Vanar's Dustcloud

##### 3<sup>rd</sup> level spells

Dervan's Dust Vortex  
Dust Blind  
Dusting  
Wall of Dust

##### 4<sup>th</sup> level spells

Dust Cloud  
Vanar's Blasting Sand

##### 5<sup>th</sup> level spells

Dust of the Ancient Tomes

##### 6<sup>th</sup> level spells

Quicksand  
*Transmute Water to*  
*Dust/Improved*  
*Create Water*

##### 7<sup>th</sup> level spells

8<sup>th</sup> level spells  
9<sup>th</sup> level spells  
Tendrils of Dust

#### Earth Elemental Spells

##### 1<sup>st</sup> level spells

Detect Earth  
*Fist of Stone*  
Karm's Rockclimbing  
Karm's Stonestaff  
Vanar's Earthstrike

##### 2<sup>nd</sup> level spells

*Fool's Gold*  
Karm's Six Stones  
Karm's Stoneshards  
*Maximilian's Earthen Grasp*  
Read the Earth  
Stone Swallow  
Terese's Earthen Strengthening  
Vanar's Tremor

##### 3<sup>rd</sup> level spells

Alpha's Comet  
Alpha's Night of the Leonids  
Earth Fist  
Earthblaster

Flame's Earthen Sphere  
Karm's Improved Stonestaff  
Karm's Stonesphere  
Karm's Stonewalk  
*Maximilian's Stony Grasp*  
Shoal of Earth  
Stone Burst  
Warboulder

**4<sup>th</sup> level spells**

*Dig*  
Earthball  
Giga Bolt  
Improved Stone Swallow  
Karm's Dimensional Earthwalk  
Rockwall  
Stone Beam  
*Stoneskin*  
*Turn Pebble to Boulder/Turn Boulder to Pebble*  
Vanar's Stonespells  
Vanar's Tremors

**5<sup>th</sup> level spells**

*Distance Distortion*  
Obsidian Shards  
*Passwall*  
*Stone Shape*  
*Transmute Rock to Mud/Transmute Mud to Rock*  
Vanar's Wall of Admittance  
*Wall of Stone*

**6<sup>th</sup> level spells**

Ballant's Stonesplit  
*Move Earth*  
*Stone to Flesh/Flesh to Stone*

**7<sup>th</sup> level spells**

*Hatch the Stone from the Egg*  
Lode Avalanche  
*Statue*

**8<sup>th</sup> level spells**

*Sink*  
Stone Protection

**9<sup>th</sup> level spells****Fire Elemental Spells****1<sup>st</sup> level spells**

*Affect Normal Fires*  
*Burning Hands*  
Campfire  
Cyrene'lhei's Fiery Motes  
Cyrene'lhei's Spark Aura  
Eldritch Fire  
Fellstar's Flame Finger  
*Fire Burst*  
Human Torch  
Ignite  
Pyric Darts  
Raul's Cold Fire  
Raul's Dark Fire

Raul's Flaming Weapon  
Small Fireball  
Thanan's Inversion

**2<sup>nd</sup> level spells**

Cyrene'lhei's Fire Bird  
Cyrene'lhei's Flame Whip  
Excite Fire  
*Flaming Sphere*  
Jaan's Fiery Disc  
Mangar's Bloodfire  
*Pyrotechnics*  
Raul's Fiery Circle

**3<sup>rd</sup> level spells**

Alpha's Comet  
Alpha's Night of the Leonids  
Control Normal Fires  
Cyrene'lhei's Flare  
Fire Extinguisher  
*Fireball*  
*Flame Arrow*  
Gamalan's Fiery Backlash  
Heat Shield  
Heat Wave  
Jaan's Fiery Bands  
Jaan's Flaming Missiles  
*Melf's Minute Meteors*  
Raul's Fire Flight  
Searing Serpent  
Wall of Heat

**4<sup>th</sup> level spells**

Alpha's Firefall  
Alpha's Flames of the Faltine  
Alpha's Strafire  
Cyrene'lhei's Flame Ward  
Cyrene'lhei's Heat Sphere  
*Fire Aura*  
Fire Bolt  
*Fire Charm*  
*Fire Shield*  
*Fire Trap*  
Flame's Reflex Shield  
Heat Cloak  
Jaan's Fire Blast  
Summon Firebrats  
*Wall of Fire*

**5<sup>th</sup> level spells**

Cone of Fire  
Conjured Fireball  
Cruise Fireball  
Cyrene'lhei's Fiery Retribution  
Cyrene'lhei's Pyroblast  
Eldar's Flameshroud  
Fire Protection  
Fire Warrior  
Heat Pattern  
Heat Wave II  
*Proofing vs. Combustion*

**6<sup>th</sup> level spells**

Alpha's Fireountain  
Alpha's Shooting Stars  
Cyrene'lhei's Immolation  
Fellstar's Flame Arc

Fellstar's Flame Dome  
Fire Encasement  
Fire Maze  
*Forest's Fiery Constrictor*  
Glamden's Acid Fire  
Orko's Dragonfire

**7<sup>th</sup> level spells**

Alpha's Shadow Fire  
Avenging Flame  
Braduck's Spontaneous Human Combustion  
Cyrene'lhei's Fireshove  
*Delayed Blast Fireball*  
Fire Globe  
Fire Hurricane  
Flame Chase  
Healing Flame  
*Malec-Keth's Flame Fist*  
Pilpin's Ravaging Spheres of Fire  
Pyros' Emblazonment

**8<sup>th</sup> level spells**

Air Burn  
Braduck's Fire Cage  
Braduck's Fire Grasp  
Conjured Delayed Fireball  
Cyrene'lhei's Pyric Ring  
Fellstar's Flame Jet  
Fire Gem  
Flaming Wheel  
Flashburn  
Gustar's Perpetual Annihilator  
*Incediary Cloud*  
Infernal Tornado

**9<sup>th</sup> level spells**

Braduck's Continuous Spontaneous Human Combustion  
Braduck's Fiery Death  
Coradon's Conflagoration  
Cyrene'lhei's Dimensional Firehole  
Fellstar's Flame Sheet  
*Meteor Swarm*  
Phoenix

**General Elemental Spells****1<sup>st</sup> level spells**

Orb of the Elements

**2<sup>nd</sup> level spells****3<sup>rd</sup> level spells**

*Alamir's Fundamental Breakdown*  
Elemental Lash  
Elemental Staff  
Vanar's Elemental Indifference

**4<sup>th</sup> level spells**

*Conjure Elemental-Kin*  
Elemental Control  
Elemental Vulnerability  
Kiri's Energy Field

**5<sup>th</sup> level spells**

Alpha's Incantation of Elemental Domination

*Conjure Elemental*  
Vanar's Elemental Transformation

#### 6<sup>th</sup> level spells

Elemental Beast  
Flame's Elemental Square  
Protection from Elements

#### 7<sup>th</sup> level spells

#### 8<sup>th</sup> level spells

Orko's Elemental Triads

#### 9<sup>th</sup> level spells

*Elemental Aura*  
Gate to Inner Plane

### Ice Elemental Spells

#### 1<sup>st</sup> level spells

Andraya's Frost  
Frost's Bite  
Ice Burst  
Ice Staff  
Kyrell's Cold of the Grave  
Kyrell's Ice Blaze  
Shara's Icicle Strike  
Thanan's Inversion  
Uazzigaaeld's Cool Breeze

#### 2<sup>nd</sup> level spells

Cold Snap  
Gayle's White Mist  
*Ice Knife*  
Icy Blast  
Transmute Water to Ice/Transmute  
Ice to Water  
Uazzigaaeld's Cold Wind  
Unyielding Frost of Andaraya

#### 3<sup>rd</sup> level spells

Andraya's Coldburst  
Elgul's Icy Aura  
Heat Shield  
Kyrell's Icy Touch  
Snowball  
Uazzigaaeld's Frigid Gale  
Winter's Chill

#### 4<sup>th</sup> level spells

Alpha's Chill of the Void  
Cyrene'lhei's Flame Ward  
Dandurnal's Icepears  
Gen's Gigantic Growthball  
*Ice Storm*  
Instant Sublimation  
Minor Frost Mantle  
Protection from Ice  
*Wall of Ice*

#### 5<sup>th</sup> level spells

Alcoreax's Ictrail  
Blizzard  
*Cone of Cold*  
Conjured Frost Bolt  
Frigid Encasement  
Icicles to Daggers  
Icy Sentinel

Summon Frozen Shade  
Vanquil's Drifting Blizzard  
Vanquil's Freeze Ray

#### 6<sup>th</sup> level spells

Ice Bolt  
*Otiluke's Freezing Sphere*  
Snowstorm  
Uazzigaaeld's Frigid Snowstorm

#### 7<sup>th</sup> level spells

Uazzigaaeld's Deathly Cold  
Xanezibar's Baneful Bloodfrost

#### 8<sup>th</sup> level spells

Icesteel  
Freeze Storm II  
Uazzigaaeld's Absolute Zero

#### 9<sup>th</sup> level spells

Elemental Aura (Ice version)  
Ice Swarm  
Uazzigaaeld's Cataclysmic  
Blizzard

### Lightning Elemental Spells

#### 1<sup>st</sup> level spells

Dancing Lightnings  
Lightning Blast  
Magentize  
*Shocking Grasp*

#### 2<sup>nd</sup> level spells

Antra's Storm Cloud  
Kyrell's Spark  
Lightning Speed

#### 3<sup>rd</sup> level spells

Absorb Lightning  
Aerie's Thunderclap  
Debonair's Bolt Fist  
*Lightning Bolt*  
Lightning Shield  
Rasp's Crackling Eyes  
Ren's Stormwall  
Thunder Wall

#### 4<sup>th</sup> level spells

Alpha's Heat Lightning  
Cage Lightning  
Giga Bolt  
Gilidarius's Energy Burst

#### 5<sup>th</sup> level spells

Alpha's Saint Elmo's Fire  
Cone of Electricity  
Conjured Lightning  
Lightning Ward  
Shock Sphere

#### 6<sup>th</sup> level spells

Antra's Plane of Electricity  
*Chain Lightning*  
Lightning Travel  
*Summon Lightning Shadow*

#### 7<sup>th</sup> level spells

Kyrell's Explodet

#### 8<sup>th</sup> level spells

Lightning Storm

#### 9<sup>th</sup> level spells

Althiaost's Effluvia Column  
Windwar

### Magma Elemental Spells

#### 1<sup>st</sup> level spells

#### 2<sup>nd</sup> level spells

#### 3<sup>rd</sup> level spells

Molten Ground

#### 4<sup>th</sup> level spells

Incandescent Spheres  
Lava Wave

#### 5<sup>th</sup> level spells

Lava Pool

#### 6<sup>th</sup> level spells

Summon Magman

Volcanic Geyser

Wall of Magma

#### 7<sup>th</sup> level spells

Create Lava  
Seeker

#### 8<sup>th</sup> level spells

Leurocian's Magma Ball

#### 9<sup>th</sup> level spells

### Mineral Elemental Spells

#### 1<sup>st</sup> level spells

Karm's Rockclimbing  
Sharp Edge

#### 2<sup>nd</sup> level spells

#### 3<sup>rd</sup> level spells

#### 4<sup>th</sup> level spells

Freicht's Iron Spears

#### 5<sup>th</sup> level spells

Crystal Wall  
Empower Gem  
Rusting Grasp  
*Wall of Iron*  
Warp Metal

#### 6<sup>th</sup> level spells

Glass Coffin  
*Glasse*

#### 7<sup>th</sup> level spells

Gem Swirl

#### 8<sup>th</sup> level spells

*Glassteel*  
*Iron Body*

Rain of Stalactites

### 9<sup>th</sup> level spells

*Crystal Brittle*

## Ooze Elemental Spells

### 1<sup>st</sup> level spells

*Grease*

Mud Mold

### 2<sup>nd</sup> level spells

Clay Object

Flipant's Incandescent Ooze

Slimy Object

### 3<sup>rd</sup> level spells

Slime

Vanar's Clay Critters

### 4<sup>th</sup> level spells

Control Oozes

### 5<sup>th</sup> level spells

Jelly Armour

Slimy Blob of Imprisonment

Slitherform

*Transmute Rock to*

*Mud/Transmute*

*Mud to Rock*

### 6<sup>th</sup> level spells

### 7<sup>th</sup> level spells

### 8<sup>th</sup> level spells

Dripping Flesh

### 9<sup>th</sup> level spells

Ooze twin

## Radiance Elemental Spells

### 1<sup>st</sup> level spells

*Chromatic Orb*

*Color Spray*

*Dancing Lights*

Flashing Light

Gayle's Glowing Wisps

Gayle's Mistwrap

*Light*

Light Bolt

### 2<sup>nd</sup> level spells

*Continual Light*

Northlight

Shifting Colors

### 3<sup>rd</sup> level spells

Marc's Blinding Ray

### 4<sup>th</sup> level spells

Alpha's Starfire

Beri's Prismatic Rings

Dawn till Dusk

Marc's Blinding Flash

*Rainbow Pattern*

### 5<sup>th</sup> level spells

Beri's Prismatic Bolts

Conjured Light

Monochromatic Light

Risley's Rainbow

### 6<sup>th</sup> level spells

### 7<sup>th</sup> level spells

Beri's Prismatic Armor

*Prismatic Spray*

### 8<sup>th</sup> level spells

*Prismatic Wall*

### 9<sup>th</sup> level spells

Luminescent Wrath

*Prismatic Sphere*

## Salt Elemental Spells

### 1<sup>st</sup> level spells

Healing Touch of Salt

Preserve

Salty Wounds

### 2<sup>nd</sup> level spells

Extract Salt

Salt Crystals

### 3<sup>rd</sup> level spells

Salty Essence

### 4<sup>th</sup> level spells

Salt Javelins

### 5<sup>th</sup> level spells

### 6<sup>th</sup> level spells

Salt Pillar

### 7<sup>th</sup> level spells

### 8<sup>th</sup> level spells

*Abi-Dalzim's Horrid Wilting*

### 9<sup>th</sup> level spells

Salt Boulders

## Smoke Elemental Spells

### 1<sup>st</sup> level spells

Shonna's Smokepuffs

Smoken Figure I

### 2<sup>nd</sup> level spells

*Pyrotechnics*

Smoke sleep

### 3<sup>rd</sup> level spells

### 4<sup>th</sup> level spells

### 5<sup>th</sup> level spells

Smoken Figure II

### 6<sup>th</sup> level spells

### 7<sup>th</sup> level spells

Smoke Screen

### 8<sup>th</sup> level spells

Smoke Cage

### 9<sup>th</sup> level spells

Smoken Figure III

## Steam Elemental Spells

### 1<sup>st</sup> level spells

Gayle's Mistwrap

Sweat

*Wall of Fog*

### 2<sup>nd</sup> level spells

Cloud Walk

*Fog Cloud*

Gayle's Misty Trail

Gayle's White Mist

Mist

*Stinking Cloud*

Thanan's Steam Cloud

### 3<sup>rd</sup> level spells

Gayle's Fingers of Mist

Gayle's Mistform

Gayle's Wall of Mist

Ren's Stormwall

### 4<sup>th</sup> level spells

Attacking Mist

Gayle's Forceful Mists

Orko's Geyser

*Solid Fog*

### 5<sup>th</sup> level spells

*Cloudkill*

Cone of Steam

Magic Mist

### 6<sup>th</sup> level spells

*Death Fog*

Gayle's Beings of Mist

Intoxicating Fumes

### 7<sup>th</sup> level spells

Fellstar's Flame Fog

### 8<sup>th</sup> level spells

*Incendiary Cloud*

### 9<sup>th</sup> level spells

Parboiling Cloud

## Vacuum Elemental Spells

### 1<sup>st</sup> level spells

Dagny's Breathwrench

### 2<sup>nd</sup> level spells

Clarity of the Void

Instant Propulsion

### 3<sup>rd</sup> level spells

Vacuum Seal

### 4<sup>th</sup> level spells

Alpha's Chill of the Void

Vacuum Tunnel

### 5<sup>th</sup> level spells

Wall of Vacuum

**6<sup>th</sup> level spells**

Vacuum Trap

**7<sup>th</sup> level spells***Suffocate*

Vacuum Bubble

**8<sup>th</sup> level spells**

Vac

**9<sup>th</sup> level spells****Water Elemental Spells****1<sup>st</sup> level spells***Metamorphose Liquids*

Swim as the Dolphin

Thanan's Hard Water Bolt

Thanan's Waveride

**2<sup>nd</sup> level spells***Insatiable Thirst*

Nereid Spit

Thanan's Improved Waveride

Transmute Water to Ice/Transmute

Ice to Water

**3<sup>rd</sup> level spells**

Andraya's Water Scout

Salty Essence

Shoal of Water

Wall of Water

*Water Breathing/Air Breathing**Watery Double***4<sup>th</sup> level spells**

Andraya's Water Blast

Orko's Geyser

Thanan's Spellwater

*Vitriolic Sphere*

Waterball

**5<sup>th</sup> level spells***Rusting Grasp***6<sup>th</sup> level spells***Lower Water**Part Water**Transmute Water to**Dust/Improved**Create Water***7<sup>th</sup> level spells**

Transmute Blood to Water

**8<sup>th</sup> level spells**

Tunnel of the Selkie

**9<sup>th</sup> level spells**

## COMPLETE ELEMENTAL PRIEST SPELL LIST

The following spell list includes all spells from the PHB, ToM, PO:S&M sourcebooks, as well as all the new spells detailed in here. Spells from the aforementioned books are listed in *Italicized* letter. We realize there are few priestly spells, but this is because few are those who have created new spells for priests and not many of these are of elemental nature.

**General Elemental Spells**Elemental travel - 7<sup>th</sup>**Air spells**Missile flight - 1<sup>st</sup>*Wind column* - 1<sup>st</sup>Breeze message - 2<sup>nd</sup>Cloak of winds - 2<sup>nd</sup>*Dust devil* - 2<sup>nd</sup>Wind blast - 3<sup>rd</sup>*Wind servant* - 3<sup>rd</sup>*Zone of sweet air* - 3<sup>rd</sup>Air pocket - 4<sup>th</sup>*Windborne* - 4<sup>th</sup>*Air walk* - 5<sup>th</sup>*Cloud of purification* - 5<sup>th</sup>*Control winds* - 5<sup>th</sup>*Whirlwind* - 6<sup>th</sup>*Conjure Air elemental* - 7<sup>th</sup>*Wind walk* - 7<sup>th</sup>**Earth spells***Strength of stone* - 1<sup>st</sup>Stone quiet - 1<sup>st</sup>Earth affinity - 2<sup>nd</sup>Sand bar - 2<sup>nd</sup>*Soften earth and stone* - 2<sup>nd</sup>*Meld into stone* - 3<sup>rd</sup>*Stone shape* - 3<sup>rd</sup>*Adamantite mace* - 4<sup>th</sup>*Earthmaw* - 4<sup>th</sup>Raise reef - 4<sup>th</sup>*Nature's charm* - 5<sup>th</sup>*Spike stones* - 5<sup>th</sup>*Strengthen stone* - 5<sup>th</sup>*Transmute rock to mud/Transmute**mud to rock* - 5<sup>th</sup>Create shoal - 6<sup>th</sup>*Stone tell* - 6<sup>th</sup>*Animate rock* - 7<sup>th</sup>*Antimineral shell* - 7<sup>th</sup>*Conjure earth elemental* - 7<sup>th</sup>*Earthquake* - 7<sup>th</sup>*Transmute metal to wood* - 7<sup>th</sup>**Fire spells***Firelight* - 1<sup>st</sup>*Log of everburning* - 1<sup>st</sup>*Fire trap* - 2<sup>nd</sup>*Flame blade* - 2<sup>nd</sup>*Heat metal/chill metal* - 2<sup>nd</sup>*Produce flame* - 2<sup>nd</sup>*Flame walk* - 3<sup>rd</sup>*Protection from fire* - 3<sup>rd</sup>*Pyrotechnics* - 3<sup>rd</sup>*Produce fire/Quench fire* - 4<sup>th</sup>*Animate flame* - 5<sup>th</sup>*Wall of fire* - 5<sup>th</sup>*Conjure fire elemental* - 6<sup>th</sup>*Fire seeds* - 6<sup>th</sup>*Chariot of sustarre* - 7<sup>th</sup>*Fire storm* - 7<sup>th</sup>*Lake of fire* - 7<sup>th</sup>**Water spells***Create water/Destroy water* - 1<sup>st</sup>Murky water - 2<sup>nd</sup>Riptide - 2<sup>nd</sup>Sand bar - 2<sup>nd</sup>*Watery fist* - 2<sup>nd</sup>*Water breathing/Air breathing* - 3<sup>rd</sup>*Water walk* - 3<sup>rd</sup>*Lower water/Raise water* - 4<sup>th</sup>Raise reef - 4<sup>th</sup>*Reflecting pool* - 4<sup>th</sup>Whirlpool - 4<sup>th</sup>*Nature's Charm* - 5<sup>th</sup>*Produce ice* - 5<sup>th</sup>

Create shoal - 6<sup>th</sup>  
 Part water - 6<sup>th</sup>  
 Transmute water to dust/Improved  
 create water - 6<sup>th</sup>  
 Conjure water elemental - 7<sup>th</sup>  
 Tsunami - 7<sup>th</sup>  
 Maelstrom - Quest spell

**Weather spells**

Faerie fire- 1<sup>st</sup>  
 Whisperward - 1<sup>st</sup>  
 Obscurement - 1<sup>st</sup>  
 Call lightning - 3<sup>rd</sup>

Weather prediction - 3<sup>rd</sup>  
 Control temperature, 10' radius - 4<sup>th</sup>  
 Protection from lightning - 4<sup>th</sup>  
 Weather stasis - 4<sup>th</sup>  
 Cloudscape - 5<sup>th</sup>  
 Control winds - 5<sup>th</sup>  
 Rainbow - 5<sup>th</sup>  
 Still winds - 5<sup>th</sup>  
 Weather summoning - 6<sup>th</sup>  
 Winter's grace - 6<sup>th</sup>  
 Control weather - 7<sup>th</sup>

**Moon spells**

Light/Darkness - 1<sup>st</sup>  
 Moonlight - 3<sup>rd</sup>  
 Starshine - 3<sup>rd</sup>  
 Moonbeam - 5<sup>th</sup>  
 Moonblade - 5<sup>th</sup>  
 Moonblaze - 5<sup>th</sup>  
 Novam-tamus' light - 5<sup>th</sup>  
 Baneful touch of Alianora - 7<sup>th</sup>  
 Blessed touch of Alianora - 7<sup>th</sup>  
 Harvest moon - Quest spell



## APPENDIX 2: TABLES

Table 1: Ability Requirements

	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Ash Genasi	3/18	3/18	3/18	7/18	9/18	3/18
Dust Genasi	3/18	7/18	7/18	5/18	5/18	3/18
Ice Genasi	3/18	7/18	3/18	5/18	3/18	3/18
Lightning Genasi	3/18	9/18	3/18	5/18	9/18	3/18
Magma Genasi	9/18	3/18	7/18	7/18	3/18	3/18
Mineral Genasi	9/18	3/18	5/18	3/18	5/18	3/18
Ooze Genasi	5/18	7/18	7/18	3/18	3/18	3/18
Radiance Genasi	3/18	5/18	3/18	7/18	3/18	9/18
Salt Genasi	3/18	3/18	5/18	5/18	9/18	3/18
Smoke Genasi	3/18	7/18	3/18	7/18	3/18	3/18
Steam Genasi	3/18	7/18	9/18	3/18	3/18	3/18
Vacuum Genasi	3/18	5/18	7/18	5/18	3/18	3/18
Ruvkova	10/18	3/18	12/18	13/18	8/18	3/18

Table 2: Ability Adjustments

	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Ash Genasi	-	-	-	-	-	-
Dust Genasi	-1	+1	+1	-	-	-1
Ice Genasi	-	-	-1	+1	-1	+1
Lightning Genasi	-1	+1	-1	-	+1	-
Magma Genasi	-	-	-	+1	-	-1
Mineral Genasi	+1	-1	-	-	-	-
Ooze Genasi	-	+1	+1	-	-1	-1
Radiance Genasi	-1	-	-1	+1	-	+1
Salt Genasi	-	-	-	-	+1	-1
Smoke Genasi	-1	+1	-1	+1	-	-
Steam Genasi	-1	+1	+1	-	-1	-
Vacuum Genasi	-1	-	+1	-	-	-
Ruvkova	+1	-1	-	-	+1	-2

Table 3: Average Height and Weight

	Height (In inches)		Weight (In pounds)	
	Male	Female	Male	Female
Ash Genasi	60+1d10	59+1d10	150+4d10	100+4d10
Dust Genasi	60+1d10	59+1d10	150+5d10	100+5d10
Ice Genasi	60+1d10	59+1d10	150+5d10	100+5d10
Lightning Genasi	58+1d8	57+1d8	130+4d10	80+4d10
Magma Genasi	61+2d8	60+2d8	160+6d10	110+6d10
Mineral Genasi	67+2d8	66+2d8	190+6d10	140+6d10
Ooze Genasi	60+1d10	59+1d10	150+5d10	100+5d10
Radiance Genasi	60+1d10	59+1d10	150+4d10	100+4d10
Salt Genasi	60+1d10	59+1d10	150+5d10	100+5d10
Smoke Genasi	58+1d8	57+1d8	130+4d10	80+4d10
Steam Genasi	58+1d10	57+1d10	140+4d10	90+4d10
Vacuum Genasi	62+1d10	60+1d10	120+4d10	70+4d10
Ruvkova	84+4d10	80+4d10	250+6d10	200+6d10

Table 4: Age and Aging Effects

	Starting Age	Middle Age*	Old Age**	Venerable***	Maximum Age
<b>Genasi (All)</b>	20+1d10	60	80	120	120+6d10
<b>Ruvkova</b>	20+2d10	60	80	100	100+2d100

Note: Add 7d4 years to starting age for a ranger or druid Ash Genasi

\* -1 Str/Con; +1 Int/Wis

\*\* -2 Str/Dex, -1 Con; +1 Wis

\*\*\* -1 Str/Dex/Con; +1 Int/Wis

Table 5: Level Limits

	Fighter	Ranger	Paladin	Cleric <sup>(1)</sup>	Druid	Mage	Specialist	Thief	Bard
<b>Ash Genasi</b>	11	15	-	-	13	10	12 <sup>(2)</sup>	-	-
<b>Dust Genasi</b>	12	-	-	-	-	11	<sup>(3)</sup>	-	14
<b>Ice Genasi</b>	11	-	-	14	-	15	15 <sup>(4)</sup>	13	-
<b>Lightning Genasi</b>	12	-	-	15 <sup>(5)</sup>	-	11	-	-	-
<b>Magma Genasi</b>	15	-	-	14	-	16	16 <sup>(6)</sup>	-	-
<b>Mineral Genasi</b>	14	-	14	12	-	13	13 <sup>(7)</sup>	9	10
<b>Ooze Genasi</b>	13	-	15	-	-	12	-	-	-
<b>Radiance Genasi</b>	13	-	-	12	-	13	<sup>(8)</sup>	11	14
<b>Salt Genasi</b>	13	-	-	12	-	-	-	-	16
<b>Smoke Genasi</b>	11	-	-	-	-	13	-	16	-
<b>Steam Genasi</b>	14	-	-	-	-	13	<sup>(9)</sup>	-	11
<b>Vacuum Genasi</b>	13	-	-	13	-	15	-	14	-
<b>Ruvkova</b>	14	-	-	-	14	-	-	-	-

1. Includes specialty priests.
2. Can be either a Fire Elementalist or a Necromancer
3. Can be either a Diviner (15) or an Earth Elementalist
4. Can be either an Air or Water Elementalist.
5. Can attain 18<sup>th</sup> level as specialty priest
6. Can be either an Earth or Fire Elementalist.
7. Can be either an Earth Elementalist or a Necromancer.
8. Can be an Illusionist (15) or a Fire elemental (13).
9. Can be an Abjurer (16) or a Diviner (15).

Table 6: Thief Racial Adjustments

	PP	OL	F/RT	HS	MS	DN	CW	RL
<b>Ash Genasi</b>	-	-	-	-	-	-	-	-
<b>Dust Genasi</b>	-15%	-	-	-	-	+5%	-	+10%
<b>Ice Genasi</b>	-	-	-	-10%	-	-	-5%	+15%
<b>Lightning Genasi</b>	-	-	-	-	-	-	-	-
<b>Magma Genasi</b>	-	-	-	-	-	-	-	-
<b>Mineral Genasi</b>	-5%	-5%	-5%	-	-	-	+10%	-
<b>Ooze Genasi</b>	-	-	-	-	-	-	-	-
<b>Radiance Genasi</b>	-	-	-	-20%	+10%	-	-	-
<b>Salt Genasi</b>	-10%	-	-	-	-	-	-5%	+10%
<b>Smoke Genasi</b>	-	-	-	+15%	+10%	-	-	-
<b>Steam Genasi</b>	-10%	-	-	-	-	+5%	+5%	+5%
<b>Vacuum Genasi</b>	-5%	-	-10%	-	+15%	-	-	-

Table 7: Native Plane (For Ruvkova)

Inner Plane	Native Element	Inner Plane	Native Element
Air	Major Air*	Lightning	Major Air, Minor Fire
Earth	Major Earth*	Steam	Major Earth, Minor Fire

Fire	Major Fire*	Mineral	Major Water, Minor Fire
Water	Major Water*	Radiance	Major Fire, Minor Air
Ooze	Major Earth, Minor Water	Dust	Major Earth, Minor Air
Ice	Major Water, Minor Air	Vacuum	Major Air, Minor Earth
Magma	Major Fire, Minor Earth	Salt	Major Water, Minor Earth
Smoke	Major Air, Minor Fire	Ash	Major Fire, Minor Water

Table 8: Elemental Specialists

Elementalist:	Basic	Para-	Positive quasi-
<b>Specializes in:</b>	Air, Earth, Fire, Water	Ice, Smoke, Ooze, Magma	Lightning, Steam, Mineral, Radiance
<b>Barred from:</b>	Ice, Smoke, Ooze, Magma	Earth, Fire, Water, Air	Vacuum, Salt, Ash, Dust
<b>Ability scores:</b>	Int 14	Int 14	Int 14
<b>Benefits:</b>	+3 to save vs. specialty schools	+3 to save vs. specialty schools	+3 to save vs. specialty schools
	-3 to opponent's saving throw	-3 to opponent's saving throw	-3 to opponent's saving throw
	+30% to learn spells from specialty schools	+30% to learn spells from specialty schools	+30% to learn spells from specialty schools
	+15% to learn spells of elemental other than specialty	+15% to learn spells of elemental other than specialty	+15% to learn spells of elemental other than specialty
	1/day can cast a spell as if he was 1d4 levels higher	1/day can cast a spell as if he was 1d4 levels higher	1/day can cast a spell as if he was 1d4 levels higher
	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty
	At 14 <sup>th</sup> level there is no chance that a conjured elemental of his specialty will turn on him.	At 14 <sup>th</sup> level there is no chance that a conjured elemental of his specialty will turn on him.	At 14 <sup>th</sup> level there is no chance that a conjured elemental of his specialty will turn on him.
<b>Hindrances:</b>	-30% to learn non-elemental spells	-30% to learn non-elemental spells	-30% to learn non-elemental spells
	Cannot use magical items that duplicate effects similar to spells of schools from his barred schools	Cannot use magical items that duplicate effects similar to spells of schools from his barred schools	Cannot use magical items that duplicate effects similar to spells of schools from his barred schools

Elementalist:	Negative Quasi-	Narrow (quasi-)	Narrow (para-)
<b>Specializes in:</b>	Vacuum, Salt, Dust, Ash	A basic school and its quasi-elements (for example: Air, Lightning and Vacuum)	A basic school and its para-elements (for example: Fire, Magma and Smoke)
<b>Barred from:</b>	Lightning, Steam, Mineral, Radiance	Their opposites (for example: Earth, Mineral and Dust)	Their opposites (for example: Ice, Water and Ooze)
<b>Ability scores:</b>	Int 14	Int 14	Int 14
<b>Benefits:</b>	+3 to save vs. specialty schools	+3 to save vs. specialty schools	+3 to save vs. specialty schools
	-3 to opponent's saving throw	-3 to opponent's saving throw	-3 to opponent's saving throw
	+30% to learn spells from specialty schools	+30% to learn spells from specialty schools	+30% to learn spells from specialty schools
	+15% to learn spells of elemental other than specialty	+15% to learn spells of elemental other than specialty	+15% to learn spells of elemental other than specialty
	1/day can cast a spell as if he was 1d4 levels higher	1/day can cast a spell as if he was 1d4 levels higher	1/day can cast a spell as if he was 1d4 levels higher
	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty

	At 14 <sup>th</sup> level there is no chance that a conjured elemental of his specialty will turn on him.	At 14 <sup>th</sup> level there is no chance that a conjured elemental of his specialty will turn on him.	At 14 <sup>th</sup> level there is no chance that a conjured elemental of his specialty will turn on him.
<b>Hindrances:</b>	-30% to learn non-elemental spells	-30% to learn non-elemental spells	-30% to learn non-elemental spells
	Cannot use magical items that duplicate effects similar to spells of schools from his barred schools	Cannot use magical items that duplicate effects similar to spells of schools from his barred schools	Cannot use magical items that duplicate effects similar to spells of schools from his barred schools

<b>Elementalist:</b>	<b>Broad</b>	<b>Composite</b>	<b>True</b>
<b>Specializes in:</b>	A basic school its quasi- and para- elements (for example: Ice, Water, Ooze, Steam and salt)	2-4 elements of the mage's choice	All 16 elemental schools
<b>Barred from:</b>	Their opposites (for example: Fire, Magma, Smoke, Ash and radiance)	2-4 elements of the DM's choice	All non-elemental schools
<b>Ability scores:</b>	Int 14	Int 14	Int 16, Con 12
<b>Benefits:</b>	+3 to save vs. specialty schools	+3 to save vs. specialty schools	+3 to save vs. specialty schools
	-3 to opponent's saving throw	-3 to opponent's saving throw	-3 to opponent's saving throw
	+30% to learn spells from specialty schools	+30% to learn spells of elemental nature	+30% to learn spells of elemental nature
	+15% to learn spells of elemental other than specialty	+15% to learn spells of elemental other than specialty	1/day can cast a spell as if he was 1d4 levels higher
	1/day can cast a spell as if he was 1d4 levels higher	1/day can cast a spell as if he was 1d4 levels higher	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental
	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty	At 14 <sup>th</sup> level there is no chance that a conjured elemental will turn on him
	At 14 <sup>th</sup> level there is no chance that a conjured elemental of his specialty will turn on him.	At 14 <sup>th</sup> level there is no chance that a conjured elemental of his specialty will turn on him.	
<b>Hindrances:</b>	-30% to learn non-elemental spells	-30% to learn lesser divination (or universal magic) spells	-30% to learn lesser divination (or universal magic) spells
	Cannot use magical items that duplicate effects similar to spells of schools from his barred schools	Cannot use magical items that duplicate effects similar to spells of schools from his barred schools	Cannot use magical items that duplicate effects outside Universal and Elemental magic

**Note:** Whenever it is written conjured elemental it pertains to all elemental beings unless said so otherwise in the description of the spell that conjures the elemental being.

You may have noticed that the abilities of the new mages do not differ except for the elemental schools they specialize in. This is due to the fact that they can specialize in several schools at the same time, which is especially true for the True Elementalist, who learns all 16 elemental schools. I did it like this because they have less schools to learn from but it is somewhat neutralized by the fact that they get some of these abilities for several schools which makes them strong.

## C R E D I T S

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Itzhak Even ([ElementalNetbook@rpghost.com](mailto:ElementalNetbook@rpghost.com)) - The brain behind the book. He first came up with the idea and headed the work as main compiler and assistant editor.

David Alexander ([draegarius@hotmail.com](mailto:draegarius@hotmail.com)) - The working hand on the project, he tried his best to keep spelling mistakes at bay (wolfsbane anyone?) as main editor and assistant compiler.

Heregul ([heregul@worldnet.att.net](mailto:heregul@worldnet.att.net)) - The One that is responsible for most of the new material in this version.

Robert Peretz ([Robi@metallifan.com](mailto:Robi@metallifan.com)) - The heart behind the project, aiding both in ideas and moral support, we salute you!

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