

A GRIMOIRE OF SPELLS

Call of the Ancient Tusk

Arcane 5, Divine 6, Eldritch 5 (White)

Range: Special

Duration: 1 day

This spell calls a **mastodon** to the caster to serve as a companion and/or mount (see the **Monsters** chapter of *Adventurer Conqueror King System* for details). In regions where mastodons are extinct, the spell calls a very large and powerful elephant with characteristics identical to a mastodon.

When called, the mastodon will travel to the caster's destination at its wilderness movement rate. If the spell is cast in a wilderness hex of terrain with an indigenous mastodon or elephant population, the mastodon will take 1d6 turns to arrive. If the spell is cast in any other type of hex, the time to arrive is increased by 120 minutes (12 turns) per 6-mile hex between the caster's hex and the nearest wilderness hex of native terrain. The time to arrival may be much shorter if the Judge has determined that a mastodon lair is nearby. If called while the caster is unreachable (deep in a dungeon, for example), the mastodon will travel as close as it can to the caster and then wait in that vicinity.

For the duration of the spell, the mastodon will understand the spellcaster's speech and serve as his loyal friend and companion. The spell persists until the mastodon is slain, the spell is **dispelled**, or one day passes (at which time the mastodon departs). If the spell is cast again when the mastodon is about to depart, it will remain for another day.

This spell does *not* conjure up saddle and tack, nor does it automatically grant the rider the equivalent of Riding proficiency, so unproficient characters who ride the mastodon into battle do so at their own risk.

Call of the Leviathan

Arcane 6, Eldritch 6 (White)

Range: Special

Duration: 1 day

This spell calls a **sperm whale** to the caster to serve as a companion (see the **Monsters** chapter of *Adventurer Conqueror King System* for details). When called, the sperm whale will travel to the caster's destination at its wilderness movement rate. The spell can only be cast in an ocean hex, or from a point in a hex adjacent to an ocean hex with line of sight to the ocean. The whale will take 4d6 turns to arrive. The time to arrival may be much shorter if the Judge has determined that a pod of whales is nearby. The whale will travel as close as it can to the caster (just off shore, near his boat, etc.) and then wait in that vicinity. For the duration of the spell, the whale will understand the spellcaster's speech and serve as his loyal friend and companion. It will sing for him, allow him to ride on it as it swims through the waves, and even attack enemy vessels or sea monsters at his request. The spell persists until the whale is slain, the spell is **dispelled**, or either one day passes (at which time the whale departs). The whale will also depart after any fight in which it loses $\frac{1}{2}$ or more of its hit points. If the spell is cast again when the whale is about to depart, it will remain for another day.

Find Place of Power

Arcane 6, Divine 5, Eldritch 6 (White)

Range: 12 miles

Duration: concentration

This spell allows the caster to sense the direction and approximate distance to the most potent place of power within 12 miles (i.e. within the area of a 24-mile hex). The caster can search for places of power in general, in which case the spell will reveal the type of place it detects as well as direction and distance. Alternatively, he may specify a particular type of place (e.g. "sinkholes of evil"), in which case the spell will reveal the direction and distance to the most potent place of that type. **Find place of power** is a complex spell that requires 1 turn (10 minutes) to cast.

Forest Enchantment

Range: 0'

Arcane 5, Divine 5, Eldritch 5 (Grey) Duration: special

This spell is a favorite of elven spellsingers and Nobiran wizards of nature, who commonly cast it in the vicinity of their fastnesses and towers. When cast, it **charms** all of the plants in a 240' radius around the caster. Thereafter the caster, and any characters he "introduces" to the plants as friends, can move among the normal plants in the area of effect free from intentional or accidental harm – rose bushes will twist so that their thorns do not pierce him, poisonous ivy will not leak oil onto him, tree branches and roots will shift slightly so as not to trip him, and so on. In addition, the charmed plants will be hostile to enemies of the caster who intrude upon the area; trespassers will find that thorns bite them, branches and roots entangle them, and leaves whistle where they pass. In game terms, the caster and his allies gain a +1 bonus to surprise rolls and improved movement multipliers in the area of effect, while enemies suffer a -1 penalty to surprise rolls and worsened movement multipliers in the area of effect.

Normal plants receive no saving throw when the spell is cast, but each season thereafter they receive a saving throw to break the spell; the Judge should roll once for all normal plants in the area of effect as if they were a 1 HD monster. If the caster does severe damage to the plants in the area of effect (such as clear cutting the trees), the spell immediately ends, but gathering fallen wood, picking fruit and flowers, trimming leaves, and similar gardening does not end the **forest enchantment**.

Terrain	Allied Move Multiplier	Enemy Move Multiplier
Hills, forest, scrub	x1	x1/2
Jungle, swamps	x2/3	x1/3

The spell can also affect any plant monsters that happen to be within the area of effect, but these are allowed a save versus Spells to resist. Once in effect, the charm lasts until removed by a **dispel magic** spell or until the affected plant monster makes a successful saving throw versus Spells. The charmed plant monster receives a saving throw to break the spell each day if it has 7+1 HD or more, every week if it has 5-6 HD, and every month if it has 4 HD or fewer. This spell does not grant the caster any special means of communication with the affected plants.

Forgetfulness

Range: 15'

Arcane 5, Divine 5, Eldritch 5 (Grey) Duration: special

This spell induces forgetfulness in one or more living creatures within range. Up to 3d6 HD of living creatures of up to 4 HD each can be affected. Creatures with the fewest HD are affected first. Affected creatures lose all memory of the preceding thirty rounds (5 minutes) before the spell was cast and form no memories of anything that happens during the subsequent thirty rounds (5 minutes) after the spell was cast. While under the influence of the spell, the affected creatures are passive and distracted, as if lost in thought or day dreaming. If attacked, they will defend themselves, but otherwise they will not interfere with the activities of other creatures. When the spell ends, the creatures are not aware of having been affected; they simply feel as if they have come out of a day dream or lapse in attention. Memories lost to this spell can return to the creature if the effect is **dispelled** or if the creature succeeds on a subsequent saving throw versus Spells. An affected creature receives a saving throw to recover its memories after a day has passed if it has an Intelligence of 13 or greater, after a week if its Intelligence is 9-12, or after a month if its Intelligence is 8 or less.

EXAMPLE: Arwen, an elven spellsinger, has infiltrated into the Temple of Dirgion in order to steal the Talisman of the Fiery Eye. She disguises herself with the grey robes of a priestess of Dirgion and enters the Temple. In the reliquary, she is confronted by a trio of bugbear guards, Borgat, Shigor, and Nassim. The bugbears attack her because she fails to offer the correct password. On her initiative, Arwen casts **forgetfulness** on the bugbears. She throws 3d6 to determine the HD of creatures she can target, and rolls a 13 – more than enough to affect all three bugbears.

Healing Circle Range: 30'
Divine 5, Eldritch 5 (White) Duration: instantaneous

Note: If the Judge is using Heroic Healing, effected creatures instantly regains hit points as if each had rested for one day.

This spell can magically reveal the existence of lairs within 3 miles (i.e. within the area of a 6-mile hex). The Judge should make a searching throw on behalf of the caster after three turns (30 minutes) of concentration. The target value for the throw is 4+, or 2+ if either the caster or his familiar has Land Surveying proficiency. If the throw fails, the spell immediately ends. If the throw succeeds, the caster learns the direction and approximate distance to the nearest unrevealed lair and can continue searching with the spell for other lairs. The throw automatically fails if there are no lairs in range, or if all lairs within range have been revealed by the spell. Because the roll is made in secret by the Judge, the caster cannot be certain whether the spell has ended because of chance or because there are no more lairs to find.

This spell allows the caster to sense the direction and approximate distance to the nearest undead creatures within 3 miles (i.e. within the area of 6-mile hex). The caster can search for undead in general, in which case the spell will reveal the type of, as well as direction and distance to, the nearest undead of any sort. Alternatively, the caster can locate a particular undead creature (e.g. “the mummy Amon-Hotep”) that he either can identify by its true name or has physically encountered in the past. **Locate haunting** is not blocked by earth, stone, or wood, but even a thin sheet of lead or gold will obscure an undead creature from detection by this spell. **Locate haunting** is a complex spell that requires 1 turn (10 minutes) to cast.

The caster can draw and devour the soul from a victim, temporarily gaining a fraction of the victim's knowledge and vigor. The spell is usually cast on bound and helpless victims; if used in combat, it requires a successful melee attack throw to touch the victim. Once touched, the victim must make a saving throw versus Death.

Even if the saving throw succeeds, the victim is still slain, but his soul eludes the caster's grasp. If the saving throw fails, the victim is slain and his soul is eaten by the caster. The caster immediately gains 1d10 temporary hit points + 1 hp per level of the victim. In addition, the caster learns some important knowledge possessed by the victim, either a specific set of facts that the caster was seeking or some random knowledge chosen by the Judge. The knowledge learned can be quite complex, equivalent to a single rank in a proficiency, a class power, a spell formula, or a language. The temporary hit points will disappear at the expiration of the spell's duration, while the knowledge will fade as if it was a barely-remembered dream. Nothing prevents a caster from writing down the knowledge gained from this spell before it fades, however.

EXAMPLE: Ra-Ramses wishes to plumb the depths of the dungeon of his rival, Baldur the Black. Baldur's dungeon is reputed to be a deadly maze filled with traps, secret doors, and foul guardians, so Ra-Ramses abducts Archimedian, the engineer who built the dungeon, and casts **soul eating** on him. Archimedian (a 5th level loremaster) fails his saving throw v. Death, so his soul is eaten by Ra-Ramses. Ra-Ramses gains 1d10 + 5 hp. The Judge decides that having complete knowledge of the layout and design of Baldur's dungeon is equivalent to the Mapping proficiency, and thus within the purview of the spell. Ra-Ramses now has a day to exploit this knowledge, either by venturing into the dungeon immediately or by spending a day drafting maps.

While **soul eating** is in effect, the spellcaster is treated as an inherently evil summoned creature for purposes of **detect evil** and **protection from evil** effects. A **dispel evil** or **dispel magic** spell will strip the caster of his temporary proficiency and hit points unless he makes a successful saving throw versus Spells.