

# THE BLACK GRIMOIRE

THE COMPLETE ARDUIN, BOOK III  
THIRD EDITION

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The BLACK GRIMOIRE is a collection of all of the spells of a Magikal or Priestly nature, including Illusory, Runic, Rogue, Demon, Dragon, and Druidic magiks, along with all Alchemical and Herbal recipes and concoctions, published by Grimoire Games (whether directly or through special permission contracts), and taken from the Arduin Grimoires (Volumes 1 through 8), The Arduin Adventure, The Complete Arduin, and several previously unpublished sources. This material is ©1996 by Grimoire Games, and is the sole property of Grimoire Games. (Trademark owned by Emperors Choice Games and Miniatures)

## **DEDICATION**

To Koryu and the 47 Ronin, Elric, Daniel, Jothar, Kazamon, Mithrom, Mogadore, Hammal Assad, Zorel-la, Lasuli, Frederick, Talso, Rissk, Amber, Garros, Martirion, Bimbila, Indy, Boggy, Wandra, Malithion, Penion, Needle, Rowena, Arlo, Kuna Tam, Shang Cho, Calacire, Ragnar, Willow, Elmareon, Tamra, Hobbits on Holiday, Uitar, Mejnoon, and the thousands of others who trod the soil of Arduin in search of adventure and life; indeed, to all the characters that ever were, are, or will be; we remember your tales, lives, and deeds as if they were our own. Wherever you are, in all the realms of wonder, always remember the words of the Master: "Let life triumph whenever and wherever it will, but shirk not death in a good cause and in good company."

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## FIRST ORDER OF POWER (OP 1)

### **Aethanahr's Molasses (OP 1)**

For each single (1) mana point expended, the mage can cause up to 10 cubic feet of water (or similar liquid) to instantly transform into the consistency of thick molasses for ten minutes. Each additional one-half (1/2) mana point thus expended will affect an additional 10 cubic feet of liquid. The range of this spell is 60' plus 3' per EL over that at which this magik was learned. Nine days of study and 65 G.S. in materials are needed to learn this spell.

### **Aldone's Spell of Withered Manhood (OP 1)**

This spell was conceived as a *revenge* against the magician's friend who had been "fooling about" with his wife. What it does is cause the victim to become *totally* incapable of *any* sexual activity requiring the use of the male genitalia - said body part being totally nonfunctional in that manner (but okay otherwise). It simply deadens all the nerves in that region to such a degree that even magikal means will not help to restore their "pleasure functions." The range of this three (3) mana point spell is 13' and it has a basic duration of 1D6 days. However, for each additional one (1) mana point expended in the initial spell casting for this purpose, the duration increases another 1D6 days. This spell requires seven days of hard study and 55 G.S. in materials to learn.

### **Arturon's Identifying Ritual (OP 1)**

This one minute ritual has a mana point cost of three (3) and will, upon completion, put the mage into a "light trance" for 1D10 minutes. During this time any object he is holding or touching can be "discovered." When the mage comes out of his trance he will know exactly what the function of said object is (though not how it so functions). This is very useful where technological devices are concerned. This ritual requires sixteen days of moderate study and 25 G.S. in materials to learn.

### **Boojum's Spell for Detecting Enemies (OP 1)**

For a one (1) mana point cost the mage can detect any entity that is specifically thinking of harming him. The range for this is a 30' radius, but it can be increased by 15' per each additional one (1) mana point used for that purpose. All beings at which the spell is directed, whether hidden or not (as it works even through one foot of stone), get a save versus psychic attack. If said save is successful, the mage does not detect them. At any rate, on successful detects, the mage becomes "aware" of the location and the number of those enemies but not what or who they are. The base chance of success is 66% plus 3% per EL over that at which this spell was learned. But remember they do get saves. This spell requires two weeks of time and 45 G.S. in materials to learn.

### **Borken's Spell of Detecting Psychic Emanations (OP 1)**

For a two (2) mana point cost the mage will become "aware" of any and all psychic forces/emanations within a 30' radius of himself for three melee rounds. He won't know what kind they are, just that they are there (and where they emanate from). The success chance for this is 45% + 3% per EL over that at which this spell was learned. This spell needs five weeks of time and 25 G.S. in materials to learn.

### **Chambroe's Ritual of Treasure Finding (OP 1)**

For each one (1) mana point expended during this three minute ritual, the mage will detect all valuable items (gold, silver, gems, etc.) within a 20' radius. This works through all obstructions, regardless of type, except for silver, which blocks it but triggers the detect, and has a base success chance of 65% + 3% per EL over that at which this spell was learned. The ritual needs four weeks of time and 45 G.S. in materials to learn.

### **Chassuract's Missile Magiking Ritual (OP 1)**

For each half (1/2) mana point expended during this one minute ritual, a mage can cause any single arrow, sling stone, or other such missile (only!) to become +1 to strike for thirty (30) minutes. As a consequence, it can strike those of the Undead kind even though not otherwise magik. The mage can add one (1) mana point per each additional +1 he wishes to add or to add another 30 minutes to the duration to any one

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missile. However, in no case can a missile ever be “magiked” to more than +5 to hit nor be made to hold this extra attack value (of whatever number) for more than two hours. This ritual requires four days of light study and the expenditure of 70 G.S. in materials to learn.

## **Cleadora’s Sunstone Ritual (OP 1)**

For each one (1) mana point expended during this three minute ritual, the magician can cause any gem, jewel or other similar object (crystal ball, etc.) to take on the properties of a “Sun Stone” for one day (25 hours). This ritual requires two days of study and costs 45 G.S. in materials to learn.

## **Corwynna’s Spell of Detecting Specific Locations (OP 1)**

For each one (1) mana point and one melee round of time expended, the mage can determine the precise direction and approximate distance of one single location already known to him, to a 60’ distance (and regardless of obstruction). For example, a lost mage expends five (5) mana points and five melee rounds (in concentration) to determine in just what direction the stairs he came in by are located. He will know approximately how far away they are (provided they are within the 300’ radius the five mana points gave him) and he can then “home in” on them over the next hour. If he can’t find it within that hour (because of obstructions, etc.) he must try the spell again as the effect will fade after that time. The success chance of this magik working is 90% + 1% per EL over that at which this spell was learned. The spell requires one week of time and 85 G.S. in materials to learn.

## **Dardringen’s Spell of Poison Detection (OP 1)**

For a one (1) mana point cost the mage can detect any poison or venom in any one specific area (not to exceed one cubic foot in volume) up to five feet distant. If the detect is successful, the mage sees the poison as an evil yellow glow. The base chance for success is 25% plus 3% per EL over that at which this spell was learned. This spell requires one week and 35 G.S. in materials to learn.

## **Darleman’s Slow Drop Spell (OP 1)**

For each one (1) mana point expended the mage can cause up to 100 pounds of any substance to fall at one-tenth (1/10) its normal rate for one melee round or 300’, whichever comes first. The range is, of course, up to 300’ (and this is not extendable). Note that if such a spell, “pre-loaded” with enough mana to slow 1000 lbs. (i.e., 10 mana points) was used to slow an object only half that weight (for example), it would still fall at 1/10 normal speed. The extra mana used will not slow it further. This spell requires ten days of relatively easy study and 45 G.S. in materials to learn.

## **Davalon’s Ritual of the Sixth Sense (OP 1)**

This ritual requires two minutes of time and six (6) mana points to complete, but once done the mage will have the ability to sense any and all danger (not enemies) that directly threaten him, within a 30’ radius. The danger can be anything from a deadfall or trap to an arrow silently in flight towards his back. The success chance of this working is 80%, which is not increasable by any means whatsoever. This sixth sense will last for one hour plus one additional hour per each three (3) mana points added to this ritual. This requires ten weeks of time and 375 G.S. in materials to learn.

## **Frei-Beth’s Wizard Glow or The Wizard Moon Spell (OP 1)**

For each single (1) mana point used, the mage can cause any one specific object up to 10’ distant to glow with a pale blue glow (equivalent to 1/2 daylight in strength) in a 30’ diameter area for one hour. This can be anything, from a sword blade to a fingertip. The spell needs one week of time and 75 G.S. in materials to learn.

## **Hardav’s Spell of Detection of Those Things Astral or Ethereal (OP 1)**

This spell may be used to detect one or the other of the above kinds of things within a 30’ radius of the mage. He casts the spell then slowly turns for one melee round, during which time all such Ethereal or Astral (one at a time only) will show up to his eyes as a glowing red splotch. The mana cost is two (2), the duration is one melee round and the base success chance is 55% + 3% per EL over that at which this spell was learned. It requires two weeks of time and 155 G.S. in materials to learn for just one of the two. To get both requires one more week of time and another 65 G.S. in materials to learn.



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## **Hardav's Spell of Illusion Detection (OP 1)**

This spell needs two (2) mana points to do and has a range of 30' and covers an area up to 10' square. If successful (70% + 3% per EL over 1st), the mage will see all illusory things outlined in a bright, glowing green for one melee round. This spell requires two weeks and 65 G.S. in materials to learn.

## **Harwyn's Bone Shaker Spell (OP 1)**

This spell costs two (2) mana points, has a 75' range, and causes man-sized victims (up to 45 HP in size) to have intense muscle spasms (and to shake uncontrollably) for 1D10 melee rounds. It causes 1D4 HP of damage per melee round of effect. All hand held objects are immediately dropped by the victim. For each additional (1) mana point put into this spell's initial casting the spell may affect an opponent 15 HP greater in size (thus, for 5 mana points this spell could affect a target of up to 90 HP in size). This spell needs two weeks of time and 50 G.S. in materials to learn.

## **Harwyn's Hypnos Spell (OP 1)**

By utilizing four (4) mana points, a mage can "mesmerize" any single intelligent being with a lower combined total INT and EGO than himself. This will last for one minute per INT point of the mage and has a 30' range. The save required is psychic, not MRS. The mesmerized person will follow the mage's commands literally, in a robot-like manner. However, any sudden shock has a 30% chance of breaking this spell. This spell requires seven weeks of time and 110 G.S. in materials to learn.

## **Harwyn's Spell of Magik Detection (OP 1)**

This spell allows a mage to determine if an item is magik. It will also tell him 1D100% about the actual workings of the item. Its mana cost is one (1) point and the range is 10 feet. The basic chance for success is 70% + 3% per EL over that at which this spell was learned. This spell requires but one week of time and 25 G.S. in materials to learn.

## **Ishorg's Ink Finger (OP 1)**

This spell has a half (1/2) mana point cost. It lets the mage use his (choice) finger like a quill pen (with its own ink supply). The duration is 3 minutes for the initial 1/2 mana point and an additional five minutes for each extra 1/2 mana point added in the initial spellcasting. The ink is always a deep purple color and is not water resistant. An OP 2 version has indelible ink (choice of black, red, green, purple, or brown) and is otherwise identical except for a base one (1) mana point cost (and per time added). This spell requires only 6 hours of light study and 35 G.S. in materials to learn.

## **Ishorg's Spell of the Awful Sting (OP 1)**

This spell costs but half (1/2) a mana point yet has a 33' range. It casts a small blue-green bolt at whatever target the magician's outstretched finger happens to be pointing toward. The victim hit is stung as if by a thousand bees, a feeling that persists for but a second but encompasses his entire body! Because of the intensive and convulsive nature of this pain jolt, the victim will drop whatever he is holding, let go of whatever he may be attached to, and so on, on this percentage chance: If the victim (it must be a live creature to have any effect) is 20 HP in size or less, 100%; from 21-35 HP in size, it is a 95% chance; for 36-50 HP in size, it's an 85% chance and, for every 10 HP in size (or fraction thereof) thereafter, it is further reduced by 5%. Thus a being of 88 HP in size would have a 65% chance of dropping whatever it had hold of, missing its next attack (if within 5 CF counts of the impact), magikally fumbling and so on. It is so simple to learn that but one day's time and an expenditure of only 25 G.S. in materials are needed. As it is fired/in flight, the tiny mystik bolt hums like a million enraged bees. Nice effect.

## **Jasterman's Bolts of Blue Bedevilment (OP 1)**

This is an instant firing magik that is easy to learn. For each half (1/2) mana point (pre-memorized and allocated), a 3" x 1" brilliant blue bolt of arcane energy will zip from the spellcaster's outstretched index finger. Note, however, that each bolt will fire at 1/5 of a second (one CF count) intervals like bullets from a gun (and not all at once). Each bolt has a 120' range, does 1 HP of kinetic damage and stings like the dickens! The "shock" they deliver is enough to jolt anyone into immediate attention. So 10 mana points means 20 bolts, one every CF count for 20 counts! Once begun, the magik spell will continue firing until all bolts have been expended. Finally, once a magician rises in EL, the number of bolts increases for each

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mana point expended. Thus, EL 1-3 = one per each half mana point; EL 4-7 = 2 bolts per each half mana point; EL 8-11 = 5 per each single (1) mana point; and EL 12+ = 13 per each 2 mana points or 5 per each single mana point used. It takes 7 hours of study and 35 G.S. in materials to learn.

## **Jherbal's Spell of the Instant Grab (OP 1)**

This spell allows whomever it is cast upon (up to 10' distant) to have an absolutely unbreakable grip (as far as it is possible for each individual body) with one hand, for ten (10) minutes per each half (1/2) mana point expended in the initial spellcasting. The range of effect is also extendable in 10' increments per each half (1/2) mana point expended specifically for that purpose. This spell requires one day of time and 15 G.S. in materials to learn. It is one of the cheapest spells, yet one of the most useful.

## **Jimathon's Flare Spell (OP 1)**

This spell only requires a half (1/2) mana point to use in the basic form. The single word firing order (1/100 second delay) causes an intensely bright, yellow-white "spark" to zip from the tip of the caster's middle finger (left hand). This spark moves at 300' per second to a distance of 300'. There it "bursts" into a brilliant but utterly harmless cool radiance some 6' in diameter. The radiance casts the equivalent of 1/2 daylight in a 180' radius around itself. For an additional 60' beyond that, there is 1/4 daylight equivalent "glow". This heatless light will slowly drift downwards (it is usually shot straight up) at the rate of 30' per second. At the end of 10 seconds or if it hits a solid object, it immediately goes out. However, during the initial firing, out to 300' total distance, it can and does ricochet off of any solid/real surface. It requires 45 hours of moderate study and 10 G.S. in materials to learn. This spell is not expandable by any known means.

## **Jhonora's Ritual of the Aura of Magikal Alarm (OP 1)**

This two minute ritual costs three (3) mana points to complete and once done puts an invisible aura in a 30' radius around the mage that lasts 10 minutes. If anyone tries to magikally observe the mage (by crystal ball or some such), the mage "knows" it immediately on a 90% base chance. This chance cannot be improved upon in any manner whatsoever. The ritual requires three weeks of time and 88 G.S. in materials to learn.

## **Jundrunne's Quickflame (OP 1)**

With this spell a mage can ignite any dry burnable object up to 10' away (such as dry wood, cloth, etc), or cause 3 HP of damage to a person. The mana cost is one (1) and remember; small only (about the size of a campfire). This spell requires one week of time and 15 G.S. in materials to learn.

## **Karpethan's Spell of Weapons Enchantment (OP 1)**

This spell is an instant acting enchantment that takes 3 seconds (half a melee round) to enact. Once done upon any true weapon, said weapon becomes "magik" and +1 to strike for 1D20 minutes plus one minute per EL of the caster. Thus a normal weapon can strike Undead, Demons, Were-creatures and others not ordinarily possible to hit. The spell works by touch and costs one (1) mana point. However, each additional two (2) mana points expended in the initial casting increases the duration by 1D20 minutes or the "plus" by one, at the caster's choice. This spell takes only 10 hours of study and 85 G.S. in materials to learn.

## **Kharoelyn's Aphrodisiac Aura or The Love Ritual (OP 1)**

For a one (1) mana point expenditure and one minute of time, a mage can add +3 CHA in general and +8 CHA specifically where members of the opposite gender are concerned. This effect will only "reach" those people within a 20' radius of the mage, the effect lasting one hour. However, if three (3) mana points are poured into this ritual, the mage can try for a concentrated effect aimed at one individual; if said individual fails a save versus psychic attack, he or she will feel love and desire towards the mage. This emotion is extremely strong and "real" to the person thus affected, and will cause him/her to do all manner of love-sick idiocies in the name of desire. This spell requires one week of time and 15 G.S. in materials to learn. The usage of this spell is considered highly illegal in most civilized areas.

## **Lundgren's Wizard Dark Spell (OP 1)**

For two (2) mana points used a mage can cause a 13' diameter area up to 30' distant to become inky black and totally light absorbent for one minute. It can be increased in diameter by adding one (1) mana point per

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each 5' to be created. Torches, wizard glows, etc., cannot be seen inside the area, nor can the casting mage see out of it if he is inside its effect. This spell requires one week and 50 G.S. in materials to learn.

## **Marah's Spell of Detecting Undead (OP 1)**

For a two (2) mana point cost the mage can detect all of the Undead kind within a 45' radius, regardless of obstruction (to a 10' thickness of stone). The base success chance is 66% + 3% per EL over that at which this spell was learned. The mage will know the number and kind of Undead in the area of effect, if successful. This spell needs two weeks of time and 95 G.S. in materials to learn.

## **Matroch's Ritual of the Detection of Disease (OP 1)**

This one minute ritual requires three (3) mana points to complete, but once done the mage will absolutely know what sickness ails any single living entity upon which it was done. The entity can be up to 5' distant but may not mass more than one ton. Larger beings can be checked at an extra mass cost of one (1) mana point per each additional 1000 lbs. in size. The base success chance is 20% + 3% per EL over that at which this spell was learned. The ritual needs three weeks and 100 G.S. in materials to learn.

## **Matroch's Ritual of Detecting Injury (OP 1)**

This one minute ritual works exactly the same as the "disease" one does in all respects, except it detects the presence and type of injuries. It needs two weeks of time and 65 G.S. in materials to learn.

## **Michbeth's Spell of Detecting Gates and Other Magik Portals (OP 1)**

For a three (3) mana point cost the mage can become "aware" of the exact distance and direction (to 100' away, regardless of obstruction) of all "gates" and other magikal portals. The chance of success for this is 45% + 3% per EL over that at which this spell was learned. It requires five weeks and 175 G.S. in materials to learn.

## **Moshaera's Conjunction of Quiet Calmness (OP 1)**

This conjunction requires one full melee round (6 seconds) and three (3) mana points to complete. Once done, the magician has created an area (or "aura") about himself that is 18" in radius for each CON point he has. This area is one of "utter calm and quiet" that lasts 1D12 + 12 minutes (+ 1D12 minutes for each additional one (1) mana point used during the conjunction). Its area of effect is not increasable. Note that the quietness is such that a Dragon's roar from without is but a puppy's growl within, yet all spoken words are clearly heard. Thus, no matter how loud or noisy it is outside the aura, it is as if it were only quietly spoken tones and everyday noise levels within. The "calmness" refers to a valium like aura that calms all *living things* up to 75 HP in size, which enter its area of influence. Within these parameters, it has a 90% chance of bringing a berserker out of his killing fury, of making an attacking bear stop and mildly walk away and so on. Outside the area of effect, this calming effect lasts but one melee round per EL of the caster. Normal saves apply, however, and outside the aura anything goes. This useful conjunction needs two days of study and 150 G.S. in materials to learn.

## **Moshaera's Mystik Dart Spell (OP 1)**

This converts one (1) mana point into a burst of blue-white energy that flashes from the mage's pointing finger. It hits like a heavy crossbow bolt (+1 to strike, 1D8+9 HP of damage and a +1 RCH bonus), with a 120' range. There is no "save" from this attack. Note that if you are using the optional shock rules, this is all shock damage. This spell requires three weeks of time and 150 G.S. in materials to learn.

## **Nehlsohn's Hangfire Ritual (OP 1)**

This ritual requires the adding of one (1) mana point per each three OP of the basic magik involved to whatever mana cost the "held" magik has. The ritual allows the mage to literally "hangfire", or hold off using the magik, even if it has already been committed. He can hold it up for as long as 10 minutes per EL. At the end of that time, the magik is automatically discharged in the normal manner. Of course, the holding mage can also elect to fire at will at any point during this time with the utterance of a simple, one syllable release sound. The only drawback is that while any magik is thus hung up, no other spoken magik may be performed by said magician. This one minute long ritual requires only one day of moderate study and 55 G.S. in materials to learn.

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## Noel's Tall Walkers (OP 1)

This spell requires a single word and the expenditure of a mere one-half (1/2) mana point to use. Its startling effect, which is quite immediate (1/20 second), is to create 3' tall "stilts" of mana-energy under each foot of the caster. Going up! Of course, they will move with the magician so things such as acid pools, etc., may be safely waded through. The dark blue "stilts" have a base duration of 30 seconds (5 melee rounds) and are, themselves, 100% impervious to heat, cold, etc. Each additional one-half (1/2) mana point expended during the initial spellcasting will extend the height by 18" or add 3 melee rounds to the duration. Requiring an easy 14 hours of study and a 3 G.S. expenditure to learn, this spell may be the "best buy" in all of magikal lore! As an end note, the basic spell only supports a weight of 222 lbs (or less). To increase their load capacity, simply use an additional half (1/2) mana point (expended specifically for this) per each extra 100 lbs. of weight you want it to support.

## Penion's Gardy Loo (OP 1)

For a three (3) mana point cost the wizard summons all the vile, stinking refuse within a quarter mile and deposits it upon the target. Up to 100 pounds of such delicacies as rotten fish, apple cores, used diapers, offal, and the like will appear within the 10 foot diameter. To learn this spell the wizard requires three weeks, 5 G.S. in very smelly materials, a complete change of clothes and a hot bath.

## Penryn's Swift Slap (OP 1)

For a one (1) mana point cost the wizard can kinetically slap any target up to 15' distant. This slap does no damage, but does have a GM adjudicated chance of doing such things as surprising a wizard enough to cause a Magikal Fumble, knocking a wand, dagger, or other such object from someone's hand (16 STR or less), knocking over, spilling, or otherwise abruptly moving such things as weigh one pound or less up to 1D12 inches, and definitely getting someone's attention, like a stinging slap in the face. This minor magik cannot be increased in any manner and requires one hour of easy study and 3.5 G.S. in materials to learn.

## Penryn's Whirlygigs (OP 1)

This conjuration has a base cost of two (2) mana points and takes 3 seconds to complete. Once done, three orange-sized "balls of sparking, flashing, whizzing, and spinning scarlet fire" (plus one per EL over EL 1) will leap from the magician's cupped hands. Crackling, popping, and whirling crazily about, these little thingies will scoot along at 41-60' per melee round in random directions. They skitter across the ground, bouncing as high as 31-50" and generally cause havoc as people duck, horses rear, animals bolt, and so forth. They are essentially quite harmless, just noisy, bright, and fast. Each additional mana point expended in the initial conjuration will add 5 balls and another 3 melee rounds to the base duration of 5 melee rounds. This magik requires 12 easy hours of study and 5 G.S. in materials to learn.

## Phundrang's Spell for Obtaining Specific Directions (OP 1)

For a six (6) mana point cost the mage can determine the exact direction of, and approximate distance to any location desired (even if unknown). For example, a mage wants to find his way out of the maze. So, for one minute, he will know the way. The duration is extendable by one minute per each additional three (3) mana points expended in this spell. The chance of success for this working correctly is 80% plus 3% per EL over that at which this spell was learned. The spell needs eight weeks of time and 225 G.S. in materials to learn.

## Rhedd's Ritual of Reading Runes Magikal (OP 1)

This two minute ritual requires the expenditure of one (1) mana point for each five minutes duration required. Once done upon himself and any single item (i.e., book, scroll, etc.), the magician can read and understand all the mystik *runes* therein. It needs two weeks and 100 G.S. in materials to learn.

## Rodrigo's Spell of Life Detection (OP 1)

For each (1) mana point expended the wizard will physically see any and all living things within a 30' range, outlined in pure white light, for one melee round. The success chance is 90% + 1% per EL earned thereafter. This spell requires 5 weeks and 175 G.S. in materials to learn.

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## **Saballa's Swift Sleep Spell (OP 1)**

This spell allows the mage to "put to sleep" any single creature of 24 HP or smaller in size per each two (2) mana points put into it. Those thus "slept" are unwakeable except by an "Awake" spell during the first minute of its ten minute duration. After the first minute the sleeper can be awakened as any normal sleeper can. Range is 60' and is instantaneous in effect. There is no limit to the amount of mana that can be used or the size of the target it can affect. The spell requires four weeks of time and 180 G.S. in materials to learn.

## **Samlahr's Ritual of Detecting Demonic Possession (OP 1)**

For a three (3) mana point cost, this two minute ritual will determine exactly what Demon (by name) is in "possession" of any single particular object or being up to 10' distant. The base success chance is 51% plus 3% per EL over that at which this spell was learned. This ritual requires seven weeks and 205 G.S. in materials to learn.

## **Sardonyx's Lock Jaw Spell (OP 1)**

For a one (1) mana point cost the mage can cause any single "man-sized" being (up to 45 HP in size) to a 60' range to have his mouth spasm rigidly shut for one melee round. For each additional mana point put into this spell's initial casting an extra melee round of duration may be added, or an opponent of 15 HP greater in size may be affected. For two (2) mana points a 60 HP target, for three (3) mana points a 75 HP target, and so on. A "reversal" or "cure" for this spell is easily done for the same mana point cost. This spell requires one week of time and 25 G.S. in materials to learn.

## **Schymark's Spell of Detecting Invisible Objects (OP 1)**

For each one (1) mana point utilized the mage can "home in" on any one object that is magically invisible up to 30' in front of him. He doesn't see the object, he just "knows" where it's at. The base success chance for this is 66% + 3% per EL over that at which this spell was learned. It needs two weeks of study and 60 G.S. in materials to learn.

## **Serbehl's Spell of Alignment Detection (OP 1)**

For a one (1) mana point cost, the mage can detect the alignment of any single item or entity up to 30' distant. The chance of success for this is 45% + 3 % per EL over that at which this spell was learned. The spell needs two weeks of time and 55 G.S. in materials to learn.

## **Sharthyd's Spell of Evil Detection (OP 1)**

For a one (1) mana point cost the mage can detect any "evil" that imbues any single area or object (not to exceed 10' square) up to ten feet distant. Such areas will glow a bright orange-red to the eyes of the mage. The base chance of success is 33% + 3% per EL over first. This spell requires one week and 40 G.S. in materials to learn.

## **Skuti's Spell of the Mystik Cootie (OP 1)**

For a one (1) mana point cost the magician can cause any single warm-blooded target up to 60' distant to feel himself infested with 1D20 cooties, bugs, or other such vermin. Said target will react accordingly, each to his or her own predilections towards such happenstance (GM adjudicated). The duration of this minor but fun effect is 1D10+20 melee rounds plus 5 melee rounds per EL of the caster beyond the EL at which this spell was learned. It takes only 4 hours of simple study and the spending of 15 G.S. in materials to learn.

## **Sordred's Spell of the Detection of Masked Magik (OP 1)**

For a two (2) mana point cost the mage can detect any magik that is hidden by an overlay of "magikal masking." This may be done to a range of 30' but requires one full melee round to do. The chance of success is 50% + 3% per EL over that at which this spell was learned. It requires two weeks and 75 G.S. in materials to learn.

## **Tarchalla's Mystik Mist Conjunction or The Rosy Mist of Reason (OP 1)**

This conjunction, while very effective, is also very dangerous as the mage. At a one (1) mana point cost it conjures a 60' diameter cloud of rose-colored mist around him. This mist takes one full melee round to

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coalesce, but when it does all sentient beings within its confines (including the conjurer) must save vs. psychic attack at -20% or become effected thusly (1D20): 1-10 makes them very reasonable, willing to talk instead of fight, easy going, etc. ; 11-15 makes them very sleepy and lethargic (90% chance they'll go to sleep!); 16-19 means they'll become very confused and befuddled and unable to fight unless they themselves are attacked, and even then only at -4 attack and defense; 20 means they become berserk and enraged (+4 attack, -4 defense) and will attempt to slay all they can see. Non-sentient beings within the cloud are effected in this manner (percentile dice): 01-70 means no effect whatsoever; 71-90 means indecisiveness and vacillation; 91-00 indicates the creature will retreat out of the cloud in a confused manner. At any rate, this cloud will last for one full minute plus an additional minute per each one-half (1/2) mana point put into its initial conjuration. This spell requires two weeks and 23 G.S. in materials to learn.

## **Tegus' Ritual of Self Healing (OP 1)**

This 3 minute ritual requires two (2) mana points per 5 HP (or fraction thereof) to be healed. It may only be performed on one's self, and not used to heal others. This ritual requires 4 weeks of tough study and the expenditure of 285 G.S. in order to master.

## **Tegus' Weather Detection Ritual (OP 1)**

This might be more properly called a "weather predictor" as it gives the mage one hour advance notice of what the weather will be like then, in a one square mile area around himself. The cost is two (2) mana points, and for each additional two (2) mana points used, it may be increased by one hour of time and one more mile in area. The base success chance is 55% + 3% per EL over that at which this spell was learned. It requires three weeks of time and 150 G.S. in materials to learn.

## **Tiana's Spell of the Detection of Curses (OP 1)**

For a two (2) mana point cost and one melee round of time, a mage can detect any curse put upon any single item or area (up to 10 feet square) with a base 40% chance of success + 3% per EL over that at which this spell was learned. This spell requires two weeks of time and 75 G.S. in materials to learn.

## **Trenkole's Tangle Trap Spell (OP 1)**

For a three (3) mana point cost the mage can fill a 10' diameter area with sticky, web-like strands (resembling fiberglass) will tangle, entrap (and hold) any creature(s) up to 60 HP in total size. It takes three CF counts to form and lasts two minutes. It can be created up to 60' distant, and is highly flammable (doing 20 HP fire damage total over a two melee round period, if burned). There is no save from this entrapment. This spell requires two weeks of time and 85 G.S. in materials to learn.

## **Volkhun's Ritual of Magikal Trap Detection (OP 1)**

This two minute ritual requires two (2) mana points to complete and once done will detect all traps of a magikal kind within a 30' radius. This is increased by 5' more per each one (1) additional mana point used in the ritual. He will then roll another percentile die to see how much he actually knows about the trap(s). The base success chance is 66% + 3% per EL over that at which this spell was learned. the ritual requires three weeks of time and 100 G.S. in materials to learn.

## **Voorhing's Spell of Finding Secret Closures (OP 1)**

For each one (1) mana point utilized, the mage can determine the exact location, size, etc., of all secret doors or other closures in a 10' square area up to 30' distant. The chance of success is 66% + 3% per EL over that at which this spell was learned. It requires one week of time and 50 G.S. in materials to learn.

## **Voorhing's Varmint Killer Spell (OP 1)**

This instant firing spell is odd in that no one in the more than 2,000 years it's been around has ever been able to figure out how to "up-gun" it (increase its effectiveness). For a four (4) mana point cost the mage can gesture with the index finger of the left hand (only) at any living thing up to 20' away. That living thing will then instantly die if it is 20 HP in size or less! Normal MRS rolls apply, and for some reason Elves get a 25% "plus" added to their MRS version of this spell. Plants wither to dry husks, birds drop out of the sky, snakes curl up and die and so forth! A real mini-killer. It can also be used versus more than one target if the

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gesture is one where all four fingers and the thumb are outstretched towards the intended victims. In this way groups of, say, rats, hordes of small insects and the like may be done away with by a simple gesture (20 HP total though). This spell cannot be increased in any way. It takes five days of difficult study and 350 G.S. in materials to learn.

## **Voorhing's Wizard Wings Spell (OP 1)**

Allows the mage to glide for 30' for every 10' in height he has. However, the spell only lasts one minute per each three (3) mana points put into it, so the mage had better land before his time runs out! This spell needs one week of time and 150 G.S. in materials to learn.

## **Xadru's Spell of Time Warp Detection (OP 1)**

For two (2) mana points, the mage can detect the presence of any magikal time-related field, aura, etc. (specifically those things that "shorten" or "lengthen" the time flow in the area). The base chance of success for this is 65% + 3% per EL over that at which this spell was learned. This spell requires three weeks and 125 G.S. in materials to learn.

## SECOND ORDER OF POWER (OP 2)

### **Ajae's Fireburst Spell (OP 2)**

This spell has a mana cost of three (3) and creates a 3' diameter ball of flaming "stuff" that zips from the outstretched middle finger of the left hand. It has a range of 66' and does 11-16 HP of fire damage (less 1D3 HP worth that will "splatter" 3-5 feet doing GM adjudicated damage). Its basic "stuff" burns to a fine grey dust within 1 second of impact and is, like the ice bullet below, non-magikal (with all the limitations that denotes). It can only be fired singly and is not increaseable in any known manner. The spell requires six days of hard study and a cost of 105 G.S. in materials to learn.

### **Ajae's Ice Bullets (OP 2)**

This spell has a mana cost of two (2) and causes a 2" long, 1" diameter "ice bullet" to zip from the pointing index finger of the magician with sufficient force to do 1D8+12 HP of impact damage to any target up to 33' distant. Each 6' range thereafter reduces the damage by 1 HP, up to its maximum range of 159', where it only does 0-1 HP of damage. The number of bullets thus fired simultaneously (up to a maximum of 4) may be increased by adding the base mana cost for each additional bullet into the spell. Thus a quadruple shot of ice bullets would have a mana cost of eight (8). Also remember that each must be rolled for separately on the attack chart as if it was a "bullet" from a gun. However, the size/effect is not increaseable in any known manner. The sole drawback to this magikally created bullet is that it is totally non-magik, and thus does not affect magikal targets such as Undead, Were-beasts, and the like, unless of course such simple kinetic damage naturally affects them. This spell takes only six days of hard study and the spending of 100 G.S. in materials to learn.

### **Bastabahr's Ritual of Ruthlessness (OP 2)**

For each single (1) mana point (there is a three (3) point minimum) expended during this three minute ritual, any single living being will be rendered utterly and relentlessly ruthless for one full hour. Those thus affected will do absolutely anything necessary to get their own way, do not know fear or trepidation, and will fight at +4 to their attack. However, they also have a distressing habit of quite regularly slaying anyone and everyone who even slightly disagrees with them about anything. This nasty ritual needs 16 days of moderate study and 240 G.S. in materials to learn.

### **Bethkyn's Fog Call (OP 2)**

For a two (2) mana point cost, a mage can conjure a 60' diameter area of icy cold fog (visibility varies from one to ten feet therein) up to 120' away. This fog requires 1D3 melee rounds to form and will last for 10

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minutes or until “blown away”. This ritual cannot be used in very dry areas like deserts unless a water source is available. It takes four weeks of time and 120 G.S. in materials to learn.

## **Bhilligan’s Spell of Magikal Lie Detection (OP 2)**

For a two (2) mana point cost the magician can detect all magikal “lies” (i.e. trickier, more subtle than masked magik). This may be done to a range of 30’ but requires one full melee round. The chance of success is 50% + 3% per EL over that required for use. This spell requires two weeks of time and 75 G.S. in materials to learn.

## **Bhucknehl’s Bounteous Bucket Conjunction (OP 2)**

This conjunction has a mana cost of two (2) and a time completion of 30 seconds. Once done, a “misty grey bucket” with one gallon capacity appears up to 13’ distant from the conjurer and commences to empty out any liquid at that spot, one bucket at a time. It will move up to a total of 13’ to get rid of it (to include the distance from the caster), and a CF speed equal to the magician. It will hold anything liquid in nature, from acid to booze. The conjurer must totally concentrate on this for it to work. Fail to do so and the magik will immediately terminate. This conjunction will extend its basic three minute duration at the rate of two additional minutes for each single (1) mana point expended at any time during its operation. This magik requires two days of moderate study and 15 G.S. in materials to learn.

## **Davron’s Patch Ritual (OP 2)**

For two (2) mana points, one square foot of non-magikal cloth or other soft material may be 100% rewoven, rebuilt, or repaired by the mage. This includes belts, boots, even leather armor and such like. The range is 3’, takes three melee rounds to complete, and the repair is permanent. For each additional mana point and three melee round of time added to the initial ritual, another square foot of material may be repaired. This spell requires two weeks of time and 50 G.S. in materials to learn.

## **Dharwyn’s Hot Flame Spell (OP 2)**

A more powerful “Quick Flame” spell with a two (2) mana point cost. Range is 30’ and it will ignite even wet wood or other hard to light items, and cause 6 HP damage to a person. The fire is still small (about the size of a campfire), but very hot. It needs two weeks and 125 G.S. in materials to learn.

## **Drahng’s Spell of Fast Forgetfulness (OP 2)**

This three (3) mana point spell has a 13’ range and will affect any single warm blooded creature up to 45 HP in size. What it does is to immediately cause the target to forget what it was about to do or what it was in the process of doing. This forgetfulness lasts one melee round. Each additional (1) mana point expended adds 1D10 melee rounds duration as does each 3 EL’s of the caster over that at which this magik was learned. The ramifications of this spell require careful GM consideration. For instance, one of a band of brigands (who has attacked the mage’s party) is thus made forgetful just as he was about to put a sword through the spellcaster. He will, of course, immediately stop, stand befuddled, trying to remember what’s going on and why he’s there. But as the melee rages around him his instincts will take over (he is, after all, a brigand) and he will fight. The mage simply bought himself some time. How much time is up to the GM. This spell requires three weeks of study and 95 G.S. in materials to learn.

## **Dunklemeyer’s Spell of the Tarantella (OP 2)**

This is a variation of the “Bone Shaker Spell” that will affect sentient beings only. For a four (4) mana point cost the mage cause all within a 15’ radius of himself to dance, whirl, and uncontrollably gyrate with wild abandon for one minute plus one additional minute per each two (2) extra mana points added to the initial spell casting. Those affected cannot stop until the time is done and will then collapse in an exhausted heap for 1D10 melee rounds per each minute “danced”. While affected, victims will move in random directions to be ascertained each CF count. This spell takes three weeks of time and 200 G.S. in materials to learn.

## **Erik’s Conjunction of the Anti-Web Aura (OP 2)**

For a two (2) mana point cost a mage can render his own body and all that he is wearing completely immune to webs (either magikal or natural). This means that the webs cannot stick to him and will thus



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slide off around him with no ability to entangle. This aura lasts 10 minutes, plus an additional one minute per each half (1/2) mana point put into the initial casting of the spell, and takes two melee rounds to complete plus one round per each extra minute factored in. This spell takes three weeks of time and 185 G.S. in materials to learn.

## **Ezzamundo's Ritual of the Gentle Rains of Spring (OP 2)**

This ritual requires the expenditure of one (1) mana point over a one minute time span to do correctly. Once done, a 5' diameter "rain cloud" will have formed directly over the conjurer's head (7' up) and a "gentle spring rain" will commence to fall (about one gallon per minute). It has a three minute duration plus one minute per EL over that at which this ritual was learned. Also, each additional (1) mana point will lengthen this time by another three minutes. The rate of the "water fall" cannot be increased, though there is no limit to its duration. It is a magik commonly used as a "shower" in which to bathe, by magicians venturing into the wilds. It needs two days of moderate study and 13.5 G.S. in materials to learn.

## **Fafinghar's Spell of the Fiery Flash (OP 2)**

For a two (2) mana point cost the mage can cause a blinding white "flashbulb effect" in a 30' radius around himself. All within its area of effect who are looking towards the source have a 50% chance of being flash blinded for 1D10 melee rounds with an additional 1D4 melee rounds afterward of having watering/burning eyes which renders them -2 attack and defense for that time. Those who make their 50% roll are flash blinded for one melee round with no after effects, but have a 5% chance of having blinked at precisely the right instant and are thus totally unaffected. Those not looking directly at the flash source are not affected. However, reflective surfaces, headgear worn, etc., must be considered in this adjudication. This spell takes two weeks of time and 150 G.S. in materials to learn.

## **Flemyng's Fantastic Flush Spell (OP 2)**

This spell has a base mana cost of three (3) points and a duration of 100 seconds. Each additional one (1) mana point expended during the initial spell casting will increase the duration by 25 more seconds. What happens is that a small whirlpool (6" to 6' across at the magician's choice) will appear in any liquid up to 13' away. Each single (1) second it is in operation it will drain away (into some unknown plane) five gallons of said liquid. Thus a basic spell could drain away up to 500 gallons of any liquid over a period of one minute and forty seconds. There is no known way to increase either the size of the whirlpool (beyond listed limits) or the rate of swallowing - only the duration as previously noted. This spell requires 60 hours of moderate study and 150 G.S. in materials to learn.

## **Ghitt's Cling-On Spell (OP 2)**

This spell is a sort of "reversed anti-web aura" that causes the area/person affected to have a sort of "static charge" and thus have all sorts of junk stick to the target like it was magnetized. Ropes, paper, cloth, even metal, will stick to it like glue for the entire three minute duration of the spell. The lighter stuff (paper, cloth, small wood pieces, etc.) will actually move towards it like filings to a magnet! In a 3' radius anyway. There is absolutely no "save" versus this magikal effect normally. However, magik defenses using artifacts will work against it. Basic mana cost is one (1) point, and each additional 1 mana point used during the initial spell casting will add another 2 minutes to the duration. The area affected can be up to 5 cubic feet, or up to about "ogre sized" for a living being. Just imagine arrows that won't leave a bowstring or come out of a quiver, or a coat thrown over somebody's head, being totally unremoveable! This spell needs two hours of light study and 7.5 G.S. in material to learn.

## **Harbag's Spell of Instant Odors (OP 2)**

This magik costs but a single (1) mana point to use and acts instantly. It causes a very strong odor to emanate from the mage at the rate of 1' radius of area per second for 1D20+10 seconds. Duration thereafter is up to the winds and air currents. Note, however, that the odor must be one the spellcaster has access to while he is memorizing the spell. If he wants the smell of roast coffee beans, he needs at least one fresh one at hand during memorization. If he wants the stench of Dragon dung, then he needs some of that stuff. Other than that the only restriction is that only one spell per each EL of the caster may be used at any one time. But remember, each separate spell needs its own mana point to be used (thus five different smells

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means five (5) mana point cost). A stinky but occasionally useful spell. It requires 60 hours of study and 99 G.S. in materials to learn.

## **Karmer's Spell of Wine to Poison (OP 2)**

For a three (3) mana point cost a mage can turn one pint of wine (only) to 1D8 potency poison for one minute (it then reverts to its original form). This spell has a base range of 10', but that can be increased one foot per each additional mana point put into the initial spell casting. By the same token, each three (3) mana points added will make the poison's potency increase by 1D8. Thus for a 12 mana point cost the mage can create 4D8 potency poison up to 19' distant. The mage can also trade off volume effected for potency at 1 additional pint per 1D8 potency so that the same 12 mana points could effect up to two pints at 3D8 potency or three pints at 2D8 potency and so on. This spell takes three weeks and 35 G.S. in materials to learn.

## **Khurtol's Spell of Banished Fatigue (OP 2)**

For a one (1) mana point cost per each 50 HP in size of living being on which the spell is cast, the mage can utterly banish all fatigue/tiredness. This spell may be done but once per day per each individual creature. The spell is instantaneous in effect and is by touch only. To do this on one being for a consecutive number of days equal to or greater than his CON is to invite physical disaster, even death. GM adjudicate. Eight days of study and 20 G.S. in materials are needed to learn this spell.

## **Landular's Multiple Image Spell (OP 2)**

For one (1) mana point a mage can create three (3) identical images of himself. Each will last one full minute or until touched by a living thing (then they pop like soap bubbles). These images move with the mage, to either side of him, aping his every movement and gesture, but are totally silent. This spell requires five weeks of time and 150 G.S. in materials to learn.

## **Moshaera's Mystik Shield (OP 2)**

For a two (2) mana point cost a mage can create a 7' tall by 3' wide invisible "shield" 3' in front of himself that will move with him for one full minute. This shield will completely stop all normal missiles and arrows, but absolutely nothing else. It needs 3 weeks of time and 105 G.S. in materials to learn.

## **Myke-ee's Flashfire Spell (OP 2)**

This spell has a two (2) mana point cost and will, once done, cause all easily burnable material within an 18" radius of the mage to ignite and then burn outward at the rate of 7' per second. It will thus "flashburn" for a total of 7 seconds. Thus it will cover an area with a total radius of 50'6" around the mage (including the 18" initial radius). After that whatever is aflame will burn normally. Please remember that only such things as dry grass, paper, cloth, and other such easily combustible substances will ingrate. Wood will not do so; it will only char lightly. Note as well that the magician is quite susceptible to being burned by whatever fire he has started! This spell needs three days of moderate study and 10 G.S. in materials to learn.

## **Nehlsohn's Twofer Ritual (OP 2)**

This ritual takes only 90 seconds to perform, at a mere three (3) mana point cost. What it does is to "link" any two magiks, regardless of type, OP, etc., so that they may be fired simultaneously by a single firing phrase of three words. Thus a magician could fire a Flash Point and a Lightning Strike simultaneously at the same target. Note that "Rhedd's Rapid Fire Ritual" cannot be used in conjunction with this magik. This useful magik requires eleven days of hard study and 145 G.S. in materials to learn.

## **Niko's Slowing Spell (OP 2)**

For each three (3) mana points utilized, the mage can cause any mobile object/creature up to 35 HP in size or less, up to 60' distant to temporarily lose 4 from its CF with appropriate reduction in ground, air, or other speed. The spell effect is immediate and lasts one minute plus one minute per EL over that at which this spell was learned. This spell needs 2 weeks of time and 185 G.S. in materials to learn.

# WIZARDLY MAGIK

## **Oppenhazer's Mistake (OP 2)**

This three (3) mana point conjuration will cause a miniature snow and hail "storm" some 3' in diameter to form, over a one melee round conjuration time, right above the caster's head. This little blizzard has no "attack value" per se, but does have a duration of 1D100 melee rounds. The storm cloud(s), once fully formed, are stationary and very cold (about 30°F inside). They will deposit 1D12 inches of snow and/or hail in that 3' area over the life of the magik without fail and without a break in its fall. The magik cannot, by any means now known, be extended in duration, size or ferocity/damage potential. It's just a nice little cold spot if you need one. This conjuration needs 100 hours of moderate study and 75 G.S. in materials to learn.

## **Oroman's ESP Conjuration (OP 2)**

For a five (5) mana point cost the wizard can attempt to read the mind of another within 100'. The target need not be visible or even located, but if the target saves versus psychic attack, the attempt to read his mind will fail, and the reader will get a splitting headache that takes 2 hours to subside. However, if this spell is used right after the successful use of "Harwyn's Hypnos Spell", the target gets no save of any sort. On a successful use of this conjuration the user will know what the target is thinking, but has no ability to direct the target's mind to think about anything in particular that the user might be interested in knowing. This conjuration takes one full minute to bring to power, and requires complete concentration by the user for the up to 5 minutes it can be maintained. For every additional (1) mana point initially expended in the initial conjuration, the ESP link can be maintained for an extra minute. This conjuration requires 7 weeks of intensive study and the expenditure of 325 G.S. in materials to learn.

## **Phanch's Far Speaker Spell (OP 2)**

For a two (2) mana point cost the wizard can utter a message of up to 10 seconds duration which can be heard exactly as whispered, spoken, shouted, etc., up to one mile distant. There must be a direct and unbroken line of sight between the wizard and the recipient, or the range is but 1/10 this. If the intended target is not visible, his exact location *must* be known and no obstruction *greater* than leaves or brush may obscure the way. Only the intended target will actually hear the wizard's utterance and the intended hearer *can* be a magikal artifact that responds to vocal commands. Each additional (1) mana point used in this spell adds one mile to the range, as does each EL over that at which this spell was learned. This spell requires but 3 weeks of average study and 37.5 G.S. in materials to learn.

## **Phanch's Out Fire Spell (OP 2)**

For one (1) mana point a mage can instantly extinguish any small fire (campfire sized or less) up to 30' away including those ignited by "Quick Flame" or "Hot Flame" spells. This spell needs two week of time and 180 G.S. in materials to learn.

## **Punkhlun's Spell of Urgent Necessity (OP 2)**

This spell needs but two (2) mana points to use and is instant-acting once the firing word it uttered. It causes any single live target up to 60' distant (of 50 HP size or less) to instantly release his bladder and bowels! Note that once thus "released" the victim will continue "emptying" until there's nothing left to empty! If a saving throw is made, the victim is still immediately struck with an intense case of flatulism! Not as messy, but still pretty embarrassing as it lasts 1D10+10 minutes! The size of the target may be increased by 25 HP for each additional (1) mana point expended. However, the range is not increasable. This spell requires 30 hours of study and 105 G.S. in materials to learn.

## **Quarzalla's Wondrous Web Conjuration (OP 2)**

For a five (5) mana point cost the mage can cause an area from 3' to 15' in diameter (size determined by caster) up to 45' distant to fill with "web strands" (as in the Tangle Trap spell). This web takes 3 CF counts to form and will hold all up to 100 HP in size. It is flammable and will consume itself in 1D4 melee rounds, doing 2D10+4 HP in total damage per melee round to all entrapped within it. If not burned, it will last five minutes, then dissolve away completely. There is no save from this spell's entanglement. This spell requires three weeks of time and 75 G.S. in materials to learn.

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## **Quoobar's Quick Meals (OP 2)**

This conjuration, for an expenditure of one (1) mana point per each individual meal, creates food! The food thus created must (and will always be) of the one single meal used during the learning of this magik as its "core." To provide a different meal, a whole new version of the conjuration must be learned (with full cost in time and money). The meal can be as simple as a loaf of bread or as elaborate as pheasant stuffed by squab stuffed with truffles, covered in eleven kinds of sauce (and so on). Whatever the choice, the meal will appear up to 3' from the conjurer without plate or holder, so a flat area that is relatively clean is recommended for this. Please note that being "etheric" in nature, these meals have only about ten percent of the nutritive value of real meals of the same type. Thus trying to live on them indefinitely, while possible, is very difficult and usually leads to nutritional deficiencies of the first order of severity. This simple magik requires but six days of light study and 155 G.S. in materials to learn (for the simplest of "core" meals). More elaborate "core" meals raise the cost somewhat, but not the time.

## **Santander's Mana Mirror Ritual (OP 2)**

For a three (3) mana point cost, this three minute ritual can turn any reflective surface (still water, mirrors, etc.) into a scrying device, for one full minute. One can use the "mirror" to see into locked boxes, behind closed doors, etc. OR see events (when one knows the exact location) up to 100 miles away. However, the use of this spell requires a one hour rest afterwards, and, if used more than 3 times per day, it has a 5% cumulative chance of causing the mage to go totally insane! Base chance of success for this ritual is 75% + 2% per EL over that at which this ritual was learned. This ritual requires six weeks of time and 105 G.S. in materials to learn.

## **Schymark's Spell of Simple Levitation (OP 2)**

For every single (1) mana point put into this spell, a mage can raise or lower himself for one minute at 33' per melee round. It requires two weeks of time and 88 G.S. in materials to learn.

## **Skorzandon's Mirror (OP 2)**

For a two (2) mana point cost and one melee round of time, the wizard can conjure an insubstantial but 100% effective mirror between himself and any single opponent. This 10' by 15' mirror can be created up to 60' distant but will thereafter maintain its place equidistant between the two, regardless of how either moves, for the entire one minute of its existence. For each additional (1) mana point added to the initial conjuration the wizard can cause the mirror to be either 5' larger in each direction or last an additional minute. It's strange trying to attack someone when all you see is yourself! This conjuration requires 2 weeks of time and 25 G.S. in materials to learn.

## **Stafford's Swing (OP 2)**

This conjuration takes three (3) mana points and one full melee round (6 seconds) to completed. Once so done, the mage has created a rope of mystik energy or substance up to 60' long. This "rope" will be anchored immovably at the spot indicated by the conjurer during the casting and will end in his outstretched hands. This arcane line will anchor anywhere: on a wall, in the air, or in water, etc., and has a duration of 1D100 melee rounds + 1 round per EL. The rope is utterly indestructible to all purely physical forces. However, even one point of arcane force of any kind will cut it instantly. It can support any weight put upon it (it has never seen a limit yet - as much as 128 tons having been held up by it in the past!). Remember that it must have a pre-determined anchor point and, once conjured up can never be pulled off said point. It can be swung on, used to tie something (briefly), climbed, etc. This conjuration requires ten days of hard study and 500 G.S. in materials to learn.

## **Styx's Spell of Lasting Light (OP 2)**

This spell is obviously a variant of the "Wizard Light" spell and the Priestly spell "Glory Glow." What it does is imbue any single non-living object (by touch) with a steady, yellow-orange colored light equivalent to a standard torch in brightness. The duration is three hours per each two (2) mana points expended plus one hour per EL of the caster above that required for use. This instant acting spell needs 20 hours of study and 65 G.S. in materials to learn.

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## **Thurldon's Reversal (OP 2)**

For a base three (3) mana point cost the mage can cause any single target that fails its MRS, up to 50 HP in size, to immediately spin 180 degrees. The range is up to 60', but at less than half range all thus hit have to save at -2. For each additional mana point added to the initial spell casting, the mage can affect a 10 HP larger target up to 10' farther away (that is, for a 9 mana point cost he could affect a target up to 110 HP in size at a range out to 120'). This spell requires two weeks of time and 50 G.S. in materials to learn.

## **Timaharn's Blind Spot Spell (OP 2)**

For a five (5) mana point cost the mage can cause any single creature that relies on optical sight to be totally unable to see him. This effect is regardless of any "true seeing" ability or device the victim might have. The range is 120' and the duration is five full minutes. This spell takes eight weeks of time and 100 G.S. in materials to learn.

## **Toggram's Ritual of Trap Sensing (OP 2)**

For every single (1) mana point put into this one minute ritual the mage can find all mechanical traps in a 15' diameter area (use 3 mana points and cover a 45' area, etc.). The traps glow an evil greenish-blue *to the mage's eyes alone*. The ritual requires two weeks study and 100 G.S. in materials to learn.

## **Torozon's Slippery Spell or The Banana Peel Sneak (OP 2)**

For a two (2) mana point cost the mage can cause a 10'square area to become totally frictionless (zero coefficient). Nothing and no one can move across or stand upon this area without falling. The base range is 60' which can be increased by 10' per each additional single (1) mana point put into the initial spell casting. Said additional mana points also increase the area by five feet square. Example: for a 5 mana point cost the wizard would have a range of 90' and could affect a 25' x 25' area. There is no save versus this effect. This spell takes five weeks of time and 85 G.S. in materials to learn.

## **Xarf's Highlifter Spell (OP 2)**

This spell has a two (2) mana point "firing cost" and only a 1/100 second delay in its effect. Said effect is to cause any aimed-at-target (man, beast, or object) to rise up into the air a full 13' (which takes another 1/100 second). Its basic range is 33' and it can thus lift up to 300 lbs (which stays up for one melee round). Each additional (1) mana point used during the initial spell casting can either (mage's choice) extend the duration by two melee rounds or increase the range another 33 feet. However, for each additional 100 lbs you want lifted, only half (1/2) a mana point is needed. There is currently no known way to increase the altitude lifted beyond 13'. This magik needs 50 hours of light study and 15 G.S. in materials to learn.

## THIRD ORDER OF POWER (OP 3)

### **Angborn's Spell of the Abysmal Itch (OP 3)**

For a three (3) mana point cost the mage can cause a 30' diameter area up to 90' away to fill with a sparkling, buzzing, red glow. All up to 65 HP in size within this area become afflicted with a horrible itching red rash that cause them to practically "go mad" scratching, biting, twitching and becoming absolutely incapacitated for one full minute. Additionally, all sentient beings are residually affected for another nine full minutes, so much so that they operate at -4 attack and defense. Non-sentient types are residually affected thusly for only an additional one minute. If an MRS roll is made, all effects are halved as to duration, etc. This spell requires four weeks of time and 75 G.S. in materials to learn.

### **Anti-Fear Aura (OP 3)**

This 2 minute ritual requires five (5) mana points, works by touch, and renders any single sentient being 100% immune to all fear, regardless of source, potency, origin, Demonic intervention, etc. It has a duration

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of 6 hours, increasable by one hour per additional two (2) mana points used in the initial ritual. It takes 13 days and the expenditure of 333 G.S. in materials to learn.

## **Archom's Conjunction of the Blinding Blizzard (OP 3)**

For a five (5) mana point cost a mage can conjure, over a three melee round period, an area 20' in diameter up to 60' distant, of "intense" snowstorm. It is -120°F in temperature and has a visibility of 1D10 feet within its confines, enduring for one full minute of time. This endurance may be extended at the rate of one minute per each two (2) additional mana points applied to its initial conjunction. All within its area of effect suffer 1D10 HP of damage each melee round, and all creatures up to 20 HP in size will be knocked down and stunned for 1D3 melee rounds. Because the magik does not directly attack people, no save is allowed against its effects. This conjunction requires nine weeks of time and 375 G.S. in materials to learn.

## **Awake! (OP 3)**

This spell will automatically wake up, rouse, bring around or otherwise nullify the effects of sleep oriented magik upon a living being. The mana cost is ten (10) points and its effects are immediate if the mage actually touches the sleeping being during the spell casting. Otherwise the range is up to 30' and the victim will take 1D20 melee rounds to wake up fully. In both cases there is no saving roll required by the victim as it is the magik that's being broken, not the being. This spell requires seven weeks of study and 800 G.S. in materials to learn.

## **Caowyn's Lightning Strike Spell (OP 3)**

For a five (5) mana point cost the mage can cause a lightning arc to leap from his fingertip to any single target up to 60' away. The victim thus hit suffers 30 HP of electrical shock damage, and all up to 40 HP in size are knocked down and stunned for 1D10 melee rounds. The arc is 6" in diameter and instantaneous in effect. A successful MRS roll halves damage. The spell requires ten weeks of time and 800 G.S. in material to learn.

## **Dreomund's Shatter Hand Spell (OP 3)**

This two (2) mana point spell has a 45' range which is increasable by an additional 30' per each extra half (1/2) mana point added. Its effect is to cause any non-living or non-magically animated substance (i.e. wood, stone, glass, pottery, etc.) to shatter. The spell effects up to one cubic inch of stone, one cubic foot of wood or up to three cubic feet of pottery, glass, or other such frangible substances. This increases by 100% per each 3 full Els over that required for use. This spell requires twenty-seven days and 35 G.S. in materials to learn.

## **Guerndon's Water Skimming Spell (OP 3)**

For a five (5) mana point cost the wizard will skim across water as if he were a water skier! The speed is 35 mph and the duration is 10 minutes base, plus an additional 10 minutes per extra three (3) mana points expended anytime during the spell's duration. This spell is fairly hard on bare feet and quite destructive to sandals, felt slippers and so on, boots being highly recommended! Also, a lot of practice is recommended since, just like a novice skier, the novice user of this spell is liable to fall down a lot, even though he'll keep moving right along at the same speed, and in that case might want to seriously consider holding his breath until he can get the spell stopped. Of course, if the GM requires an utterance to stop continuing spells, the wizard might want to seriously consider growing gills. This spell requires but 2 weeks of time and the expenditure of 445 G.S. in materials to learn.

## **Hargalon's Heightened Awareness Spell (OP 3)**

This three (3) mana point spell has the immediate effect of heightening all of the spell caster's physical senses. It does this by doubling said individual's ability to hear, see, smell, taste, and feel. It will also increase other such "senses" as he may have naturally by +50% (i.e. "sixth sense" and so on). Duration of this effect is one full hour. Note: if done on someone other than the spell caster (by touch) the duration is but 45 minutes, and the mana cost is four (4). This spell requires five weeks of light study and 105 G.S. in materials to learn.

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## **Hargalon's Spell of the Unmasked Mind (OP 3)**

This spell costs eight (8) mana points, has a range of 30' and will affect only one predetermined person's mind if he is physically visible at the time of casting. A counter to the "Mind Mask Spell", it must be used in conjunction with either "Oroman's ESP Conjunction" or some other form of telepathy to be of use. This spell is cast first, followed the very next melee round by the telepathy spell. However, two wizards could team up, one using this spell and the other following with one of the other two spells. Remember, this spell only destroys the "Mind Mask Spell"; it does not read minds. The success probability is 50% if the target and the caster(s) are of equal Els. This percentage will change plus or minus 10% per EL difference; thus, an EL 10 caster versus an EL 5 target would have a 100% success chance. This spell requires 9 weeks of time and 250 G.S. in materials to learn.

## **Heidakhar's Mind Focus Ritual or The Death Strike Ritual (OP 3)**

For a five (5) mana point cost and one minute of time, a mage can "cover" any other memorized spell with this ritual so that nothing, not even death, will affect it being cast, once begun. Thus a mage, as an example, could memorize a "Lightning Strike Spell" then cover it with this ritual. He is then (later) in mortal combat with a Demon who grabs him and tears him limb from limb just as he begins that ritual covered spell. The mage is dead, but his voice speaks on, completing the casting of the "Lightning Strike" at the Demon! This would work equally well in less drastic circumstances where a wounded mage could negate any "magikal fumble" chance he may have with any memorized spells thus covered. This ritual requires ten weeks of time and 200 G.S. in materials to learn.

## **Hildegard's Heavy Helper (OP 3)**

For an eight (8) mana point cost (and 3 CF counts of time) the mage can "conjure" up to 10 cubic feet of wet or dry (mage's choice) sand. The conjuration point is either 15' distant and 5' in height or 5' distant and 15' in height. The sand, once conjured, is there forever (or until physically removed). There is no save versus this spell's attack. All 35 HP and smaller beings in the area hit will be knocked down and temporarily buried (1D3 melee rounds) by the 15' drop of such sand. Those struck suffer only 1D3 HP of damage. This conjuration takes four weeks of time and 60 G.S. in materials to learn.

## **Jahk's Spell of the Singing Star (OP 3)**

This conjuration has a six (6) mana point cost and requires three melee rounds to complete. It causes a 2' diameter golden glowing six pointed "Star of David" to appear up to 60' distant. This star casts a bright golden glow around itself in a 15' radius while it gives forth with the sound of "heavenly choirs." All sentient beings, up to EL 8, in this glow who fail their MRS will become totally mesmerized for the entire one minute duration of the star's existence. They will simply stand there staring in wonder, totally incapable of doing anything else. Those of EL 9 to 14 will not be mesmerized but will operate at -4 attack and defense as long as they stay in its area of effect, and all higher Els will only be at -1 attack and defense should they fail their saves. It has absolutely no effect on non-sentient creatures. The duration may be increased one full minute and the radius increased by 5' per additional (1) mana point put into its initial conjuration. This conjuration requires three weeks of time and 60 G.S. in materials to learn.

## **Jheep's Cheap Ritual or The Big Bargain Ritual (OP 3)**

For a three (3) mana point cost a mage can cast this two minute ritual upon himself and then function as a "Trader" equal in EL to one-half his own EL for ten full minutes. For each additional single mana point added to the initial casting of this ritual, the time can be extended five more minutes. It requires four weeks of time and 65 G.S. in materials to learn. The Trader's Guild frowns on the use of this ritual.

## **Jon's Speed-Up Spell (OP 3)**

Essentially a "positive" variation of the "Slowing" spell, this magik allows the mage to add +4 to his CF score, speed, etc., for one minute per each two (2) mana points used. If he is using this spell on something or someone outside of himself, the mana cost is doubled. For himself the effect is immediate but for others it requires one full melee round to take effect, and it must be within physical touching distance for the spell to work. This spell requires five weeks and 335 G.S. in materials to learn.

# WIZARDLY MAGIK

## **Korum's Wizard Eyes Spell or The All Seeing Eyes (OP 3)**

For three (3) mana points a mage can "see clearly" anything "invisible" or hidden magikally from sight. This spell lasts one full hour and requires five weeks of time and 145 G.S. in materials to learn.

## **Mad Lupe's Fire Lash Conjunction (OP 3)**

For a six (6) mana point expenditure over a 20 CF count time the magician can create a lash of flame in his right hand. Only 9' long, it will extend out to 33' when cracked towards a target. The wizard must hit with it as if it were a real whip, using his own attack probability; the spell is +1 for this purpose. All hit by it suffer 1D8 of fire and 1D4 of kinetic damage. Its duration is 3 melee rounds plus one melee round per two (2) extra mana points pumped into it at any time. Each strike has a GM adjudicated chance of igniting any object struck. This conjunction requires 13 weeks of relatively easy study and an expenditure of 2,800 G.S. in materials to learn.

## **Mad Michelle's Mystik Grindstone (OP 3)**

For one (1) mana point a wizard can cause any edged weapon, from knives to axes to arrowheads, to become extra sharp for one full day. This degree of sharpness adds +2 to the weapon's attack. Each additional ten (10) mana points put into the initial spell casting gives an additional +1 to the attack probability of the weapon; there is no limit to how sharp a weapon can be made. Note that this spell does not lend itself to enhancements like magikal permanency. This spell requires 2 days of study and the expenditure of 70 G.S. to learn.

## **Melinda's Scream of the Bean Sidhe (Banshee) (OP 3)**

For a six (6) mana point cost the wizard can open his mouth and literally scream out a sonic cone of destruction. This cone is 33' long and 11' in diameter at its far end. It has a minimum destructive power of 20 HP of damage, applied in full to all those it strikes. The destructive power can be increased by adding an extra three (3) mana points for each 10 HP of additional sonic damage desired. Any living creature struck by it that suffers at least 20% of its base HP in damage will be stunned for 30 melee rounds, less one round per CON point (1 melee round minimum). This attack is not magikal and thus has all the problems and benefits attendant because of this (i.e. victims get no MRS roll, but non-corporeal and certain magikal beings may not be harmed by it and so on). This spell causes the mage's vocal cords to perform far beyond their normal limits. Thus, each time it is used there is a 2% chance that the mage's voice will be permanently lost. This is increased by 5% each additional time it is used in any 10 hour period and by 3% for each extra 10 HP destructive power put into it. Regardless, after it has been used, a wizard cannot speak beyond a rasping croak for 1D20 melee rounds. After his voice returns, there will still be a +1% magikal fumble chance while using any spoken magik for the next two hours. This spell requires 16 weeks of study and the expenditure of 495 G.S. to learn.

## **Mindan's Dancing Axe of Dondura (OP 3)**

For a base mana cost of five (5) the mage can conjure up to 20' distant a real and very solid battle axe that is +1 to hit and +1 to damage. This conjunction requires one full melee round to complete. Said axe will attack as a warrior of an EL equal to the conjurer's own and with an equivalent CF and movement rate. It can be "wielded" by the mage for three melee rounds so long as he concentrates upon it. Lose that concentration and the axe will fade away. There is absolutely no save allowed versus the axe's attack, but it can be parried and fought against just as any real weapon. The distance/range at which it may be wielded and the duration may both be extended by 5' and one melee round respectively per each additional (1) mana point added to its initial conjunction. This conjunction requires six weeks of time and 250 G.S. in materials to learn.

## **Mindan's Mind Mask Ritual (OP 3)**

For a three (3) mana point cost and one minute of time, the mage can "overlay" his actual thoughts with false ones. Thus if probed mentally, only the false thoughts will be read, his real ones being totally hidden. Duration is ten minutes; however, for each additional (1) mana point expended in the initial ritual, one more minute of time may be added. This ritual requires six weeks study and 100 G.S. in materials to learn.



# WIZARDLY MAGIK

## **Morden's Backward Blast Spell (OP 3)**

For a three (3) mana point cost the mage can magikally reach out to any single entity up to 60' away and cause its synapses to become "reversed" for ten full minutes! Those failing their MRS and thus reversed, will do everything in reverse order (that is if they try to sit down, they'll stand up, or they try to speak, all their words are spoken in reverse order, etc.). This spell will affect all creatures up to 45 HP in size, with an additional 15 HP in size affected for each additional two (2) mana points expended during the initial spell casting. This size addition may be "traded off" instead for 10' more range and one minute of extra duration per each extra two (2) mana points used. This spell needs four weeks of time and 65 G.S. in materials to learn.

## **Morden's Hawk Flight Spell (OP 3)**

For each three (3) mana points expended the mage may "fly like a hawk" at 37.5 mph for 15 minutes (37.5 mph = 330' per melee round). As a "hawk" the mage can hover, dive, turn, etc. This spell requires eight weeks of time and 475 G.S. in materials to learn.

## **Myke-ee's Lariat Spell (OP 3)**

This spell has a four (4) mana point cost and cannot be improved upon in any known way. The mage casts the spell whilst making a throwing motion towards any target up to 13' in diameter and up to 33' distant. Instantly, a "ghostly rope of silver-grey aspect" arcs towards the intended spot (at 66' per second) and loops over it. It has a base chance of hitting of 66% + 1% per CF point of the caster. As it hits, it tightens down as a real lasso would and remains affixed to the target (and to the caster's hand) for ten melee rounds, plus one melee round per level over that required for use. This rope cannot be cut by nonmagikal means and resists all up to and including STR 33! Any missed target or target over maximum diameter causes the rope to disappear. This spell needs but two days of easy study and 35 G.S. in materials to learn.

## **Orhken's Conjunction of Hideous Heat (OP 3)**

Apparently a variation of the "Flash Point Spell", this conjunction requires a full melee round (6 seconds) to complete. Once done, an area not to exceed 3' in diameter by 10' in height, OR any single object (living or inanimate) not to exceed 500 lbs in weight, will commence heating up at the rate of 6°F each 1/5 second (one CF count). This heat increase is, of course, cumulative so that over one melee round alone (6 seconds) the area/target in question will have reached 180°F. In one minute it will have reached 1800°F, which is the maximum allowable with the base four (4) mana point cost. Each additional minute of heating up time requires another six (6) mana points to be expended during the initial casting. Note also that only as many minutes of heat increase may be conjured as the caster's EL and even then the absolute maximum is 13 minutes. Such an awesome display of mystik power would cost 76 mana points and create a temperature, by the end of 13 minutes, of some 23,400°F! The dangers inherent in such a conjunction are patently obvious, thus the full power version has never been attempted! After all, no one wants a miniature sun only 60' away from him (the maximum and unincreasable casting range of this magik). For game purposes, figure that the first 180°F of heat does only 1 HP of damage but each successive 180°F adds another 1D4 HP of damage. Thus one melee round's worth of 1800°F would do 9D4+1 HP worth of damage. This is to all in the area, and presupposes that no solid object was the target and is the damage done every six seconds! However, should such be, then the first 180°F does 1D4 to the solid object and each 180°F does another 1D6 HP worth to said object. So, in one minute, the target would be taking 9D6+1D4 HP of damage each round. Please note too that if the target object is such that it will not melt or burn up right away, it will probably be radiating large amounts of heat. The radius of this effect and its damage potential (if any) is GM adjudicated individually per each separate happening. Finally, know that this terrible and potent magik has only recently come to the knowledge of Arduinian users of magik. Thus it is virtually unknown to 99% of these people. We strongly recommend that you keep it that way. This conjunction needs 39 days of arduous study and 18,710 G.S. in materials to learn. But only if you can find one of the only three people in all the world who know this magik and which you can convince to teach you!

## **Rhedd's Rapid Fire Ritual (OP 3)**

This ritual has a mana cost of five (5) plus the cost of the linked magiks and is always performed in conjunction with the memorization of at least two other magiks. These other spells or whatever, however,

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must always be of the same kind. More than two can also be linked, but for each new magik thus linked an additional five (5) mana points must be expended. For example, a mage with a CF of 15 would have three actions per melee round. Ordinarily he could only do one spell in each melee round and then have to do something else the other two action segments. But with the linked spells (all of the same kind) he could fire all three in that one melee round (at his CF actions counts of 15-10-5) so long as he didn't do anything else. Note that once these linked magiks are started, all in the chain must be fired or there will be a 75% chance for a magikal fumble with the unfired ones! Magiks thus linked or "chained" together can be held in a mages memory for up to 25 hours; thereafter the bonds disappear and the memorized spells must be used normally (singly). This ritual requires 19 weeks of very hard study and 1,700 G.S. in materials to learn.

## **Roa-Aad's Pressure Wave Spell (OP 3)**

For a five (5) mana point cost the mage can cause an "expanding wave of air pressure" to emerge from the palm of his outstretched hand. Said (invisible) "wave" will be 3' wide by 1' high at 3' range from the mage, and increase in its width and height by 18" and 6" respectively every additional 3' that it travels to its maximum size of 39' by 13' high at its full 75' range. Please note that it will expand its height downward at first until the floor/ground level is reached, thereafter building upwards. Thus after it has traveled approximately 12' from the caster there will be no gap between the ground and the rapidly moving wall. Before this, of course, there will be an ever increasing gap the closer you get to the spellcaster. At any rate this wall of "solid air" moves at 10' per CF count (300' per melee round) so it will have reached its maximum range in but 7.5 CF counts (1.5 seconds). This "wall of air" has an impact force sufficiently strong to cause 1D5 HP of damage to everything it strikes during its expansion to full size. It will also knock down anything up to 400 pounds in weight (individually) it strikes to a total weight of 4,000 lbs plus 400 lbs per EL above that at which this magik was learned. The pressure wave will batter, then flow around large/heavier/more solid objects, instantly reforming once it's past (and never slowing down). Objects of 100 pounds or less will be rolled and bowled right along with the pressure wave and will take 1D2 HP of extra damage per each 10' thus rolled and buffeted along. The pressure wave will conform to any solid area of a size less than itself (i.e. dungeon hallways and so on), with no detriment to its overall effect. Note, however, that if it strikes a solid wall and can go no further before its full expansion/range has been reached, then it will reverse direction straight back along its original axis of approach. This spell requires twenty weeks of arduous study and 775 G.S. in materials to learn.

## **Rydlynd's Spell of Ultra Rapid Transit (OP 3)**

For each four (4) mana points expended a mage can cause himself or any other motile being or object (up to 90' distant) to move at ten times its normal speed for one full minute. For each minute thus moved, all living beings must rest completely (i.e. no movement at all) for three full minutes. Note also that this spell is highly dangerous to use in that for living beings each minute of effect undergone there is a cumulative 3% chance of "bursting one's heart unto death." For machines and other such non-living motile objects under this magikal effect, each minute has a 5% cumulative "breakdown" and "vibrate unto destruction" chance. Though of a similar name to other magiks (with somewhat similar results), this spell is quite different in its usage in the long run (pardon the pun). It requires five weeks of time and 1,500 G.S. in materials to learn.

## **Sardonyx' Advanced Lock Jaw Spell (OP 3)**

This spell costs three (3) mana points and has a range of 30'. Any single target up to 50 HP in size that fails its MRS will have its jaws spasmed rigidly shut for 10 melee rounds. All up to 100 HP are "lockjawed" for one melee round. For each additional one (1) mana point the mage puts into the spell, another 10' in range or 10 HP in size of victims is affected. This spell requires three weeks of time and 75 G.S. in materials to learn.

## **Scarlyng's Ritual of the Mystik Gecko (OP 3)**

This four minute ritual has a base cost of three (3) mana points. Base duration is ten minutes plus five minutes per each additional one (1) mana point used in the ritual. The results allow any single creature not to exceed a weight/mass equal to double the mage's own to climb any real, solid surface just as will the feet of the Gecko lizard. A character thus "enabled" can move at one-third (1/3) his normal speed without practice or at up to three-quarters (3/4) normal speed with practice. There is rumored to be an "advanced"

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version of this ritual in a spell format with longer duration and so on. However, if so, it has been lost to the mages of Arduin ages ago. This ritual takes twelve days and 108 G.S. in materials to learn.

## **Sholnon's Secret Spy Spell (OP 3)**

This spell, once cast upon a being (up to 60' distant) other than the mage, allows said mage to always hear any sound that person makes. The cost is three (3) mana points and it is effective up to a mile distant regardless of obstruction. The duration of the spell is one full hour. This may be increased by five minutes per each additional (1) mana point used in the initial spell casting, or the mage can instead add 1/4 mile range in lieu of the added duration for that cost. This spell requires three weeks of time and 55 G.S. in materials to learn.

## **Skorn's Flash Point Spell (OP 3)**

For a fifteen (15) mana point cost the mage can cause a 20' diameter area to superheat instantaneously to 1,800°F, burning all in the area for 50% HP damage minimum, roll for higher damage, (to a maximum of 300 HP total damage) per melee round of duration. The range is 120 feet and everything in the area that is combustible, of course, ignites (reaches its flash point) and also burns. The spell has a 1D3 melee round duration and a successful MRS roll halves damage. The spell requires eight weeks of time and 200 G.S. in materials to learn.

## **Siadamura's Ritual of Golden Guardianship (OP 3)**

This ritual needs one minute of time and three (3) mana points per each 10' diameter area the mage wishes to protect. As the ritual proceeds, a glowing circle of golden light is formed on the ground around the area in question. This circle has two functions; the first is to give warning if anything, live or dead, crosses the line. When such happens, the dim glow (equal to a night light) flares into 2/3 full daylight brightness for one second and the distinct tones of a silver trumpet, sounding alarm, is heard for three seconds. The second function is similar in that if anything magikal crosses the line, the alarm sounds but in three separate "pulses" so as to differentiate it from the first. The base time this warning ritual will last is one hour plus one additional hour per each EL above that at which this magik was learned. Though an effective warning system, it has a couple of drawbacks that have caused it to be used less and less over the years as newer things took its place. One is that the lines glow enough to stand out at night, outlining the protected area. Second is that any magik of OP 5 or greater impinging upon it will utterly destroy it (after it gives warning, of course). Third, any Undead of Wraith level or greater will also destroy it on passing, though it will give warning first. This ritual requires 11 days of study and 885 G.S. in materials to learn.

## **Sporling's Wall of Whimsy or The Weird Wall Conjunction (OP 3)**

For a twenty-five (25) mana point cost the mage can conjure (with a one melee round forming time) up to 60' distant a wall of pulsing rainbow light some 10' by 10' in size. All who attempt to pass through said wall must make their MRS roll or have one random whimsical thing happen to them. This means they could change color, grow hair all over their body, have an aura of total silence around them or some equally weird thing happen to them at the GM's adjudication. The effects and their duration's will be as variable as random chance itself. The wall, however, will remain fixed for only one minute; thereafter the GM rolls percentile dice each melee round to see what happens to it: 01-30 = no change; 31-45 = it grows 1D10 times in size; 46-60 = it shrinks from 10-90% in size; 61-75 = it instantaneously moves its location (and axis) randomly 1D100 feet; 76-90 = it begins to move at 5' per CF count (1/5 second) in a random direction; 91-95 = 1D10 additional walls appear at random locations within a 100 foot square area, all of the size of the original wall; 96-00 = the wall disappears for that melee round. It appears the next melee round at a random location within 1D20 feet of its original location. Duration time of the spell is two minutes total. The conjunction needs nine weeks of time and 995 G.S. in materials to learn.

## **Stephan Le Strange's Conjunction of the Instant Idleness (OP 3)**

For a five (5) mana point cost and one melee round of time the mage can cause a 30' diameter area up to 60' distant to become lit as if by twilight. All sentient beings in said area who fail their MRS will immediately become totally unable to do anything except sit (or lie down) and contemplate the beauty of life, and to watch the wondrous world go by. They will remain thus for so long as they are not attacked or otherwise "hassled" for one full minute. The range may be increased by 10', the area affected by an

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additional 5' in diameter and the duration by one minute per each additional three (3) mana points used in the initial conjuration. This conjuration requires five weeks and 95 G.S. in material to learn.

## **Syndryn's Basic Pentagram of Protection (OP 3)**

This thirteen minute ritual requires eight (8) mana points to complete, and once done, its potency will last for thirteen minutes. This may be extended one minute per each additional three (3) mana points added to the initial ritual. While inside this glowing blue pentagram and circle, no lesser Undead (which includes Skeletons, Battlebones, Ghouls, Zombies, and Tomb Wights) can reach the mage. They simply cannot cross its mystik barrier. Lesser Demons will not cross said barrier physically 25% of the time, but if they do they suffer 1D10+2 HP damage and thence may operate only at -4 attack and defense for one hour thereafter. However, said "crossing" will destroy the barriers potency/effectiveness totally. Greater Demons and all elementals are not affected in any way by this pentagram of power, nor is the magik of any of the Demon kind. This ritual requires 15 weeks of time and 2,950 G.S. to learn.

## **Talahur's Fog Bolt (OP 3)**

For a fifteen (15) mana point cost the mage can cause a 20' diameter area to drop instantly to near absolute-zero temperatures, freezing all in the area for 50% HP damage minimum role for higher damage(to a maximum of 300 HP total damage) per melee round of duration. The range is 120 feet. The spell has a 1D3 melee round duration and a successful MRS roll halves damage. It leaves tendrils of misty grey fog in its wake, hence the name. The spell requires eight weeks of time and 200 G.S. in materials to learn.

## **Tuamantra's Spell of the Long Distance Lock Picker (OP 3)**

This spell allows the magician to pick a lock up to 15' away per each single (1) mana point put into it. Duration of this picking action is three melee rounds per each additional (1) mana point expended in the initial spell casting for that specific purpose. Please note that the spell itself does not allow the lock to be opened "magikally". No, what it does is allow a mage who already has normal lockpicking skills to pantomime the actions from a safe distance while his tools (left near the lock in question for this purpose) do the actual work, aping his every movement and action. The magician will feel through his moving fingers everything that he would feel if he actually was picking the lock. Thus the probability of it actually opening rests upon his lockpicking skills alone. On the other hand, should the lock be trapped, he will (hopefully) be a safe distance away. It is suggested that any mage desiring to learn this spell first learn the mundane skill of lock picking, as it is a requirement for successful use of the spell. This spell requires nineteen days of close study and 450 G.S. in materials to learn.

## **Xundomere's Conjunction of the Ever Vigilant Eye (OP 3)**

For a five (5) mana point cost the mage can conjure (taking one full melee round to do so) an eerie, glowing blue "eye" some 4" across that floats upon the air at a height equal to the mage's own eyes. This eye will "guard" any single area (with its 180° field of view) for ten minutes. If anything enters that field of vision, it immediately flies back to the caster (up to 480' distant) at 240' per melee round. Upon reaching him the "eye" becomes a "mouth" and speaks, telling precisely what it has seen, then fades into nothingness. The duration of the "sentry duty" may be extended at the rate of five minutes per each additional (1) mana point put into its initial conjuration. The conjuration requires three weeks of time and 80 G.S. in materials to learn.

## **Yammrau's Ritual of the Drawing Death (OP 3)**

This combined ritual and spell works in this wise: the wizard expends sixteen (16) mana points in an hour long ritual to render any single metal object (knife, iron rod, etc.) receptive and primed. The object may then be handled safely only by touching it with silver. Should anything else touch it, there is a 10% chance it will inadvertently trigger the drain effect. Normally this drain effect is triggered by the wizard speaking the trigger spell at an additional cost of three (3) mana points and then touching the victim (yes, the object *can* be thrown to touch). This touch will work even through clothes, armor, etc., through anything except silver, which is impervious to it. The victim must make an MRS roll or have 1D100+20% of his life force (i.e. CON) sucked into the object! However, if an intended victim has a magikal defense that blocks it or if the drain does not get at least one CON point, then it is the wizard who created the device who must make an MRS roll or have *his* CON sucked away! This magikal technique is so dangerous to both victim and

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creator that most civilized lands have outlawed it under pain of death. It requires 18 weeks and 1,100 G.S. in materials to learn.

## FOURTH ORDER OF POWER (OP 4)

### **Ahn-Dee's Spell of the Black Sleep (OP 4)**

The most powerful of all sleep magiks, this spell costs a basic six (6) mana points to perform. The effects are immediate and cause the victim to become so deeply asleep as to be unwakeable by anything other than an "Awake" spell. The victim will literally remain asleep through fire, flood, or being eaten alive. If left alone the sleeper will eventually starve to death. The basic mana point cost allows living creatures up to 35 HP in size to be thus affected. For each 5 HP greater in size to be affected, two (2) additional mana points are needed. For example, it would take 32 mana points to "Black Sleep" a 100 HP creature. The range, regardless of the mana used is always 60'. The magik is so potent that all MRS rolls against it are at -20%. This form of magik has no effect upon Dragons, Demonkind, Undead, Elves, Deodanths, Faerie, or Phraints. This spell requires thirteen weeks of study and 900 G.S. in materials to learn if no other "Swift Sleep" magik is already known to the mage. If such magik is known, then the time/money required is but one-third of this.

### **Cerdigahl's Conjunction of the Aura of Aversion (OP 4)**

This conjunction requires seven melee rounds and six (6) mana points to complete. Once done the mage has a 6' radius aura of invisible "aversion" that will affect any one kind of creature (such as mammals, insects, fish, reptiles, avians, or arachnidae) that they have chosen. This aura lasts one hour, but may be extended at the rate of one additional hour of time per each three (3) extra mana points expended in the initial conjunction. All creatures of the type for which the aura is keyed to effect must make an MRS roll when they impinge on the aura. Should their MRS roll be unsuccessful, they cannot approach the mage any closer than the outer perimeter of the aura. Even if the MRS roll is made, the creature will be -4 attack and defense whilst inside the aura's effect. Only one such aura may ever be used by a mage at any one time (meaning the effects cannot be combined together simultaneously). This conjunction needs eight weeks of time and 245 G.S. in materials to learn.

### **Charonard's Conjunction of the Ghost Wind (OP 4)**

For a six (6) mana point cost, the mage can conjure a "Ghost Wind" so powerful it will bowl over all in its path up to 35 HP in size. The wind is controlled by the mage and can cover an area 120' long by 30' wide by 20' high starting from his outstretched hands. It lasts one melee round plus one round per each additional (1) mana point expended in its initial two melee round conjunction. It blows gas clouds, fog, and such like away immediately. No save is allowed against this magikally conjured but REAL wind. The conjunction needs five weeks of time and 300 G.S. in materials to learn.

### **D'Allon's Spell of the Mist of Black Misery or Dark Doom (OP 4)**

For a five (5) mana point cost the mage can "attack" any single target of 50 HP (or less) in size up to 60' distant. Those thus attacked have one full melee round to attempt to dispel the cloud of inky dark black mist as it forms around them. Failing to do so, this mist will cling to its target regardless of attempts to scrape it off, run away, teleport or otherwise evade it. Those so covered suffer absolute and total sensory deprivation even to include true seeing, ESP, and other mental powers, sight, sound, everything. They cannot feel or touch their surroundings or know what is going on outside their misty shell for so long as it lasts (three minutes is the base). Larger targets may never be attacked by this spell. As it does not directly affect the victim, no saving roll is allowed against this spell. However, it cannot penetrate any form of magikal defense. The duration may be extended for one minute per each two (2) extra mana points put into its initial spell casting. This spell needs ten weeks of time and 220 G.S. in materials to learn.

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## **Danroath's Conjunction of the Mystik Passage (OP 4)**

For a seven (7) mana point cost and three melee rounds of conjuration, a mage can create a passage through any substance except silver. This passage can be started up to 10' distant from the mage and will be 7' tall, 4' wide and up to 10' in depth/length. This passage will persist for three melee rounds unless the duration is extended by adding one (1) mana point for each additional melee round's time desired. Finally, extra mana may also be added to the initial conjuration specifically to make the passage longer. Thus for each one (1) extra mana point the passage will be 5' longer. This conjuration requires eight weeks of time and 455 G.S. in materials to learn.

## **Davalon's Doomfire Spell (OP 4)**

For a five (5) mana point cost the wizard will cause a hissing and roaring tongue of Kelly-green flame to sprout from his outstretched index fingertip. This 60' long by 2' diameter tongue of flame does 36 HP of damage and causes "Mage Fear" in all struck (thus requiring two MRS rolls). The spell's power can be increased by adding three (3) mana point per each extra 10 HP of damage. This spell requires six week of time and 1,750 G.S. in materials to learn.

## **Davron's Advanced Mending Ritual (OP 4)**

Essentially a more powerful "Patch" ritual, this magik affects all non-magik wood, soft stone (like sandstone) and soft metals (gold, copper, etc.) at the rate of one square foot per each three (3) mana points expended. The range is up to 30' and all such repairs are permanent. The ritual requires four weeks of time and 80 G.S. in materials to learn.

## **Elric's Thunderball Spell (OP 4)**

For an eight (8) mana point cost a mage can shoot a five-foot diameter sphere of blazing red flame and crackling yellow-white electric ity up to 90' distant. The ball travels 30' per second (180' per melee round) and explodes in a 15' radius shower of sparks and fire upon contact with anything solid. Those thus hit must save twice (once for each damage effect) and will suffer 1D20+4 HP of flame and 1D20+4 HP of electrical damage (the damage being equally divided among multiple victims). This spell requires four weeks of time and 1,000 G.S. in materials to learn.

## **Gorbach's Wizardly Window Conjuration (OP 4)**

For each one (1) mana point expended the mage can cause one square foot of iron, three square feet of stone, or seven square feet of wood to become totally transparent and as clear as glass. This effect lasts one full minute and then fades away with no harm to the affected substance. The thickness of such substances can be one inch, three inches, and twelve inches respectively. Please note that even though transparent, the substance thus affected still has all its normal properties. This one melee round long conjuration has a ten week study time and needs 60 G.S. in materials to learn.

## **Haraag's Hellfire or The Flames of Doom (OP 4)**

For a six (6) mana point cost the mage can attack any single target up to 50 HP in size out to a range of 120'. The target must make its MRS roll or burst into soul-searing black flames, burning to death from the inside out! These flames feed upon the life force of the victim himself and burn at a rate of 1D8 HP damage (and draining one CON point) per melee round. As long there is life force left it will continue to burn. While on fire, all of its victims writhe and scream horribly, totally unable to do anything else because of the awesome pain involved! Anyone making a successful MRS roll versus this magik will feel slightly nauseous for one melee round and that's all. The only known way to extinguish it, once it starts, is by totally immersing (for one full minute) the victim in Holy Water, blessed Sacramental Wine, or other such "holy" liquid. Even then there is only a 20% chance it can be put out, rolled for each melee round of immersion. Some say a "Dispel Magik" and "Cure Disease" done simultaneously will also put it out. The size of the target affected may be increased by 10 HP in size for each two (2) mana points added in the initial casting. It requires twelve weeks and 50 G.S. in materials to learn.

## **Harwyn's Emergency Displacement Spell (OP 4)**

This three (3) mana point spell will dimension-port the mage in a random east or west direction 1D20 feet. If an east-west direction is physically impossible, the "D-Port" will be in a vertical line, straight up. Should

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that direction be impossible as well, the mage will “D-Port” 1D100 miles at random (including up or down) at the GM’s discretion. This spell is also called “Dee Blipping”, “Dee Blinking”, and “I’m Gone!” It is (for obvious reasons) dangerous to use but has little mana cost and is fairly well known among Arduinian mages. Its functional parameters cannot be altered in any manner. The spell requires but one week of like study and 45 G.S. in materials to learn. Please note, this spell will not “D-Port” the mage inside of any solid object except in the cast of the random 1D100 mile “Dee Blip.” Good luck!

## **Harwyn’s Ritual of Magikal Permanence (OP 4)**

This ritual is the basic way with which mages can cause their spells, conjurations, and such to become more or less permanent. The formula needed to figure out the cost to do this works this way: for each single (1) mana point of the magik in question, the permanence ritual requires three (3) mana points and five minutes of time to complete. Thus, for example, “Danroath’s Conjuration of the Mystik Passage” would require twenty-one (21) mana points and 35 minutes time to make it permanent (in its basic seven (7) mana point cost form). The permanence lasts until dispelled or for one year. Each additional year of time requires one additional mana point per each three used in the permanence ritual. Thus, in our example above, it would cost an additional seven mana points (for a total of 28) to make it last two years of time. All fractions are rounded to the nearest whole number. This ritual requires twenty weeks of time and 2,000 G.S. in materials to learn.

## **Jorge’s Spell of the Jumping Shoes (OP 4)**

This spell will imbue any pair of shoes or boots with the ability to jump up to 30’ horizontally or 20’ vertically, at the will of their wearer, for ten melee rounds per each two (2) mana points expended. This duration will increase by five melee rounds per two mana points for each EL over that required for use. The effect is instantaneous but needs the touch of the spell caster to work. This spell requires fourteen days of moderate study and 125 G.S. in materials to learn.

## **Karole’s Stupendous Spell of the Seven League Boots (OP 4)**

For a base five (5) mana points a mage may “dimension step” five times, traversing three full miles each and every step (15 miles total). The mystik walker also perceives or “sees” the land through which he moves as each step “stretches” out, so he knows the country thus traveled as if he’d walked through it normally. For each five (5) additional mana points poured into the initial one melee round spell casting upon himself, another 15 miles may thus be traversed. This spell requires nine weeks of time and 600 G.S. in materials to learn.

## **Khoreb’s Spell of Mage Fear (OP 4)**

For a four (4) mana point cost the mage can strike fear into the heart of any single intelligent or semi-intelligent creature, except for Demons and Dragons. Those failing a save versus fear will either flee in blind panic for 1D10 melee rounds (80%) or stand paralyzed with fear for 2D10 melee rounds (20%). Those making their saves vs fear (NO MRS!) still operate at -1 attack and defense for one melee round, except for Paladins, Barbarians, or anyone in the grip of religious fervor or battle fury. Unintelligent creatures simply hesitate for one action if they fail their save and are otherwise totally unaffected. The range is 60’ and the spell requires five weeks of time and 280 G.S. in materials to learn.

## **Korun’s Conjuration of the Enigmatic Eye (OP 4)**

A “cousin” to the “Vigilant Eye” conjuration, this one allows a mage to keep an eye on any single individual (or place) regardless of any attempt to evade or avoid it. It will even follow a target that tries to teleport away. However, the mage must either be able to physically see the target (magikally or otherwise) or know precisely where the target is at the beginning of the conjuration in order for it to work. The conjuration costs a base of five (5) mana points, has a 60 mile range and a duration of one full day (25 hours). The range may be increased by one mile and the duration by one hour per each additional (1) mana point put into the initial conjuration. Once conjured, a 12” diameter “eye” of pulsing red light appears within 10’ of the target’s left shoulder, to the rear (where it will always be). The caster can see all the eye sees and will always “know” the exact location of it, even if it has shifted dimensions to follow its target. If destroyed, (50 HP of damage of a magikal nature will suffice) the mage will himself take 1D10 HP of

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damage. Complete concentration by the mage is required to maintain this spell. This conjuration requires three full melee rounds to complete and four weeks of time and 150 G.S. in materials to learn.

## **Kyler's Revenge or The Death Compass Spell (OP 4)**

This combined ritual and spell needs seven (7) mana points to use but with its single word firing trigger it is virtually instantaneous in effect. Once memorized during a 13 minute ritual (up to 13 hours prior to use) it is automatically set to fire whenever one of three things happens to the mage: if he is rendered unconscious; if he is rendered unable to speak (in any way, from silence fields to tongue torn out); or if he is ambushed, or surprised with no time to think, it automatically fires. Killing the mage negates this magik utterly. What it does is fire four "Mystik Darts", one in each cardinal direction from the mage (North, South, East, and West). Obviously, the mage must already know the spell "Mystik Dart" or this spell won't work. This spell requires 14 days of relatively easy study and 660 G.S. in materials to learn.

## **Martirion's Conjuration of the Misty Feet of Silent Speed (OP 4)**

For each four (4) mana points expended during this 3 melee round conjuration, there will appear only around the conjurer's feet, mists of swirly blue-grey that faintly glow with arcane power, for a period of time equal to 13 minutes plus 1 additional minute per each EL of the conjurer, regardless of which EL he learned this magik. These misty feet will allow the conjurer to move across any real, solid surface at double normal speed, while exerting absolutely no ground pressure at all and generating no walking noise whatsoever. A more powerful variant of this conjuration (OP 6) requires double the mana expenditure listed above, but allows the wearer of the misty feet to freely move on any more or less horizontal surface, even illusory ones! This conjuration needs 3 months and 1,750 G.S. in materials to learn.

## **Moshaera's Spell of the Violent Vertigo or The Wobblies (OP 4)**

For a four (4) mana point cost the mage can create a 20' diameter area up to 90' distant within which all living beings suffer violent sensations of dizziness, nausea, and vertigo. If those within this area fail their MRS, they will operate at -4 attack and defense for 1D10 melee rounds or for as long as they are within the area affected. Those who do save will operate at -2 attack and defense for 1D10 melee rounds anyway! This spell lasts four melee rounds plus an additional melee round per each extra (1) mana point put into its original casting. This spell requires five weeks and 135 G.S. in materials to learn.

## **Morgault's Disappearance Spell (OP 4)**

For a ten (10) mana point cost the mage can become invisible to all normal sight for five minutes. He can extend this time by adding two (2) mana points during the initial spell casting for each additional minute desired. Attacks made while invisible do not end the spell. An invisible person in thick fog, mist, rain, or smoke cloud, etc., may be detected by an alert observer by a faint outline. The question to ask is whether the visibility is high enough to even see that far (if the visibility is 5' and you are 10' away, nothing will be seen). This spell need six weeks of time and 660 G.S. in materials to learn.

## **Pardlyng's Mystik Mole Conjuration (OP 4)**

Also called "Basic Magik Bore", "The Dig-Dig Conjuration", and "Mystik Tunneling", this two melee round conjuration has a base mana cost of five (5). At the end of the conjuration, an up to 30' distant from the conjurer, a "tunnel" will commence to be mystikally dug. Dirt, debris, and loose earth (or sand) will fountain upwards out of the ever deepening 3' diameter hole. Note that it will not work through rock or other similarly hard substances. At any rate the base tunnel length will be up to 30' plus an additional 5' per each EL the mage is above that required for use. The angle of the tunnel is entirely up to the conjurer, but once set in motion, the arcane forces proceed in a straight line. The length of the tunnel can also be increased by 20' per each additional (1) mana point expended any time during its run. Note that this tunnel is nothing more than a 3' diameter, totally unsupported, bore through the earth. Its stability will be entirely up to the GM. This conjuration requires six weeks of study and 96 G.S. in materials to learn.



# WIZARDLY MAGIK

## **Par-Kher's Pain Blast or The Awesome Spell of Intense Pain (OP 4)**

For a four (4) mana point cost the mage can create a 30' diameter area up to 90' distant within which all living things suffer intense body-wracking pain. This pain will last for one melee round for each EL the victim is less than EL 20 (that is, an EL 10 victim would be in pain for 10 melee rounds). The pain is so intense that nothing may be done except to roll around on the ground screaming in muscle spasming pain. No attack, defense, speech, movement, etc. If for any reason this spell is turned back upon the caster, there is a 50% chance of immediate heart stoppage and death. This spell needs five weeks of time and 150 G.S. in materials to learn.

## **Partholomew's Fabulous Finding Ritual (OP 4)**

This ritual requires five full minutes of constant work to complete and needs seven (7) mana points to empower it in its basic form. Once completed, the magician will be able to track down/find any item that he has physically come into contact with, at least once, in the last Arduinian year (455 days). For each additional mana point expended during the ritual (for that specific purpose), another year's time can be added to how long ago the item/object (or even person) can have been in contact. The magician will feel when he is close or when he is distant from the object of his search and, once he has gotten to within a mile or two, it will even allow him to feel his way through an unfamiliar city's streets or into an unknown cavern or dungeon. Once cast, the mage has 30 days before the feeling fades away. The duration can be increased by one month per each additional mana point used in the ritual (for this specific purpose) with no limit to the time thus allocated to find something. Note, however, that after the completion of the ritual, there can be no later modification of the time until the object has been found. Should the mage fail to find it in the time allocated for himself then NEVER AGAIN can he use this ritual to look for that one specific object or person. The one major drawback is that, if the mage uses any other magik before finding the sought object, the magik will be broken and he will have to do it all over again if he wishes to keep looking. This ritual requires nine weeks of moderately difficult study and 1,565 G.S. in materials to learn.

## **Pyroman's Pinwheel or The Wailing Wheel of Fire (OP 4)**

For a four (4) mana point cost the mage may conjure (with a 6 CF count delay) a 1' to 5' diameter (mages choice) wheel of blazing red flames. These flames, which shoot sparks up to 10' in all directions, will do 1D20+4 HP of damage to all they touch. Additionally, all sentient beings of EL 3 or less within a 20' radius of the wheel must save versus "Mage Fear" (see appropriate spell) as well. This conjuration may be created up to 33' distant from the mage and will last but a single melee round unless additional mana is put into the conjuration. For each (1) mana point thus added, it will burn for another two melee rounds. It requires none weeks of time and 200 G.S. in materials to learn.

## **Rhoar-ee's Rapid Transit Spell or The Gone-Gone Spell (OP 4)**

For a base mana cost of five (5) a mage can cause any single self moving object up to 2000 pounds in size to move at ten times its normal speed for ten minutes. The range he may do this at is only 10'; however, the range may be extended by 20' for each (1) mana point added to the spell casting for that specific purpose. He may also increase the duration for 10 minutes per each additional three(3) mana points added (specifically for this purpose). Finally, for each additional five (5) mana points added specifically for this purpose, another 1000 pounds may be so moved. There is no control over this speed; it simply moves 10 times as fast as its full speed. This spell requires four weeks of time and 75 G.S. in materials to learn.

## **Rorghull's Rot Spell (OP 4)**

For a four (4) mana point cost the mage can attack any single living being up to 65 HP in size with a chartreuse ray of energy some 2" in diameter out to a range of 120'. Those thus hit must make an MRS roll or suffer rotting at 1 HP per melee round until either a "Cure Disease" ritual is done upon them or they rot into a pile of horrid slush! Even if a save is made, they will still rot, but at the reduced rate of 1 HP per minute to a maximum of 25 HP damage. Larger beings always rot at 1 HP per minute to a maximum of 65 HP damage (or to 25 HP at 1 HP per three minutes if they have a "Cure" done upon them). A successful save (for beings *larger* than 65 HP) means no damage will be suffered at all. Finally, if for any reason this spell is fumbled or turned back upon the caster himself, he will immediately suffer 1D10+2 HP of rot damage and then rot at 2 HP per melee turn thereafter. This spell requires four weeks of time and 75 G.S. in materials to learn.

# WIZARDLY MAGIK

## **Santander's Wasp Conjunction (OP 4)**

This conjunction requires one full melee round to bring to completion and an additional three melee rounds to form the wasp. It requires eight (8) mana points to power. The mage actually conjures a brilliantly hued, rainbow colored wasp of mana-energy which will attack all designated targets for five melee rounds and within a 240' radius of its master. Said wasp flies at 700' per melee round, has an AC of 5, a CF of 20, 25 HP, and can "sting" for damage in HP equal to the conjurer's own EL (thus one brought forth by an EL 9 mage could sting for 9 HP damage on each attack). These attacks are made with its stinger and are puncture wounds similar to those made by a "Mystik Dart" or other puncture/stabbing weapons. The wasp can be killed normally, and if done, the mage (who must concentrate intensely upon his own creation at all times lest it dissipate) will himself suffer 5 HP of damage. The duration of this spell may be extended one melee round per each extra (1) mana point put into the spell during the initial conjunction. This spell requires five weeks of time and 500 G.S. in materials to learn.

## **Sarachander's Fire Wall Spell (OP 4)**

For a ten (10) mana point cost a mage can instantaneously create a wall of roaring red flame up to 60' distant from himself. This wall is 30' long, 15' high and will burn all passing through it for 1D20 HP of damage (no save allowed). It lasts one minute normally, but will burn an additional one minute for each additional (1) mana point put into the spell during the initial spell casting. This spell requires ten weeks of time and 700 G.S. in materials to learn.

## **Sarkhan's Secret Assassin (OP 4)**

This conjunction needs nine (9) mana points and 9 seconds of time to complete. What it does is to create a small (9" long) coiled mystic serpent in the palm of the left hand. The conjurer then has only 9 melee rounds to use it before it dissipates. It may be sent (by voice command) against any single target. It moves through the air at a speed of 10' per second (60' per melee round) and is totally invulnerable to all physical attacks (non-magik weapons pass through its ebon body as if it were smoke; magik weapons only do their "plus" damage and not their base damage). It has 13 HP, a CF of 30, an AC of 2+5 (to show how hard the "dodgy" little devil is to hit!) and an attack EL equal to the level of the mage casting the spell. Spell turning does not work against it, and it saves versus dispel as OP 13 magik! If all HP are done to it in damage, it dissipates and the caster suffers 13 HP of damage. But only if it is destroyed - sort of an all or nothing deal. It does 1 HP bite damage plus 1D8 venom per EL of the caster (up to 13D8 maximum). It may thus bite 13 times regardless of the caster EL. Once set towards a kill, it will track and follow, undeterred by dark or weather, slipping under doors and through keyholes if need be, in relentless pursuit. This puissant magik is, in all likelihood, closely related to the better known "Serpents of Shardoom." Also note that those individuals not actually evil of soul *cannot* wield this magik! It needs 40 days of study and 8,998 G.S. in materials to learn.

## **Shaermon's Spell of the Ring of Night (OP 4)**

For an expenditure of three (3) mana points, the spell caster can become completely (100%) invisible in all darkness or shadow. This is without regard to true seeing, infravision (or other heat detection) etc., the darkness being of magikal source or any other such problem or happenstance. In shadow the spell caster will be unseen for the ten minute duration of this spell, regardless. The duration is extendable in twenty minute segments per each three (3) mana points added to the initial spell casting. This spell requires five weeks of time and 1,000 G.S. in materials to learn.

## **Starbuck's Sunlight Serenade Spell (OP 4)**

For a five (5) mana point cost the mage creates an area 30' in diameter (up to 60' distant) filled with golden sunlight, sweet smelling wildflowers and with a faint but distinct sound of Elven singing. All Undead in this area up to 40 HP in size must save or disincorporate completely! All larger Undead are burned like acid in this glow at the rate of 1D10 HP per melee round. Finally, most light sensitive types, like Orcs and such, will simply refuse to enter the brightly lit area 75% of the time. Creatures without optical sensory organs are not affected by this magik. This spell takes one melee round to conjure up and will last but one minute, which may be extended by one minute per each additional two (2) mana points put into the initial conjunction. The spell requires five weeks of time and 90 G.S. in materials to learn.

# WIZARDLY MAGIK

## **Tandoora's Teleportation Spell (OP 4)**

For a ten (10) mana point cost the mage can teleport or "jump" to any location previously well known to him up to one mile distant. Only the mage and the clothes and accouterments he has on or at hand will go when he does. The range may be increased by one mile per each additional five (5) mana points added to the initial casting. This means of travel cannot penetrate magik defenses, barriers, etc., and has a "miss factor" of 3% per each point of RF the mage has less than 20. However, a minimum 1% miss chance is always present, regardless of the RF score of the mage. A miss will be high 1D20 feet on a 40% chance; low 1D20 feet on a 40% chance; and horizontally off by 1D20 feet on a 20% chance (roll for direction). If a mage teleports into a solid object (like a wall or floor) on a miss, he will suffer instant and irrevocable DEATH as he becomes part of the molecules forming said object. This spell is always accompanied by a loud report as the air rushes in to fill the space left by the teleporting mage. This spell requires nine weeks of time and 600 G.S. in materials to learn.

## **Tarnhelm's Spell of Instant Paralysis (OP 4)**

For a five (5) mana point cost the mage may fire a fan-shaped ray of brilliant purple light 30' long by 15' wide by 2' thick. All beings up to 50 HP in total size it strikes are paralyzed rigidly for 1D100 melee rounds. If a save is made they will operate at -4 to their CF for 1D10+3 melee rounds. If more than 50 HP total of targets are hit, then only the closest to that source, to that total, are affected. All others are not bothered in the least. While paralyzed, the victim can see, hear, and breathe normally, he just can't move. While it is theoretically possible to improve this spell, no one has done so yet. The spell requires nine weeks of time and 150 G.S. in materials to learn.

## **Tirinyo's Chain Break Spell (OP 4)**

For a four (4) mana point cost the mage can either break any non-magikal bonds (ropes, chains, spider webs, etc.) that bind him alone or it can be used to unlock and open any single door or other closure, including those magikally sealed (30' range). This spell needs nine weeks of time and 375 G.S. in materials to learn.

## **Tirinyo's Conjunction of the Wall of Ice and Fire or The Borean Wall (OP 4)**

For a nine (9) mana point cost the mage may take three full melee rounds to conjure a wall of mystik ice wrapped in wailing blue flames. This 15' long by 10' high and 2' thick wall may be created up to 30' distant from the mage and must be anchored to either a solid wall, floor, or ceiling (that is, it can't hang in mid-air). The flames will cause 1D10 HP of damage to all touching them and the mystik ice will do an additional 1D10 HP of damage to anyone attempting to break through it physically. The mage has the option of creating the wall with the flames *inside* the ice (causing it to flicker and glow weirdly) if so desired. In this mode, the wailing is almost inaudible. This wall will fade into nothingness after six full melee rounds unless the mage has added extra mana into the initial conjuration at the rate of six more melee rounds per each additional three (3) mana points. No save is allowed to people actually trying to break through this wall. This conjuration requires twelve weeks of time and 400 G.S. in materials to learn.

## **Torozon's Spell of the Mystik Chains (OP 4)**

For a four (4) mana point cost any single door or closure may be so locked as to be impossible to open, even if a key is available, OR any single entity up to 60 HP in size may be rooted to the spot and unable to move from it for 10 minutes. A being thus bound can do everything except move his feet. The chains take one full melee round to go into effect after the spell casting. However, once cast upon a victim, they will affect him no matter where he moves in that time. There is no save allowed. It requires six weeks of time and 280 G.S. in materials to learn.

## **Tritarra's Dee-Hopper Spell (OP 4)**

For a two (2) mana point cost the wizard can instantly dimension port himself up to 10' per EL. A series of such hops can be linked together thus: 2 hops cost 5 mana points (2 per each hop plus 1 to link them), three hops cost 8 mana points (2 per each hop plus 2 for two links: hop-link-hop-link-hop), and so on. The hopper reappears for 1 CF count at each intermediate location. While there is no miss factor with these hops, each one does cause the loud bang associated with all teleports: POW! POW! POW! Catch me if you can! This magik takes 300 G.S. and 8 days of easy study to learn.

# WIZARDLY MAGIK

## **Waragen's Night Walker or The Unwanted Visitor (OP 4)**

The classic conjuration of magikal vengeance of an angry mage, which allows him to cause a specific area (wing of a castle, a house, a village square, etc.) to seem to be haunted. This haunting will take the form of stealthy footsteps, heavy breathing, soft and evil laughter, faint sounds of clanking chains and other various and sundry spooky sounds. For a base mana cost of six (6) the mage can cause this haunting to last one full minute. However, he can extend this by one full minute per each additional (1) mana point added to the initial conjuration. The base range is an awesome 60 miles but the mage must be very familiar with the area in question in order to be right on target. The less he knows the area, the larger the GM adjudicated miss chance there will be. The conjuration requires four melee rounds to bring to completion. The range can be extended on a one mile per mana point basis. This conjuration requires seven weeks and 225 G.S. in materials to learn.

## **Wicked Whanda's Witchfire Spell (OP 4)**

For a five (5) mana point cost the mage can cause a "whistling blue flame" to erupt, then spiral out from his outstretched index fingertip. The flame itself is but 6" in diameter but the cone-shaped spiral has a width of 15' at the end of its 60' length. This spiral can be "started" up to 30' distant from the pointing fingertip at the caster's discretion. The flames cause 24 HP of damage and will paralyze for 1D20 minutes all up to 35 HP in size (save for Elvenkind, which are only stunned for 1D10 melee rounds). Each additional three (3) mana points expended in this spell will add 6 HP of damage and 5 HP to the size of those it will paralyze. This spell requires 11 weeks and 2,500 G.S. in materials to learn.

## **Wynoki's Wizardly Wagon (OP 4)**

This magik has a basic mana cost of eight (8) and a duration of 100 minutes. Each additional (1) mana point expended during the initial ritual will increase the duration by 50 minutes. The ritual creates a wagon of solid energy the color of smoke and with the feel of smooth plastic. This wagon in and of itself has no weight and would thus leave no wheel tracks, yet each thing loaded into it will have normal weight and thus press the wheels into the ground to a greater or lesser degree depending on the amount loaded. The wagon is complete in every way from the tongue to a tailgate that can be raised and lowered. It is 12' long by 6' wide and has 3' high sides. Its four large and solid looking wheels raise the bottom of the wagon 4' off the ground. There is a driver's seat for two that is 4.5' wide by 18" deep with a 15" high back rest in the front of the wagon (which dimensions are not included in the overall dimensions). The wagon has an AC 2 and most missiles have a 35% chance of deflecting off its slick surface if they don't impact straight on. The conjurer must provide motive power (horses, etc) and harness, etc., for them. The wagon itself makes no noise when traveling, yet any stones, twigs, branches, rocks etc moved over will, as will all being carried, in its own way. The wagon can sustain 75 HP of damage without dissipating into nothingness. Exceed that amount and it immediately (within 10 CF counts) fades away. It is water tight but not proof against fire or anything else, though it won't actually burn, just char. This ritual takes 21 days of moderately difficult study and 665 G.S. in materials to learn.

## **Yathagon's Ice Wall or The White Ice Conjuration (OP 4)**

For seven (7) mana points a mage can create a wall of ice 20' long, 10' high, and 2' thick, up to 60' distant from himself. The wall lasts one hour before beginning to melt (which requires 1-25 hours to do depending on the temperature of the area). Any non-magikal creature attempting to break through it will suffer 1D10 HP of damage (all 40 HP or less creatures cannot break through without pickaxes and such like). The wall takes three melee rounds to completely form and requires eight weeks of time and 400 G.S. in materials to learn.

## **Zym's Spell of the One-Way Darkness (OP 4)**

For a four (4) mana point cost the mage can cause an area 13' in diameter to become inky black and totally light absorbent to everyone except himself. He alone can see out of or into this area which fails even "true seeing" or other magikal vision enhancers. He may create this area around himself or up to 30' distant. In any case it will last but five melee rounds unless it is extended by infusing the initial spell casting with one (1) mana point per each additional five melee rounds desired. This spell needs four weeks of time and 200 G.S. in materials to learn.

# WIZARDLY MAGIK

## FIFTH ORDER OF POWER (OP 5)

### **Aura of Command (OP 5)**

This ritual requires five minutes of time and fifteen (15) mana points to complete. Once done, the mage has an invisible aura about himself that allows him to cause those beings he commands to do whatever he wishes. This aura lasts five minutes plus one minute per each additional five (5) mana points used during the initial ritual. The target must save versus psychic attack or do the bidding of the caster. The range for this power is 60' so long as the mage has a direct line of sight to those he is commanding. Note also that anyone who is commanded to do something will absolutely do it, even if he leaves the mage's presence (or vice versa). This geas will last for five minutes, plus one additional minute per each RF point less than 20 the commanded being has. This is the basic way practitioners of magik get supranormal beings (or lesser mortals) to do their bidding. Each command may only be given once, and if the creature refuses to follow it, he cannot be commanded again as far as that particular action is concerned, unless the caster casts the ritual again, and in this case he gets to try to save again! Note that no creature can be made to commit suicide, but can be made to attack his friends or go into battle against hopeless odds. This ritual requires nine months of arduous study and 3,000 G.S. in materials to learn.

### **Azorn's Conjunction of the Fearful Fiery Fist (OP 5)**

This spell allows the mage to conjure one or more basketball-sized fists of fire and to fling them at one or more targets up to 240' distant. The first fist requires fifteen (15) mana points to create, but each additional fist costs eight (8) mana points. Regardless of the number created, it takes fifteen full CF counts for their conjunction. The fist attacks as a +1 mace wielded by a Warrior one-half the EL of the conjurer. The fist does 1D10+2 HP of fire and 1D6 HP of impact damage. One attack per fist only, hit or miss. Finally, those struck must save versus "Mage Fear." The conjunction needs ten weeks of time and 360 G.S. in materials to learn.

### **Basic Summoning Ritual (OP 5)**

This thirteen (13) mana point, thirteen minute ritual is the basic magikal process by which a magician summons forth elementals, efreet, salamanders, djinn, Demons and other such creatures. Remember, this ritual only *summons* the creature. What happens afterward is debatable. Once completed and activated, it takes 1D100 melee rounds for the summoned being to appear. Each of these different creatures requires a separate learning cost of 2,000 G.S. in materials and 13 weeks of study to learn.

### **Chamoord's Spell of the Javelin of Devastation (OP 5)**

This thirteen (13) mana point spell requires four CF counts to manifest. Once done, the mage will have at hand a 5' long javelin of ebony flame that writhes, crackles, and hisses most alarmingly. This javelin may be safely handled only by the mage and will remain in existence for three melee rounds (or until thrown). Once thrown it becomes a 3' wide by 12' long bolt of black lightning that will travel up to 90' instantly. Upon impact it will do 48 HP of electrical damage and blast 3 CON points from any living victim. This spell needs twenty-eight weeks of time and 8,500 G.S. in materials to learn.

### **Chandrell's Homing Ritual (OP 5)**

Used in conjunction with a "Mystik Dart" spell, the mage spends five (5) mana points and one minute of time during the initial memorization, to have said darts home in on a target (that is to say, cannot miss). It can also be used with normally non-magik missiles such as arrows, sling bullets, etc., but the cost is then eight (8) mana points. Each will keep its homing charge until used (once only). This ritual requires three weeks of time and 300 G.S. in materials to learn.

### **The Crimson Bands of Cytorakk (OP 5)**

For a six (6) mana point cost the mage can conjure a brilliant scarlet sphere, 30' in diameter, of totally fireproof web-like strands, up to 120' distant. These strands will firmly entrap and hold fast all creatures caught inside it up to 120 HP total. Larger creatures can break free in 20 melee rounds less one melee round per each larger 10 HP in size they are (a 180 HP Dragon, for example, could break free in 14 melee rounds). This web will last ten minutes plus one minute more per each two (2) extra mana points put into its

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initial ten CF count conjuration. Acid is only one quarter effective in damage against these bands, but intense cold (50 HP or stronger) will cause those sections thus hit to become brittle and only half as strong as normal. It needs 9 weeks and 375 G.S. in materials to learn.

## **D'Allon's Spell of Magnificent Mystification (OP 5)**

For a four (4) mana point cost the mage can create around any single victim a maze of mirrors inside which no outside sight, sound, or touch can be perceived. This maze will stay with the victim (visible only to him) for ten minutes. The range at which it may be cast is 90', which cannot be increased. However, its duration may be extended at the rate of one minute per each two (2) mana points added in its initial conjuration (which takes one full melee round). The victim of this gets no save as it is not himself which is affected but the area around him. Thus he will wander in random patterns, trying to find a way out, all the while completely visible to everyone else. "Dispel" only strengthens this magik, but "Disintegration" will destroy it. This spell needs eight weeks of time and 860 G.S. in materials to learn, but it is so nearly forgotten a piece of magikal lore as to be seldom encountered.

## **Elric's Acid Rain (OP 5)**

For a seven (7) mana point cost the mage can conjure up, over a 12 CF count period, a 20' by 10' by 5' tall area filled with boiling, roiling, sulfur-smelling greenish-purple clouds. The conjurer can place them up to 33' distant total. Literally raining from these clouds is a mixture of sulfuric and nitric acids which horribly acid-burns all it hits for 1D10+3 HP of damage per melee round. All beings thus hit have a 25% cumulative chance each melee round of having their eyes permanently burned out unless they are shielded in some manner (roll for each separately). Also, the pain is so excruciating that all of its victims are at -4 attack and defense, not only while inside its area of effect, but for 1D20 melee rounds after they leave it. There is no save versus the real acid this magik conjures. Lesser wind spells will not budge this cloud, but electricity or lightning of at least 15 HP in power will cause the cloud to detonate in a 30' diameter fireball of 60 HP damage potential. The cloud that has blown out will actually reform again in 1D4 melee rounds and commence raining once more! Once conjured, this cloud will persist for ten minutes, at ever decreasing potency. It loses 10% damage potential each minute after the first. This conjuration requires thirteen weeks of time and 680 G.S. in materials to learn.

## **Fandrahl's Fantastic Conjuration of the Fumes of Faltarra (OP 5)**

This conjuration needs two complete melee rounds of uninterrupted concentration to finish. Once done, there has been created, up to 66' distant from the conjurer, a 25' spherical area all filled with coruscating, flashing multicolored mists or fumes that seem to sparkle and dance with inner light and motion all their own. These fumes will, if inhaled by any living creature, cause one of three things to happen at random: 65% chance the being will become totally and helplessly convulsed with glee, mirth, laughter and hilarity and be unable to even stand, rolling about the ground for so long as they are in the fumes and for 1D20 melee rounds afterwards; 25% chance the being will be totally incapacitated by grief, crying, wailing, rolling about the ground and breast beating, etc.; and 10% chance the victim will become immediately and insanely berserk, attacking anything and everyone about him. The duration of these colorful fumes is 1D6 melee rounds plus an additional 1D20 melee rounds per each extra (1) mana point expended just for that purpose in the initial conjuration. Or, each extra (1) mana point expended in the initial conjuration can go to increasing the area of effect by 15'. These fumes affect only those things which have feelings of grief and/or humor, and even then only up to 50 HP in size. To affect larger types, it is necessary to infuse the initial conjuration with an extra three (3) mana points per each 10 HP in size you wish to affect. Also note that this is an almost alchemical attack in nature, thus a save versus poison is required rather than one versus magik. A successful save negates these effects, but the victim will still sneeze disconcertingly whilst in the fumes (-2 attack and defense) and for 1D6 melee rounds afterwards. It needs eleven weeks of time and 999 G.S. in materials to learn.

## **Hoover's Hoops of Fire (OP 5)**

This spell allows the mage to create hoops or rings of brilliant red flame up to 60' distant from himself. Each hoop of flame is 5' across with the fire ring itself being only 3" thick. The touch (one second) of this flame will do 1D6 of damage and the fire cannot be put out by normal, non-magikal means. The rings will burn for three melee rounds plus one melee round per EL of the caster. The duration can be increased as

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can the number of rings thrown in one spell. The basic hoop costs four (4) mana points and each additional hoop costs another two (2) mana points. As many hoops as the caster has mana for may be thus thrown in a single spell. Duration is increased by ten melee rounds per each one (1) mana point expended during the initial spell casting. The mystik hoops will float in the air at any height within their range and can be stacked, interlocked/overlapped horizontally, set on edge like a wheel and so on and so forth. They just remain stationary at their initial target location and no more than one target may ever be fired at, at any one time. This spell needs 100 days of hard study and 1,450 G.S. in materials to learn.

## **Khoreb's Curse of the Screaming Skull (OP 5)**

For a six (6) mana point cost the mage can cause a haunting lasting ten minutes and up to 100 miles distant. This conjuration takes the form of a human skull wreathed in emerald green fire which will wail, moan, scream, sob, mouth obscenities, and generally make a pest of itself as it sails about. The mage must know absolutely the location to which it is sent or be able to physically see it (by means magikal or mundane) in order for the sending to be successful. Anyone attempting to "Dispel" this creation by priestly or other magikal means only has a 5% chance to do so, as naught else will succeed. The conjuration takes three melee rounds to complete and may have its duration extended by adding three (3) mana points per each additional one minute of time required (during the initial conjuration). This conjuration requires twelve weeks of time and 480 G.S. in materials to learn.

## **Martirion's Fireblade (OP 5)**

For a mana point cost of five (5), the wizard wields a fire-sword in his hand beginning his very next action. This intensely hot blade, 5" wide and 13' long, does not even warm the mage's hand but cuts into the target like an oxyacetylene torch for 1D10+10 HP of damage. For attack purposes, consider that this +2 blade negates up to AC 3, being in all other respects as a normal sword, as long as the target doesn't catch fire, of course! However, the sword can only be sustained for one action. Additional power may be put into the spell at the start: for every additional (1) mana point the blade grows 3' longer and does an additional 5 HP of damage. Thus, by increasing the mana cost to 10 points, you would have a 28' long blade, doing 1D10+35 HP of damage. However, it still fizzles out after that one action, so you'd better make your attack roll the first time. This spell requires 12 weeks and 650 G.S. in materials to learn.

## **Masayuki's Mist of Malevolent Misery or The Fog Fear Conjuration (OP 5)**

For a six (6) mana point cost the mage, taking one full melee round to do so, may conjure a cloud of roiling, writhing, greasy purple fog that moans, gibbers, wails and laughs hysterically. This 15' diameter fog may be created up to 100' distant and controllably moved at 80' per melee round if the mage maintains intense concentration all the while. All creatures 29 HP or smaller in size will automatically choke to death within one melee round inside this purple horror and all others up to 45 HP in size must save versus poison/venom or die in the same manner. Beings greater than 45 HP in size (and those successfully making their save) suffer from sever choking, confusion, dizziness, nausea, etc., and will operate at -4 attack and defense whilst in the cloud and for 1D5 full minutes after exiting it. The save versus the fog's attack must be rolled for every melee round, regardless of past successes or failures. The fog may be controlled/moved so long as the conjuring mage has physical sight of it and it has a duration of up to one minute. This may be extended by one minute per each additional three (3) mana points used in the initial conjuration. This conjuration requires ten weeks of time and 475 G.S. in materials to learn.

## **Moonwolf's Ball Lightning (OP 5)**

This spell has a base cost of seven (7) mana points and a range of up to 100'. When cast, it shoots 1-5 (caster's choice) balls of lightning from fingers and thumb. The basic single ball is 6" in diameter, a pair would be 3" each and so on. The base damage for the single ball would be 25 HP (in a five ball spread they would be 5 HP each). These balls zip forward at a speed of 33' per second and will ricochet off of any non-living object they strike (losing 1 HP potency each time). They also ricochet off living targets as well, but each time lose half their potency (into the creature hit). The ricochet directions are always random and up to the GM. This magik can only be increased as to potency of effect (not as to range and/or speed). Each

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additional mana point used in the initial casting can add either one more ball (6-10 leaving from the fingers and thumb of the other hand) or add +5 HP to base power. Note that no more than ten such balls can be thus used (unless the caster has more than 8 fingers and 2 thumbs). Such a maxi-ball burst would cost a total of 12 mana points and have a total damage potential of 50 HP. This spell requires 88 days of difficult study and 770 G.S. in materials to learn. There is a base 33% chance that sometime during the learning time the student will accidentally fire the thing off in the area in which he is. This chance is reduced by 1% per EL over 9th he is and 1% per RF point over 15 (but 1% minimum in any case).

## **Morgault's Mystik Dart of Destruction and Slaying (OP 5)**

For a seven (7) mana point cost the mage can key a normal "Mystik Dart" already memorized to slay any one kind of being (up to 45 HP in size). For example, it can be set to kill any human it strikes. If said human fails his MRS when hit, he dies immediately. If his MRS is successful, then normal mystik dart damage is done. Any dart so keyed that strikes a larger target (more than 45 HP) will do 2D8+18 HP of damage. The spell requires eight weeks of time and 880 G.S. in materials to learn.

## **Orlyndon's Conjunction of the Eyes of the Warlord (OP 5)**

For each seven (7) mana points expended during this five melee round conjuration, the conjurer or any other single living being within 3' will have the "Warlord's Eyes" for one hour. These "eyes" allow the person to always see an opponent's physical attack before it happens and thus either automatically parry the blow or to attack first regardless of the CF scores involved! Those upon whom this magik has been put have a soft light of steely blue emanating from their eyes for the entire duration. This magik requires fifteen weeks of hard study and 7,485 G.S. in materials to learn.

## **Pando's Picklock Ritual (OP 5)**

This six (6) mana point, 3 melee round ritual will, on a 65% chance +3% per EL over that at which this magik was learned, physically unlock any single mechanical lock up to 10' distant, plus 3' per EL over that at which this magik was learned. It will not, however, disarm trap mechanisms. It requires 17 days of moderately difficult study and 1,200 G.S. in materials to learn.

## **Poekraft's Ghost Bolts (OP 5)**

These are a kind of "Mystik Dart" but keyed to affect those Undead kinds and other such Ethereal, Astral or noncorporeal creatures. Against these creatures the ghost bolts will do 1D10 HP of damage. Against fleshly (corporeal) targets they will do 1 HP of damage if the victim's MRS roll is failed. The Undead do not get a save. Each such bolt has a cost of one (1) mana point and the mage may fire bursts or streams of these bolts (whichever he desires). The number is limited to a base of three plus one per EL above that at which this magik was learned. Note that a bolt burst is aimable only in the manner of a shotgun, while the bolt stream will flow like water from a hose (but with a 1/2 inch spacing between bolts). To learn how to cast these eerily glowing violet energy bolts requires nine months of hard study and 875 G.S. in materials to learn. Treat them as light crossbow bolts for combat purposes.

## **Querdloe's Clumsy Field or The Dropsy Spell (OP 5)**

For a five (5) mana point cost (and 10 CF counts of time) the mage can create a 45' radius sphere of faintly green light around himself. This area affects everyone inside it except the spell caster, who is immune. The effect is simply a klutz aura that halves all attack and defense capabilities of those inside it (and for 1D4 melee rounds after it is left). All people so affected must make their CF roll each time they try to move or once per melee round minimum. Failure on this roll indicates they've tripped and fallen. Each time they try to wield a weapon, wand, device, or whatever, the same roll must be made to see if it was dropped (again, once per melee round this roll must be made). This aura or field will move with its creator and lasts for 5 minutes. Five weeks of time and 105 G.S. in materials are needed to learn this spell.



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## **Sarachander's Moon Burst (OP 5)**

This spell has a nine (9) mana point cost and is not increasable in any way by any known means. What it does is to instantly fill a 13' diameter area with a blue-white radiance like unto that of the full moon. This cold radiance is, in fact, a sort of magikally conjured (but in and of itself **not** magikal at all) hard radiation of three seconds duration. This radiation does 2D12 HP of damage to all within its area of effect for each and every one of those 3 seconds (to a maximum damage potential of 240 HP). There is no saving throw against this damage unless the target within its area enjoys such protection, or has an artifact or device that is designed to protect against such damage. The damage effects are like melting burns, blindness, loss of memory, and other such radiation sickness symptoms, if only of instant effect. The range that this magik may be cast is no more and no less than 33'. This means that it is not a ranged magik and cannot be targeted normally; it always detonates at that distance. Note also that metallic objects will themselves become irradiated for 1D100 days (GM adjudication required). This horrific spell requires eleven months of arduous study and 1,970 G.S. in materials to learn. There is a base 75% chance to detonate it on oneself while learning it, minus 3% per RF point above 17 and each EL above 10th.

## **Sarachander's Sunburst (OP 5)**

For a ten (10) mana point cost the mage may cast a combined "Thunderball" and "Fiery Flash" spell which will require three separate saves by its victims (two for the Thunderball effects and one for the Fiery Flash effect; see the appropriate spells for what they do), the flash originating from the center of the thunderball's point. This spell takes sixteen weeks of time and 1,000 G.S. in materials to learn.

## **Scharpe's Sex Swap or The Changeover Spell (OP 5)**

For an eight (8) mana point cost a mage can cause any single entity (to 45 HP in size) that fails its MRS to metamorphose into its opposite gender for one hour. The duration may be lengthened by adding five (5) mana points per each extra twenty minutes of time required (done during the initial spell casting). However, if used upon the caster himself, the initial duration is six hours, all else being the same. The change is painless and leaves no lasting physical effect upon the victim. The spell requires nine weeks of time and 500 G.S. in materials to learn.

## **Slygon's Silver Spiral of Sleep (OP 5)**

For a nine (9) mana point cost the mage can create, up to 60' distant, over a twenty-five CF count period of time, a 9' high, 3-5' wide, conical spiral of glittering silver motes. This constantly moving, spinning, twisting, dancing spiral hums faintly and will stay suspended in the air until dispelled or destroyed (50 HP of magikal attack would suffice). All who behold this creation optically, Ethereally, or Astrally must save versus psychic attack at -4 or become totally mesmerized, falling into a sleep that lasts as long as the spiral itself does. The duration is one hour plus an additional 20 minutes per each extra five (5) mana points put into its initial conjuration. Those who successfully save versus its effects will feel mildly dizzy for a second or two and no more. This spell requires seventeen weeks of time and 1,800 G.S. in materials to learn.

## **Solomon's Silent Sentry (OP 5)**

This conjuration requires two full melee rounds of continuous spell working in order to bring to fruition. Once done, there will have appeared before the conjurer a vaguely humanoid form, all of a smoke-like substance, light grey in color, and 5'-7' tall. It is, in fact, a mystik alarm system or sentry that will remain on its post for one minute per EL of the caster plus 1D100 melee rounds. The sentry guards thusly: as anyone or anything approaches, it will commence to wail or gibber like a lost soul in torment as they come within 60' (or closest visual range, like through a door). If the wailing doesn't cause those approaching to stop and go back, the sentry will then commence to actively threaten them with feints and movements towards them while screeching at them horribly. If the interlopers actually try to get by the sentry or attack him, he will then become utterly silent, form himself up into his full man-shaped height, and burst into searing blue flames. These flames will last but one melee round, but as soon as he has ignited, he will attempt to grapple with the intruder(s) so as to burn them as well. Each touch (one second) of the burning sentry will do 1D6 flame damage and cause most flammable things (clothes, etc.) to themselves ignite 45% of the time. Once the fire has gone, so has the sentry. However, as soon as the mystik sentry is dissipated, the conjuring magician will suffer a mild form of shock which will require 20 melee rounds of absolute rest, minus 1 round per point of CON (one melee round minimum). During this rest the magician is in a

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dazed condition and unable to move, do magik, or much of anything else. This potent conjuration requires eleven weeks of very hard study and the expenditure of 1,245 G.S. in materials to learn.

## **Yathagon's Perfect Dome of Dynamic Defense (OP 5)**

For a seven (7) mana point cost the mage can, over a five CF count period, conjure a 10' wide by 7' tall dome of glittering silvery translucence. This dome will last one minute, plus an additional minute for each three (3) extra mana points used in its initial conjuration. The dome will stop all physical attacks (only) and reflect (bounce) them back to their source. However, very, very slow movement (1' per melee round) will penetrate this immobile defense. Gasses, magikal spells, and all other non-physical things are not affected by the dome. This conjuration needs five weeks of time and 380 G.S. in materials to learn.

## **Zoarkhar's Mystik Bottle (OP 5)**

This conjuration requires six (6) mana points to work in its basic form. What the magik does, over a one melee round time span, is to conjure a milky blue-white, milk bottle sized "Mystik Bottle" formed of arcane energy. Said bottle is solid to the touch and will hold up to 1/2 gallon of liquid or similar amount of other things (that will fit in the Mystik Bottle). Up to one hour after the magician has conjured the bottle, he can cap or close it instantly with but one pre-chosen mystik word. Once sealed it cannot be opened by any strength less than 50, and any strength great enough to do so would shatter it anyway. However, in the shattering, the mystik bonding/binding forces would be released in a 3' diameter flash of arcane energy of 20 HP potency. Once sealed, the bottle is utterly impervious to all heat, cold, or other energy (magikal or not) of up to 100 HP potency. Attacks above this cause it to detonate as outlined above. Note this does not mean that 100 HP of cumulative energy will hurt it, because this is not so. It must be 100 HP all in one instantaneous attack to faze this mystik conjuration. Once created, the bottle will last for one full Arduinian year (455 days), plus one month per each level over that required for use. The conjurer is the only being who can open a bottle they have thus created without having to resort to destroying it. They do this by "un-conjuring" the darn thing (at 1/2 the original mana point cost), but only the creator knows the "weave" of it so that this may be done. The bottle may be made larger by up to a factor of 5, but each such increase in size has double the cost of the increase before it! Thus, the maximum sized (2.5 gallon) bottle would cost 96 mana points (6-12-24-48-96). Also, for each 25 mana points added, the duration may be extended another year (455 days). This conjuration requires sixteen weeks of hard study and the expenditure of 3,250 G.S. in materials to learn.

## SIXTH ORDER OF POWER (OP 6)

### **Charonard's Wraith Hold Ritual (OP 6)**

For eight (8) mana points per hour a mage can become, in all respects, as a Wraith of dread and dire aspect. The ritual requires ten minutes to complete, then an additional ten minutes to take full effect. However, for each hour or fraction thereof a mage is thus transformed, there is a 5% chance the change will be permanent in effect. This spell requires 6 weeks of time and 500 G.S. in materials to learn.

### **Dar-Thom's Doomlight (OP 6)**

This spell costs eight (8) mana points for its initial three minutes duration and an additional three (3) mana points per each extra minute loaded into its memorization. It causes a 30' spherical area up to 90' distant to become infused with a weirdly pulsing glow of the most intense blue imaginable. This glow is shot through with little sparkles of lightning and the sound of ghostly chimes may be heard within 30' of it. All creatures inside the glow up to 30 HP in size must make an MRS roll at -20 or die immediately. If they do save they are stunned for 1D8 melee rounds. Creatures 31-60 HP in size must make an MRS roll at -10 or die, a successful save rendering them stunned for only 1D4 melee rounds. All larger creatures save normally, a failure stunning them for but one melee round. Undead, Demons, Golems (and other nonliving creatures) as well as Star Giants are not affected at all by this spell, and it only tickles Dragons! This spell requires

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shadow, shade, or an area away from direct sunlight in which to work (sunlight cancels it out entirely). “Glory Glow” and other such light producing magiks will dispell this creation immediately. This spell needs eight weeks of time and 800 G.S. in materials to learn.

## **Davalon’s Conjunction of the Rains of Rhaizor (OP 6)**

This originally Druidical conjunction is now a fairly widely known arcane technique. It has a base cost of nine (9) mana points which will affect a spherical area 3’ to 33’ in diameter up to 60’ distant from the conjurer. The diameter may be increased by 3’, or the distance by 10’, or the initial three minute duration by one minute, by the application of two (2) extra mana points during the initial conjunction. Once completed, the conjunction causes the area to be filled with a real gully washer of a rainstorm. Any creatures caught in the rain have their eyesight and hearing cut by 85% while inside its area of effect. All sense of smell is totally negated in the area, and creatures with radar sense or other similar ways of perception have their efficiency cut by 50%. Infravision/heat-seeking is totally useless in the cold rain, which gushes down at about 100 gallons per minute. All creatures of 10 HP in size or less are bowled over, and flyers of 15 HP or less are downed. Note, however, that there must be at least some ambient moisture in the surrounding air prior to the attempt to make this conjunction work. For example, it could work in most deserts but not aboard a spacecraft, where the air is totally dry and electronically cleaned. This conjunction needs 165 days of study and 5,500 G.S. in materials to learn.

## **Elric’s Acid Spray Spell (OP 6)**

This spell has a cost of eight (8) mana points and cannot be increased or improved upon in any manner. Once used, it causes a spray of acid to spring forth from the caster’s left palm. This spray will be 45’ long and 13’ in diameter at its terminus. This spray has a potency potential of 60 HP. All targets struck by it will be GM adjudicated as to how much hit and what areas were thus struck. Smaller targets will have large amounts miss them (over, around, and past) normally, unless they were damned close when fired upon! The acid can and will splatter, drip, and generally cause quite a bit of trouble. Especially since it can keep its potency up to 25 hours if puddled upon stone or other similar surfaces. Note as well that this acid is extremely (even explosively) flammable, and even a torch can cause ignition. The fireball thus caused will be equal in HP to the GM adjudicated amount of acid remaining, and will be 3’ in diameter per each 6 HP worth of said acid. To learn this spell, the mage must already know the “Acid Rain” conjunction before trying to figure this one out. 77 days of difficult study and 945 G.S. in materials are required to learn this spell.

## **Jastrakhan’s Conjunction of the Resplendent Repulsion Aura (OP 6)**

This conjunction needs a full melee round to complete. Once done, a glorious rainbow colored glow emanates from the mage in a 6’ to 10’ radius (variable every second). Duration of said glow is three minutes per each single (1) mana point expended in the initial conjunction. To add to the duration any time after finishing the conjunction requires double that amount. Note also that there is an initial three (3) mana point minimum for usage of this magik. The glow will absolutely repulse, turn back, cause to recoil away any single type of creature for which it has been keyed, regardless of size. This keying will work versus any creature it is keyed for. However, all pertinent MRS rolls apply, and each separate key must be individually learned at a cost of ten months of study and 2,400 G.S. in materials. Learning one or more does not make learning another cheaper or easier.

## **Klynt’s Conjured Cube of Baffling Beauty (OP 6)**

For a six (6) mana point cost a mage can conjure around himself, for one minute, a 10’ cube of scintillating colors and indescribable beauty. This non-mobile conjunction so mesmerizes all intelligent creatures who can physically see it and who are within 60’ of it (who fail an MRS roll at -20), that all they can do is stand and stare at its awesome display and listen to its melodies that sing through the very soul. Those inside its perimeters are not affected. Its duration may be added to at any time after its initial three melee round conjunction, at the rate of one melee round per additional (1) mana point pumped into it. Those who manage to successfully save will function at -2 attack and defense for 1D100 melee rounds thereafter and will occasionally see after-images of the cube for 1D10 hours later. This conjunction requires six weeks of time and 700 G.S. in materials to learn.

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## **Korvac's Reincarnation Spell (OP 6)**

This spell requires twenty-two (22) mana points to work and will function only on sentient beings that have died in the last 60 minutes plus 30 minutes per each EL of the caster over that at which this magik was learned. This spell works 90% of the time. This percentage is unchangeable by any means. It functions by touch only and any given mage may only do one of these magiks per 25 hour day. More than one simply will not work. See the appropriate section concerning reincarnation operating procedures and so on. This potent magik need an expenditure of 5000 G.S. in materials and fourteen months of very difficult study to master. The deceased has a 4% chance per EL to come back as he was, otherwise its random!

## **Martirion's Shears of Fire (OP 6)**

This spell works exactly like the OP 5 spell "Martirion's Fireblade," except that the wizard projects two blades (+4 attack). Of course, the mana cost is doubled, being a minimum of 10 mana points. The preferred tactic is to cut like a scissors, one blade high, the other low. To learn this spell, the wizard must already know how to use "Fireblade" and will have to expend an additional 8 weeks and 975 G.S. worth of materials.

## **Merlin's Ritual of True Seeing (OP 6)**

This ritual requires eight (8) mana points per hour to function and allows the being upon which it is cast (over a one minute period) to see everything as it, in truth, actually is. This means he will see through illusions as if they were not there. Remember though, if something is invisible magikally (not normally) it would allow the user of this spell to see it as if it weren't (the exception to this is the OP 9 spell "Alagorn's Improved Invisibility Spell" which has a 90% chance of being effective against this spell). Those things naturally invisible (like a spirit or ghost perhaps), and so on could not be seen. This ritual requires six weeks of time and 560 G.S. in materials to learn.

## **Mickledi's Cyclonus Conjunction (OP 6)**

For an eight (8) mana point cost over a two melee round conjunction, the mage can create an area of cyclonic winds some 31' to 50' in diameter. Once done with the conjunction, the effect is immediate and has a 1D100 melee round duration. This duration may be increased by 1D20 melee rounds per each additional (1) mana point used in the initial conjunction. The force of this wind will bowl over all creatures up to 75 HP in size, cause a commoner's cottage to literally explode if conjured within it, and wreak enough havoc in general to cause 1D6 HP of physical damage per melee round to all creatures less than AC 7 within its area of effect (humans and Elves would be affected thusly, but Dragons and such wouldn't). This conjunction requires none weeks of time and 770 G.S. in materials to learn.

## **Mondrahl's Pegasus Effect (OP 6)**

This spell requires three seconds to complete and has a base cost of eight (8) mana points. Once done any animal or other creature with more than two legs upon which the spell was cast will be able to gallop through the sky as if it were on the ground for ten minutes. Each additional minute of duration requires the expenditure of another two (2) mana points during the initial spell casting. The range at which this spell can be used is 30' and the speed of travel through the air is as per normal for the affected creatures ground speed. During the effect of this magik the feet, hooves, or whatever of the creature involved glow with a light like a thousand rubies shining in the sun. This spell requires five months of moderate study and 1,550 G.S. in materials to learn.

## **Mondrahl's Second Effect (OP 6)**

This spell is identical in all cost, duration, and other such parameters as his "Pegasus Effect", but the results are somewhat different. The animal, once affected, can leap up to 20' vertically or 60' horizontally or triple the normal distance for such leaps, whichever is greater. The mage must already know the "Pegasus Effect" spell, and two months and 770 G.S. in materials are needed to learn it.

## **Morgorn's Spell of the Red Death (OP 6)**

This spell costs eight (8) mana points and has a range of 90', which may be increased by 5' per each additional (1) mana point put into its initial casting. The effect is as simple as it is horrendous: if the victim fails his MRS he ruptures and turns inside out, dying in a flopping, bloody, entrails-tangled mess. Those

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who make their MRS feel a gut-wrenching nausea for 10 CF counts and no more. This spell will only affect a single victim up to 45 HP in size, but this may be increased by 10 HP in size per each additional (1) mana point loaded into the spell for that specific purpose during memorization. This spell requires ten weeks of time and 985 G.S. in materials to learn.

## **Noad's Bane or The Blue Banshee of Shaamt (OP 6)**

For a nine (9) mana point cost a mage can cause a certain town, castle, etc., up to one mile square, and with a range of up to a 100 mile radius per EL of the caster, to be haunted by a ghost-like apparition of glowing blue. This haunt will fly about the area in question for ten minutes, plus an additional ten minutes for each extra two (2) mana points expended in the initial five melee round conjuration. It will wail, scream, accuse, cry, beg, curse, moan, knock over wine cups, slam doors and windows, blow out candles, etc., in its quest to frighten all and sundry in the area. Only a magikal attack of 60 HP in power or greater will destroy this sending. The mage must know the area in question to which it is being sent very well (or be able to see it by whatever means) for it to work properly. This conjuration needs ten weeks of time and 950 G.S. in materials to learn.

## **Rusalla's Spell of the Demonic Dance of Death (OP 6)**

For a six (6) mana point cost a mage can cause a 30' diameter area up to 120' distant to fill with an unearthly orange glow (taking one melee round to do so). All creatures within this area (up to 150 HP maximum) will suffer a sustained "Bone Shaker" spell for 1D10 melee rounds (rolled individually). The force of this spell is so great that all thus affected will have 1D8 HP of damage done to them each melee round of its effect upon them. Those who make their MRS will have nearly uncontrollable shakes for 1D4 melee rounds. During these shakes, all attack and defense is at -8, and movement is halved. This spell requires nine weeks of time and 350 G.S. in materials to learn.

## **Sarta Nohr's Spell of Deadly Disintegration (OP 6)**

For a ten (10) mana point cost a mage can fire a 60' long, pencil-thick beam of intense white energy. This magikal energy will totally disintegrate anything it strikes to a maximum of 45 HP in size. For each additional five (5) mana points pumped into its initial casting, another 15 HP of matter may be destroyed. Theoretically, for a 95 mana point cost anything up to 300 HP in size can be totally eradicated. However, if the intended target successfully makes its MRS roll it will only suffer 1D20 HP of damage (plus 1D6 HP more per each additional five mana points put into the spell). To facilitate the use of this spell against inanimate objects, here's a quick conversion table: 100 cubic feet of dirt = 1 cubic foot of stone = 8 cubic inches of iron = 1 cubic inch of lead = 45 HP of living matter. This powerful magik requires eighteen weeks of time and 1,800 G.S. in materials to learn.

## **Savoy's Ritual of the Silent Slayer (OP 6)**

This is a standard "Morgault's Mystik Dart of Destruction and Slaying". Its cost, effect, and so on are identical with these exceptions: for an additional eight (8) mana point cost (over the base spell cost) the mystik dart can be set in place in any one location to await a specific person/being whom the mage knows at least by sight. This dart will hang in the air forever if necessary awaiting the only victim at which it will ever shoot. This ritual requires three minutes to complete and six weeks of time and 900 G.S. in materials to learn.

## **Shavorn's Intermediate Pentagram of Power (OP 6)**

A much more powerful version of the basic pentagram, this requires thirty minutes of time and twenty (20) mana points to complete its silvery glowing lines. No Undead may cross its perimeter except those originating in Limbo and then only 5% of the time. Those that do manage to cross its mystik barrier suffer 1D20+10 HP of damage and must operate at -6 attack and defense for one hour thereafter. Lesser Demons may attempt to cross it 5% of the time but will suffer the same as those Undead mentioned previously. No Dragon's flame or other breath nor Demonic magik of any kind will pass the potent barrier of this pentagram. Greater Demons and all elementals have a 25% chance of being unable to cross its perimeter. However, if they do manage to do so, the pentagram's power is forever shattered (though at a cost of 1D10+2 HP of damage to them). This is the minimum of protection required when attempting to

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communicate with any deity (god). The basic ritual is a prerequisite for the learning of this magik. The ritual requires 25 weeks of time and 4,500 G.S. in materials to learn.

## **Skarkhonen's Ritual of the Lesser Gates (OP 6)**

This is the basic ritual that allows a mage to travel to the twenty-one planes of Hell. It requires two hours of time and twenty (20) mana points to complete, but once done there is a "hole" or "gate" in the space/time continuum leading directly to the Hell of the mage's choice. The gate is 13' tall by 7' wide and will persist for one full minute. This duration is extendable at the rate of one additional minute per each extra five (5) mana points expended during the initial ritual. However, due to the stress put on the mage in creating this gate, he is extremely tired at the finish and needs at least an hour of rest to function normally. For this reason it is not recommended that this ritual be done alone, as there is no telling what may come out of the gate! This ritual requires six months of time and 1,000 G.S. in materials to learn.

## **Skorn's Ritual of the Immaculate Sky Symbol (OP 6)**

For a base six (6) mana point cost the mage can create a 10' by 10' symbol, name, sigel or whatever of blazing red flames which can appear anywhere the mage designates within a 100 mile radius! However, the area or location must be known (at least geographically) to the mage in order to arrive precisely where directed. It will glow and burn, accompanied by any music deemed appropriate by the mage, for up to one full minute. The duration and range may be increased by one minute and five miles respectively for each additional two (2) mana points put into the initial ritual. It's a hell of a way to announce one's arrival! This ritual requires eight weeks of time and 800 G.S. in materials to learn.

## **Yar-Akuu's Gesture of Defiance (OP 6)**

This spell is one that is extremely sneaky in that no words have to be spoken to trigger it! It is fired by a simple hand gesture of the thumb and first two fingers. What this spell does is to fire any spell, conjuration, or other instantaneous acting magik that has been loaded into it. Thus a magician could, for instance, load a Mystik Dart spell into this spell and then, if he ever needed it and yet could not speak, gesture in the direction of the intended target. This is also good for sneaking up on a dangerous foe where the slightest sound could mean failure. The mana cost is ten (10). The learning of this potent knowledge requires a full Arduinian year (455 days) and the expenditure of 11,000 G.S. in materials to learn.

# SEVENTH ORDER OF POWER (OP 7)

## **Charonard's Ritual of the Spectral Self (OP 7)**

Essentially an advancement over the "Wraith Hold" ritual that allows the mage to become in all aspects a fearful spectre of Ethereal mien. The duration is one hour but may be increased by ten minutes per each additional two (2) mana points infused into it above its base ten (10) mana point cost. The ritual takes thirteen minutes to complete and then there is an additional thirteen minutes to take full effect. As in the other ritual, there is a cumulative 5% chance each hour (or fraction thereof) of the condition becoming permanent. The ritual requires 24 weeks of time and 2,000 G.S. in materials to learn, with a 5% chance (GM rolled) of permanently becoming a spectre along the way due to some magikal mistake. This ritual is not for the faint of heart or those unsure of their mystical expertise.

## **Constance's Demagnetizing Spell (OP 7)**

The caster can, by expending seven (7) mana points, completely demagnetize one living being of up to 2 tons in mass. The creature will exhibit no magnetic field for up to 2 hours, but is unlikely to suffer any ill effects from the demagnetization. While so affected, its magnetic field is simply undetectable. This spell can also be used to demagnetize everything from compasses to berserk golems, but inasmuch as you have to touch the target for the spell to work, the golem is probably pretty safe. A few monsters, particularly energy beings, are actually bound together by their magnetic fields; for them this spell amounts to a non-

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resurrectable death if they blow their MRS roll. The spell requires 20 weeks of study and 40,350 G.S. in materials to attain proficiency.

## **Darvohl's Ritual of the Hand of Doom or The Shadow Assassin (OP 7)**

A very dangerous ritual to use by all but the most competent of mages. It requires seven minutes of time and ten (10) mana points to complete. What it does is to conjure a shadowy hand of inky black "smoke" grasping a blood red dagger with a needle-sharp blade 13" long. This hand may be sent to attack any single being of which the mage is absolutely sure as to location (or one he can actually see, physically or magikally). The hand will immediately teleport to the designated location and attack the designated victim as an EL 13 assassin wielding a dagger that is +3 to strike. It will strike at its target a number of times equal to the conjurer's EL and with a CF of 18. If a saving throw is allowed at all to resist this puissant and deadly magik (GM adjudication required), only a "20" will suffice, meaning that the victim is 100% immune to the attacks of the hand. Should the hand be thwarted for any reason from carrying out its assigned assassination, it will immediately teleport back to its conjurer and attack him with thirteen blows! It can only be harmed by magikal means and requires at least 30 HP of damage to destroy it. This ritual requires thirteen weeks of time and 1,300 G.S. in materials to learn.

## **Davalon's Death Star (OP 7)**

For a ten (10) mana point cost the mage can "fire" a glowing sphere of blue-white energy 3' in diameter from the palm of his right hand. This sphere has a 120' range which may be increased by 20' per each extra (1) mana point put into the initial spell casting. The sphere will home in on its target doing 1D20 HP of cold damage, 1D20 HP of lightning damage, and cause "Mage Fear" to whatever it strikes (requiring three separate MRS rolls). If it has not reached a target at the end of its range (to which it travels at 30' per second/180' per melee round) it will explode into a 30' diameter of flaring blue-tinged white light. All within that sphere would, of course, have the listed damages divided amongst them. This spell requires thirteen weeks of time and 1,150 G.S. in materials to learn.

## **Ezzamundo's Ectoplasmic Regenerator Ritual (OP 7)**

This ritual has a cost of ten (10) mana points per each single "life level" (CON point) it regenerates. Note that it only works on living creatures, requires actual bodily contact/touch for the duration of the entire four minute ritual, and can never replace life levels/CON points that were "lost" more than a day (25 hours) past. For each hour (or fraction thereof) that the lost CON has not been replaced, there is a reduction of 4% in the chance that the restoration will not work (this is beyond the first hour, of course). This ritual requires ten months of hard study and 17,500 G.S. in materials to learn.

## **Fazalla's Conjunction of a Friend From Beyond (OP 7)**

This conjunction requires ten (10) mana points base and two melee rounds to complete. What it does is to "bring forth" one of the mage's close, true friends who has died in the past to do his bidding for one melee round. The duration may be extended by adding one (1) mana point per each extra melee round of time required into the initial conjunction. Remember, only a close friend may be thus summoned and even then it will take 1D6 melee rounds after completion of a conjunction for him to appear. Treat the "friend" as a Zombie for game purposes. This ritual requires 8 weeks of time and 875 G.S. in materials to learn.

## **Harling's Spell of Dimensional Teleportation (Dimension Porting) (OP 7)**

For a thirteen (13) mana point cost the mage can move himself and all he is wearing and carrying to any location with which he is absolutely familiar. He does this by "slipping" out of this plane and into the "fourth dimension" then slipping back into this one "elsewhere". There is no range limitation on this spell so long as it is confined to the same plane of existence. This form of "movement" will totally bypass most forms of magikal barriers and such like with no difficulty. This spell has no "miss factor" of any kind. As the spell is cast, a 7' diameter disk of shimmering blue energy instantly forms 3' in front of the mage and as he steps through it, it disappears, also instantly, with a clear bell-like note. The disk then appears at his destination and vanishes with the same sound as he "steps through". The spell, while instantly spoken, requires three CF counts to finish "forming". This spell requires ten weeks of time and 1,000 G.S. in materials to learn.

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## **Kaid's Conjunction of Kinetic Walls (OP 7)**

This conjunction requires a full, uninterrupted melee round (6 seconds) to conjure forth completely. What is thus conjured is a "wall" of glowing purple energy that is 7' high and up to 13' long. It can be of any configuration, have bends and so on, so long as its basic length is not exceeded. This translucent energy wall has a duration of ten melee rounds plus one melee round for each EL above that required for use. The wall is such that it will "push back" against any intruding force with an "equal and contravening force". So if the wall is merely touched the touching appendage feels only a touch back, simultaneously, in return. But, if the wall is sharply struck, then the striking object is itself struck, again simultaneously, with an equal force! The wall cannot then be "walked through" as it would simply push the attempting individual back, nor can it be shattered or knocked down as all the force used to do that is simply turned back to its source immediately! It does have an upper limit as to just how much force it can counter, and this is based solely upon the amount of mana used in the actual conjunction for setting the wall up. The basic conjunction requires ten (10) mana points and has a resistive capability of 50 HP of physical/impact/kinetic force. For each three (3) additional mana points used in the conjunction, the wall will withstand another 25 HP worth of said forces. Also note that the conjurer can "build" interconnected walls by going from one to another without pause for so long as he has these conjunctions memorized and "loaded" with mana. There is no limit to how many of these walls can thus be connected (at either end to end, atop each other or off at strange angles from each other so long as they have a contiguous surface someplace). Also note the fact that these walls, while fully capable of stopping arrows, bullets, or other kinetic energy missile attacks, have absolutely no effect on lasers, blasters, or other energy attacks unless they are of strictly kinetic nature. Finally, if a missile has, say, 55 HP of kinetic damaging energy, and strikes a 50 HP wall, then it will pass through, but only with that "extra" 5 HP of kinetic energy remaining. And any creature with a strength that gives them the power to strike for more damage than the wall can withstand can pass through this mystik defense. However, it will be a struggle, and they will receive in damage that force necessary to negate the defensive power of the wall! This defensive conjunction requires twenty-five weeks of intensive study and 5,495 G.S. in materials to learn.

## **Maryindi's Spell of Supra-Telekinesis or The Tractor-Pressor Ray (OP 7)**

The very title of this spell indicates another spell of this type (now long forgotten), though of a lesser power, may have been known at some time dim ages ago. However, this spell uses eight (8) mana points of power for its base one melee round duration but can be increased at the rate of one melee round duration per each additional five (5) mana points pumped into its initial casting. The mage can direct a pencil-thick beam of intense yellow light from his index fingertip to a range of 120'. This beam can, at the mage's discretion, either "push" or "pull" with STR 20 (it will move 450 pounds at one foot per melee round, or 45 pounds at 10' per round, etc.). There is no save allowed against this effect. The beam must have a direct unbroken line to the object being moved. The weight limit may be increased by 10% per each additional (1) mana point put into the initial casting. Theoretically for 100 mana points some 4590 pounds could be moved at 1' per round. This spell requires 9 weeks and 1,000 G.S. in materials to learn.

## **Oh'Wen's Conjunction of the Red Awfulness (OP 7)**

For a cost of eight (8) mana points the mage can conjure a 5' diameter cloud of red mist up to 120' distant around any single target. This oddly buzzing cloud takes 15 CF counts to form and once formed will cling to its victim for its entire three melee round duration. This cloud literally dissolves its victim (or any organic matter) at 1D20 HP of damage per melee round (up to 60 HP maximum). After 15 HP of damage has been sustained by a man-sized victim, consider one of his eyes gone. When the damage reaches 25 HP, subtract another eye and all the flesh on the face and hands (and other exposed areas). At 35 HP of damage the victim is so badly "dissolved" that bone shows everywhere and they go down into an immediate shock-induced coma (with a 75% chance of death in one minute). At all times during the attack of this red cloud the victim is at -8 attack and defense (and at half movement) due to pain and vision obscurment. However, if the "cloud" is frustrated in any way from reaching its target, it will immediately return to its conjurer at 60' per melee round and dissolve him! The duration of this cloud and its size may not be enhanced by any means whatsoever. The conjunction needs twelve weeks of time and 1,200 G.S. in materials to learn.



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## **Paerraen's Spell of the Hand of Hell or The Hellfire Hand (OP 7)**

For an eight (8) mana point cost a mage can cause his left hand to instantly become wreathed in 3" to 6" flames of faintly hissing black. During the memorization of this spell it is set to instantly slay (by stopping the heart of) any single type of living creature up to 50 HP in size (humans, Orcs, etc.). Those who make their MRS against the attack (which is initiated by a single touch of the black hand) will be stunned for 1D10 melee rounds. Once afire, the hand will continue to burn for 13 melee rounds or until it has touched something it was set to kill. Thus it can be used but once each time. If the intended victim makes his MRS roll, the mage suffers 1D20 HP of damage. However, the save is made at -4 (-20%). The black hand has absolutely no effect on anything it was not set to kill. The size of the victim it can affect can be increased by adding five (5) mana points per each additional 15 HP in size. This is done during the initial memorization of the spell. The spell needs fifteen weeks of time and 1,200 G.S. in materials to learn.

## **Rusalla's Reflector Shield Spell (OP 7)**

For an eight (8) mana point cost the mage can create a curved shield of bluish light 3' in front of him. This 13' long by 7' high shield will totally reflect (in a random direction) all magik hitting it that is equivalent in order of power to the mage's own EL plus two (an EL 14 mage would reflect all magik up to OP 16). This shield is non-mobile and will last for one minute plus one minute per each additional (1) mana point pumped into its initial casting. This spell requires twelve weeks of time and 1,500 G.S. in materials to learn.

## **Savoy's Conjunction of the Silver Serpent (OP 7)**

This conjunction requires nine (9) mana points and two melee rounds to complete. Once done, a glowing translucent "cobra-like" serpent of silvery hue, formed of arcane energy, will appear wherever the conjurer so designates up to 120' distant. While the mage maintains close concentration, the serpent will do all he mentally commands. Retrieve objects, scout, fight, are all possible. It will persist for three melee rounds plus two melee rounds per each additional three (3) mana points put into its initial conjunction. It will have 3+1 HD, 27 HP, AC 3, and a CF of 20. It can bite for 1D3 HP of damage and its "Ethereal venom" will even affect Undead with its 5D8 potency. However, the venom is only usable once each melee round. The conjurer may control his snake only for so long as he has actual visual sight of it. Should he lose sight of it, it will immediately begin attacking everyone within reach until it fades away at the end of its allotted time. Once such control is lost it may not be regained. This conjunction requires nine weeks of time and 1,300 G.S. in materials to learn.

## **Star Blight's Conjunction of the Serpents of Shardoom or The Green Death (OP 7)**

This conjunction actually brings to the mage quasi-living "energy serpents" from some nameless plane of hell. These smoky looking serpents of Kelly green are 3' long and move through the air or through solid walls equally well at 180' per melee round. Only magikal attacks of greater than +1 affect these 5+1 HD, 45 HP, AC 2+2, CF 25 creatures. Once brought to our plane of existence they will stay 7-13 melee rounds and nothing may affect this time span. They bite doing 1D6 HP of damage, injecting an Astral venom of 1D20+3 potency and their mere touch will leave a 1 HP acid-like burn mark. There is no "save" versus their attacks. They are real! For each thirteen (13) mana points used in the initial three melee round long conjunction, two serpents will appear. However, they must immediately be given a mental picture of the intended victim and the conjurer must be absolutely certain of the whereabouts of said target at that exact time. If they are thwarted in any way from attacking their victim ("Ghost Wind" will keep them at bay nicely) they will immediately return to Hell and never appear for that particular conjurer again. All who are slain by these serpents will have their very souls dragged off to that nameless Hell, there to be devoured in hideous agony. Finally, in order to conjure these Demonic creatures, the mage wishing to do so must perform an ancient and arcane thirteen hour long ritual culminating in the death (sacrifice) of a living being of his own race. Once this bloody ritual is done, any time during the next 13 days the conjunction may be attempted. Once. There is always a base 15% chance the serpents will not appear and all will have gone for naught. This horrible ritual requires twenty-one weeks of time and 2,500 G.S. in materials to learn, as well as 13 death sacrifices of beings of his own race! It is not easy to learn, but once done is a Hellish power to know!

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## **Voorhing's Spell of the Eater from Within (OP 7)**

This terrible spell is little known in this day and age, but it is still encountered occasionally. For a ten (10) mana point cost the mage can shoot a 1" diameter ball of blood red energy from the tip of his middle finger. It has a 90' range and disappears into the target. There is then a one melee round delay during which time a "Cure Disease" ritual must be commenced in concert with a "Healing" ritual to stop the attack. This attack, once started, consists of the red ball draining one CON point from its host into itself and physically devouring 1D8 HP of interior flesh and organs. It will live for six melee rounds, eating the entire time and causing such convulsive pain in its victim that he operates at -3 attack and defense the first round, -4 the second, -5 the third, and so on. Also, for each 12 HP of damage it does, roll one RCH to see which part of the host body has been destroyed or caused to cease functioning. If thwarted for any reason from entering its intended victim, it will simply attack the next closest living being until it does hit home in someone. It may only attack thrice per melee round, and never travels more than 30' each time, so each three "misses" shortens its six melee round "life span" accordingly. All MRS scores are halved versus this horror! This spell requires fifty weeks of time and 5,000 G.S. in materials to learn.

## **Waragen's Wave (OP 7)**

Another "classic" conjuration of vengeance popular with high order mages, it is an insidious and hard to defend against form of attack. For a fifteen (15) mana point cost the mage can cause 100 gallons of water to "rise up" out of any existing large body of water (a well, river, ocean, etc.) and move up to one mile by flowing along the ground at 60' per melee round. The range can be extended by adding five (5) mana points into the initial nine melee round conjuration time for each extra mile required. Also, the amount of water may be increased in the same manner at the rate of 100 more gallons of water per additional five (5) mana points used. Thus a mage could, for example, send out 500 gallons of water some five miles, at a cost of 55 mana points. The water thus sent out will "seek out and attack" any single being for which the mage gives a clear mental image. The attack consists of a silent, smothering assault that persists until the victim dies by drowning. The water then reverts to its "normal" state and simply seeps away, leaving the soaked victim behind. The attack takes ten melee rounds to kill any victim up to 50 HP in size (less one melee round per each additional 100 gallons sent). Each additional 100 gallons can affect an additional 50 HP in size. Once conjured and "sent" the mage does not have to think about or concentrate upon the spell. It's a "fire and forget" situation. There is no save allowed versus the real water's attack. It requires 18 weeks and 1,850 G.S. in materials to learn.

## **Yorgan's Falling For Forever Spell or The Upthrust Spell (OP 7)**

For a fifteen (15) mana point cost the mage can cause any single target up to 65 HP in size to become immediately weightless and to fall upward in a direct line away from the planetary surface at 100' per melee round for 1D100+10 melee rounds. All who successfully make their MRS roll are still violently tossed upward for 1D100+10 feet! The only exception to this rule is if the victim rolls "01" on percentage dice. When this happens, the victim is not affected, the caster is, as the spell reverses polarity and backfires. The size of the target may be increased at the rate of 10 HP per each additional five (5) mana points put into the initial casting. This spell needs ten weeks of time and 1,085 G.S. in materials to learn.

# WIZARDLY MAGIK

## EIGHTH ORDER OF POWER (OP 8)

### Baranda's Thunderclap Spell (OP 8)

This spell requires the use of ten (10) mana points to use and is instantaneous in effect. Simply put, the spell caster speaks the firing word and at any desired range up to 100' distant, a 30' diameter spherical sonic blast or "sonic boom" happens. This sonic attack is of 45 HP potency total and can be increased 5 HP per each additional (1) mana point used for this specific purpose. The range can likewise be increased by 20' per additional (1) mana point used for this purpose. There is no save vs the sonic effects of this spell as the attack magikally creates *non-magikal* sound that forms around the target! On the other hand, neither will the sonic attack harm those creatures affected only by things magikal. The spell requires ten intensive months of study and 10,000 G.S. in materials to learn.

### Charonard's Ritual of the Vampire Heart (OP 8)

The most dangerous of the ancient mage Charonard's "three rituals of anti-life"; one that requires thirteen (13) mana points and thirty minutes to complete. There is no waiting time once completed; the metamorphosis into a Vampire is practically instantaneous and tremendously orgasmic in a weird sort of way. The duration is one hour, which may be increased at the rate of ten minutes per each additional five (5) mana points put into the initial ritual. The cumulative chance of permanency for this metamorphosis is 10% per each hour or fraction thereof. The real danger, however, is the euphoric sense of power and omnipotence the changed mage will feel. For each RF point he has less than 20, there is a 10% cumulative chance he'll voluntarily decide to stay a Vampire. Power is habit forming! This ritual requires 39 weeks of time and 3,000 G.S. in materials to learn.

### Elric's Spell of Magik Metal Disintegration (OP 8)

For a twenty (20) mana point cost the mage can "fire" a cone of "rippling" red energy, 30' long and 20' in diameter at its terminus, from the palm of his right hand. All magikal items, of metal or otherwise, such as robes, armor, etc., must save or turn into fine grey dust! All such saves are at -4, but all "plusses" on the devices add to its saving throw on a one-for-one basis. There is no limit to how much magik within the area of effect can be destroyed by this spell. This spell needs twenty weeks of time and 2,000 G.S. in materials to learn.

### Hadaag's Horror or The Hand of Herakles (OP 8)

This conjuration requires six melee rounds to complete and costs twenty (20) mana points. Once done, a huge 3' long, greyish and stony-looking hand will appear with a 7' oaken maul clenched tightly in its grip. As this is a real thing, no save vs its attack is possible. The hand may be sent up to 10 miles (at 100 mph or 880' per melee round) to attack any single specific area, building, group of people, etc. However, the target must be well known to the conjurer or under his observation by some means. This AC 2, CF 15, 60 HP creation attacks equivalent to a "Fire Giant". Only magikal attacks of at least +2 can harm it. The range it can be sent can be increased at the rate of one mile per each additional five (5) mana points put into its initial conjuration. However, its duration of five melee rounds (travel time does not count) may not be modified under any circumstances. If thwarted by any means from its intended victim(s) it will return to the conjurer and attack him! This conjuration requires 28 weeks of time and 2,800 G.S. in materials to learn.

### Kronwyn's Vanisher (OP 8)

This thirteen (13) mana point spell has only a range of 7', but will cause any object (live, dead, or in between) to "vanish". Actually the object thus gotten rid of has been "shoved into" the Ethereal plane. Note that a successful MRS roll by the intended victim still means they "flicker", once, in and out of the Ethereal plane over a 1-3 CF count period. Thus the intended victim could (at the GM's individual discretion) be confused or otherwise momentarily disconcerted. The maximum size/mass the mage can cause to "vanish" is equal to no more than his very own weight/mass plus ten pounds per each CON point of the caster. People and objects sent into the Ethereal plane are stuck there unless they have their own arcane means to leave. This spell requires seventeen weeks of grueling study and 11,000 G.S. in materials to learn.

# WIZARDLY MAGIK

## **Martirion's Firescythe (OP 8)**

Perhaps the most spectacular of the known fire magiks, if not the most powerful, this spell's prerequisites are the OP 3 "Hawkflight" and the OP 6 "Shears of Fire", both of which should be referenced. For a cost of twenty (20) mana points, the wizard can combine the two spells into one spell, triggering the fireblades at the start of any action after becoming airborne. Unlike "Shears of Fire", however, the wizard can sustain the fireblades for one full melee round. This spell, which requires 34 weeks of time and 1,550 G.S. in materials, is not recommended for wizards who do not own fireproof clothing or some other arcane protection against fire, as there is otherwise a 25% chance of setting oneself on fire in flight while in the process of learning this very demanding magik!

## **Morgorn's Ritual or The Hand of Red Death (OP 8)**

This ritual has a prerequisite that the user already know the lower OP "Spell of the Red Death" before this one may be attempted. The ritual needs the expenditure of thirteen (13) mana points over a seven minute time period to complete. Once done, the conjurer's left hand turns "blood red from wrist to fingertips". This lasts up to thirteen hours, or until any living thing is touched by it. That touch has exactly the same effect as the OP 6 spell has, but will affect creatures up to twice the conjurer's own HD size. See "Morgorn's Spell of the Red Death" in the OP 6 listing for details. The duration can be extended at the rate of seven hours per each added two (2) mana points expended during the initial ritual. Remember also that this is a one-use magik; once the touch has fired it, the hand returns to normal immediately. Note also that while gloves may be worn over the hand without it affecting the magik, only the hand's bare touch upon other bare, living flesh fires it. This ritual requires 22 weeks of arduous study and 5,600 G.S. in materials to learn.

## **Sarchimus' Ritual of the Red Sending of Sorrow or Archom's Bane (OP 8)**

This extremely dangerous fifteen minute long ritual costs twenty (20) mana points and will conjure forth a "Red Wraith" from the "Legions of Limbo" to do the mage's bidding for one full minute and up to ten miles distant (not including travel time to any victim or task). This time/distance cannot be increased. This creature is one of those "souls never destined to be born" and as such is resentful and hateful towards those who briefly use them. Strict and complete concentration is required of the conjurer lest he lose control, which can never be regained. Once control is lost, the Red Wraith will immediately attack and destroy the conjurer, then move on to slay all within its reach until its one minute is up. There is even a 15% chance it will attempt to "take for its own" someone's body, casting that person's soul into Limbo to take its place. Only a "20" will save versus this kind of attempt. If successful, the creature, now in its new body and out of its conjurer's control, will travel back to slay the one who has called it into existence. The creature is 70 HP, AC 2+5, CF 24, can fly at 600' per melee round (68 mph), and has all the capabilities of not only a Wraith but both fire and air elementals as well! It loses these powers if it takes a body, but it is still a lethal adversary nonetheless as it retains all of the former soul's memories and knowledge. It is a potent and terrible sending that can literally rend castle walls, overturn galleys, and wreak incredible havoc. As it is a real thing, there is no save allowed versus its attacks. Finally, each time this ritual is performed, there is a 5% chance 1-3 additional Red Wraiths will also appear which will not be bound by the conjuration! This ritual takes 24 weeks of time and 3,000 G.S. in materials to learn.

## **Sarchimus' Ritual of the Black Sending of Sorrow or The Ritual of Terror (OP 8)**

Much akin to the "Red Sending of Sorrow", this very dangerous ritual also requires twenty (20) mana points and fifteen minutes of time to complete. The conjured "being" can only remain upon our plane of existence for one minute, and may also be sent up to 10 miles distant (travel time not counting). However, in this case what appears is, for lack of any other name, called a "Shadow Elemental" or "Shadow Demon". It is 63 HP, AC 2+5, CF 25, flies at 450' per melee round (51 mph), and is immune to any attack not at least +3 and magikal in nature. It has all the capabilities of a "Shadow Golem" as well as those of a "Fog/Mist Elemental" and Wraith. It is "the essence of all that is evil 'twixt Limbo and forever, which desires form and substance." If control of the creature is lost it will be totally free to roam this plane at will. Of course, its first act will be to utterly destroy its conjurer, for all victims of this thing, once killed, are turned into shadow and add to its substance thus increasing its power. Finally, at any time such a creature is conjured forth there is a 5% chance it cannot be controlled and it will attack all it sees in a rampage of evil destruction! Like its red cousin, no save is possible versus this thing's attacks. This ritual requires 24 weeks of time and 3,000 G.S. in materials to learn.

# WIZARDLY MAGIK

## **Sulthoe's Blaze of Glory or The Armageddon Spell (OP 8)**

This spell requires one minute of time to “set” per each order of power the mage has memorized. Once memorized it requires but the single “firing word” to use. Its ten (10) mana point cost is not much considering what it does. The spell may be used in one of two ways and will cause the caster to collapse in a deep coma for 1D12 hours immediately afterward. The first way it can be used is to cause all spells, conjurations, etc., that are already memorized by the mage to “go off” simultaneously in one devastating eruption of magik. The second way it can be used allows the mage to drain all of his remaining mana, regardless of whether it is pre-set in other spells or not, into one single memorized spell of the mage's choice which will “fire” with the boosted power thus obtained. In either case it is a last resort action with extreme risk to the mage due to the 10% chance each time it is used of “burning out” 1D5 INT points permanently from his mind. This spell needs 18 weeks of time and 1,200 G.S. in materials to learn.

## **Vanthor's Sword or The Soul Sword Spell (OP 8)**

This spell allows the magician to immediately conjure a “mystik sword” of blazing, brilliant energy from within himself. This sword will be of a size comparable to a bastard sword of more normal configuration and attack as one at +5 to hit on the combat charts. It will strike anything from Undead to Were-beasts to Demon-kind without trouble and always does 1D20 HP of damage regardless of target type or size. However, the use of this weapon requires “free” (unmemorized or unallocated) mana as it will literally “drain” from its conjurer five (5) mana points for the first melee round's usage and three (3) mana points per melee round thereafter. Special note: there is a cumulative 5% “runaway” chance with this spell. If this happens, the mage will be unable to “quench” or otherwise “shut off” the mana drain until all unallocated mana is gone. Then, if any mana is left that is allocated to memorized spells, there is a 50% chance that the runaway drain will take that mana as well. If this happens, the mage is immediately stunned into unconsciousness for 1D100 minutes. If all that is taken is the “raw” or unallocated mana then, though not knocked out, the mage is still rendered totally incapable of doing anything that requires thought/thinking for 1D20 melee rounds. The mana drain takes one melee round per each five (5) mana points to be so lost (or fraction thereof). This magik needs twenty weeks of hard study and 2,995 G.S. in materials to learn.

## NINTH ORDER OF POWER (OP 9)

### **Badalank's Ritual of the Astral Body (OP 9)**

This ritual allows the mage to become “Astral” himself (leaving all material possessions behind) for as long as he desires. The base cost is thirty (30) mana points and the ritual requires seven minutes to complete. However, while on the Astral Plane the mage uses up five (5) mana points per hour of time there. To return to his normal plane requires mana as well, the more used, the better chance of success (at a 10% chance per each mana point used, thus 10 mana points means 100%). While Astral the mage can “look” anywhere on our plane he desires to (and can travel to), seeing and hearing everything done. However, he can neither be seen (except by some forms of “Undead”) nor affect anything in any way upon that normal plane. A useful but very dangerous ritual to use, it requires 20 weeks of time and 5,000 G.S. in materials to learn.

### **Dardingdon's Devastating Death Ray Spell (OP 9)**

This spell needs thirteen (13) mana points to use. As the single casting word is spoken, the magician must be pointing his outstretched index finger toward his chosen target. From the finger will leap a “searingly white ray of energy” the same diameter as his finger. This ray has a 3' range per each CON point of the spell caster plus a base range of another 20'. It does D20+20 HP of combined kinetic and disintegration-like damage to all non-living targets and D10+20 HP of damage to all living ones. Living targets suffer an instantaneous one melee round of shock per each 20% of their base HP in damage that the ray causes them. Both living and otherwise targets must roll vs. CF to see if the kinetic impact has knocked them down. Also, please remember that half of this damage is kinetic in nature, and thus has no save. The other half

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results from the disintegration-like effect, and can be saved against. Note that any spellcaster using this spell twice without a five melee round “rest” between uses faces a 45% chance of having it backfire on him! This potent attack spell requires 120 days of intensive study and 8,998 G.S. in materials to learn.

## **Elric’s Astral Eye Conjunction (OP 9)**

For a ten (10) mana point cost the mage may create a pale golden glowing “eye”, 3” in diameter, upon the “Astral Plane.” This “eye” can fly at 360’ per melee round (41mph), and all *it* can see, the conjurer sees. It is also capable of “sensing” all magik at a rate equivalent to a basic “Magik Detection” spell on a continuous basis. Its duration is five minutes, but this may be extended by putting three (3) mana points into its usage per each extra minute needed. This may be done at any time after the initial conjunction as the mage needs to concentrate intently to use the magikal “eye” effectively. The “eye” can be “dropped into” the conjurer’s plane of existence to operate there as well, but may only move half as fast. The “eye” is 36 HP, AC 2+2, CF 30, and cannot be struck by magik weapons of less than +3 potency, nor affected by any magik less than OP 5. Non-magik things have no effect upon the “eye”. If it is destroyed, the conjurer will suffer 1D20+4 HP of damage and have a 15% chance of being rendered unconscious for 1D20 melee rounds. This conjunction needs 30 weeks of time and 3,333 G.S. in materials to learn.

## **Gandraph’s Ritual of the Ethereal Self (OP 9)**

Essentially identical in cost and effect as the “Astral Body” but concerning the “Ethereal Plane”. The ritual requires but 13 weeks of time and 1,750 G.S. in materials to learn.

## **Khurluu’s Call of the Hell Spawn (OP 9)**

This ritual requires seven minutes to complete and must end in the death of some living creature of at least 15 HP in size. For each twenty (20) mana points used in the ritual, one DEMON LOCUST may be summoned to do the mage’s bidding for seven minutes (travel time, if any, included). However, each time this ritual is performed there is a 15% chance that 1-3 more Demon Locusts will also appear that are not under the mage’s control. At any rate, they can be sent to do specific tasks or to simply “eat everything within a 1000’ radius of such and such a location.” If prevented from carrying out its assigned task, for any reason, the Demon Locust will return to its conjurer and eat him! This ritual requires 48 weeks of time and 6,000 G.S. in materials to learn.

## **Savoy’s Star Thunder Spell (OP 9)**

For a nineteen (19) mana point cost the mage can “fire” a 6” diameter sphere of multicolored energy from the palm of either hand to a range of up to 360’. It will detonate upon impact with any solid object or at a distance stated during the initial casting. It will detonate into a 5’ to 50’ diameter (as stated during the casting) sphere. All within its area of effect suffer from 3D10+2 HP of sonic damage, 3D10+2 HP of cold damage, 3D10+2 HP of electrical damage, and must save vs paralysis. Finally, all within its detonation radius area are affected as if hit by a “Fiery Flash” spell as well. Thus four (4) separate MRS rolls are required by all victims of this potent magik (no save for sonic damage). This spell requires 27 weeks of time and 5,500 G.S. in materials to learn.

## **Spahndor’s Conjunction of the Cloak of Never (OP 9)**

This twenty (20) mana point cost conjunction requires but three seconds to complete. Once done, a semi-opaque pearlescent mist of silvery-grey enwraps (immediately) the conjurer and he “never was” (ceases to have existed). The conjurer will remain in his non-existent “never was” state for 1D100 minutes (he has no control over this time span). At the end of this time the mist will reappear in the exact same spot, unwrapping the conjurer into being once again (“now is”). Each usage of this conjunction has an attendant 5% cumulative chance that the length of “never was” will be 1D100 days instead. This conjunction is not alterable in any known way. It requires 480 days of hard study and 17,000 G.S. in materials to learn.

## **Stafford’s Star Bridge Ritual (OP 9)**

For an eighteen (18) mana point cost the mage can create a 20’ long by 5’ wide “bridge” of rainbow-hued coruscating “light” up to 120’ distant. This “bridge” will last ten minutes plus one minute per each additional five (5) mana points put into the initial ritual. The bridge cannot be affected by non-magik things, will support any weight and can be “keyed” to only allow specific types (such as humans, Elves,

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etc.) to walk across it , letting all other types fall through! This ritual requires 25 weeks of time and 2,500 G.S. in materials to learn.

## **Ullorn's Ultimate Defense (OP 9)**

This conjuration requires twelve (12) mana points to work in its basic form. What it does, over a two melee round conjuration, is create a glittering blue hemisphere of "auroral force" around the conjurer in a 6.5' radius. This auroral force will totally bar and keep out all forms of "Undead" regardless of number or power! Such things simply cannot pass through nor penetrate in the least this defense. Also those things from the "Ethereal Planes" have great difficulty in penetrating this aurora. For them it is 95% impenetrable, becoming less difficult by 5% per each 10 HP or fraction thereof in size above 65 HP. Finally, those things considered "Demonic" will also have some problems with this form of defense. For the "lesser" types, there is a 45% base chance they'll not be able to penetrate the aurora, and for "Greater" types the base chance is 25%, but for each type the hindrance is reduced by 3% per each 10 HP in size or fraction thereof over 100 HP they are. Note that in all cases, there is a minimum 2% hindrance chance for Demon or Elemental regardless of size or power. Once conjured into existence, this non-mobile defense has a duration of seven melee rounds unless extra mana has been allocated during the initial conjuration for a longer time period. Each additional five (5) mana points thus used will cause the defense to last an extra full minute (ten melee rounds). This conjuration is unalterable in any other way. The nice thing about this mystik defense is that the magik of the one who conjured it can freely pass through it (in or out) without affecting it in the least! To learn it requires twenty-two weeks of time and 8,950 G.S. in materials to learn.

## **TENTH ORDER OF POWER (OP 10)**

### **Caowyn's Spell Catcher Ritual (OP 10)**

This five minute ritual costs fifteen (15) mana points and forms an invisible aura around the mage that will "trap" all magik of an order of power equal to his own EL that enters its 10' radius during its one hour duration. As magik is trapped in the field it will briefly "flare" red, limning the mage in its bloody glow. The mage then has one melee round to re-direct the magik anywhere he chooses (even back to its origin) at full efficiency as if he himself were casting it. Thus, as an example, an EL 20 mage could "trap" all magik up to OP 20 and re-use or dump it as he desires. The only drawback to this is that the mage cannot use his own spells or magik within its area of effect either (save with a one melee round delay for "catching" it! This ritual requires 12 weeks of time and 1,800 G.S. in materials to learn.

### **Gwallorn's Conjuration of the Hands of Ice and Fire (OP 10)**

This three melee round conjuration requires thirteen (13) mana points to complete. Once done, one of the conjurer's hands (usually the left) is composed of "translucent ice-like crystal of a sapphire blue-white color." Instead of bones there are "flickering fires of arcane scarlet" in their place. This effect lasts for one hour. During this time the mere touch (one second) of this hand will cause either 1D8 HP of cold damage or 1D6 HP of fire damage (but not both simultaneously) at the magician's choice. Note also that any weapon, shield, or other object, when held by the mystikally empowered hand, will have this same heat/cold damaging power imbued within it so long as it lasts. It should be noted that non-magikal objects (and some magikal ones) can become soft if heated too long or brittle if kept cold too long, so be warned! The magician may increase the duration of effect in one hour segments (no less) at the same thirteen (13) mana point cost per each additional hour or the magician may elect to imbue both his hands with this arcane might, at the same aforementioned cost for the other hand. This conjuration needs eight months of time and 8,885 G.S. in materials to learn.

### **Jhawynter's Firecloud Conjuration (OP 10)**

This two melee round conjuration has a base cost of fifteen (15) mana points. Once completed, a roiling, glowing "cloud" of red hot iron particles is formed. This 30' diameter cloud has a one minute duration and

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can be created up to 120' distant. All inside this incendiary cloud suffer 1D3 HP of heat damage per CF count (1/5 second), during the first two melee rounds of its formation. The next four melee rounds do but 1D2 HP of fire/heat damage each CF count, and the last four melee rounds it does only 1 HP of heat damage per CF count as the glowing cloud cools from its nearly white-hot original blaze down to a dull cherry red at the end. This conjuration leaves a messy, blackened residue of carbon all over its area of effect. Of course anything even remotely flammable will burst into flames inside this hellishly hot cloud of near-molten particles. Only greater "wind" spells move the cloud, lesser winds being too weak to do so. The firecloud conjuration is not increasable in power, duration, area of effect, or in any other wise, by any known manner. This conjuration requires sixteen months of hard study and 9,895 G.S. in materials to learn.

## **Jhem's Spell of the Far Terminus (OP 10)**

For a twenty (20) mana point cost a mage can cause any single target up to 65 HP in size to be dimensionally teleported through the "Astral Plane" to a random place and (past) time. A save merely means he fades into the Astral plane for 1D5 melee rounds, then returns to the exact spot (with whatever consequences that might have). The range of this spell is up to 240' with a direct line of sight needed. The size of the target to be transported may be increased by 5 HP per each additional ten (10) mana points put into the initial spell casting. The spell requires sixteen weeks of time and 2,000 G.S. in materials to learn.

## **Medalia's Mist of Mystik Stone (OP 10)**

This conjuration requires three full melee rounds (18 seconds) of time to perform and thirteen (13) mana points to complete. Once done, a spherical area no more than 30' in diameter, up to 90' distant from the mage, of metallic grey fog/mist will instantly coalesce. Its duration will be one minute plus one minute for each additional three (3) mana points expended during the initial conjuration. All living things within this mist will immediately begin to turn to stone, taking one melee round to do so for every CON point they have. Even if they leave the mist immediately the process will not stop! This "stoning effect" lasts for 1D100 hours, and as the victims begin to return to their fleshly state, they must make a successful "system shock" roll or they will have died from the rigors of transmutation. This awesome conjuration requires a full year (455 days) and 8,975 G.S. in materials to learn.

## **Santander's Ritual of Utter Whimsy (OP 10)**

This 7 minute long ritual can be held ready for use as an instantaneous spell for up to 1D10 hours (roll!), then it dissipates. Twelve (12) mana points are used to empower it and once used by someone it cannot be used again for 1D12+1 days without it detonating upon the caster! What it does is simple. The GM rolls a D20 to see what OP magik is done; finding that, he randomly rolls as appropriate to see which magik of said level is done! Anything can happen! All restrictions as to forming time, power, duration etc., apply as each of the magiks require normally. This weird magik requires 130 days of time and 13,000 G.S. in materials to master. Being a bit loony helps too!

## **Tarnhelm's Ritual of Mana Regeneration (OP 10)**

For a twenty-five (25) mana point cost and five minutes of time the mage may cause 1D100 of his used mana points to be regained instantly. For each mana point thus regained, the mage is totally incapacitated (catatonic) for one melee round as his mind and body adjusts to the power "inflow". The ritual is a risk as the costs are so high and the chance of regaining more mana than that used for the ritual is not all that good. This ritual may not be used to gain a mage more mana than he can normally have. The ritual needs 15 weeks of time and 1,500 G.S. in materials to learn.

## **Theogrym's Ritual of the Call of the Gods (OP 10)**

This one hour ritual requires eighteen (18) mana points to complete and is used to "contact" a specific Demon, demigod, or deity (god) for the purpose of entreating them to grant "favours" or information. However, as most such beings dislike (intensely) being so "summoned" the results of this ritual are seldom favorable to the mage (at the GM's adjudication). As a general guideline figure a 20% chance of success in obtaining an answer to a question and a 5% chance for all else. This ritual requires fifteen weeks of time and 1,650 G.S. in materials to learn.



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## **Xudd's Terrible Terminator Spell (OP 10)**

This spell has a basic cost of seventeen (17) mana points and will, in that form, affect any living creature up to 50 HP in size. Each 20 HP (or fraction thereof) in size larger requires an additional five (5) mana points to be expended in the initial spell casting. What happens when the magician says the trigger word is that a brilliant orange, pencil-thick beam of mystik energy will stream away from the caster's forehead towards the target at which he is looking at/facing up to 99' away. As the beam strikes the victim (and if he fails his save), said unfortunate will commence to fade from sight! This "fading" will require one melee round per each 25 HP in size and, as he fades, he will scream and howl in utter panic as the "winds of Limbo" blow through his very soul and carry it (and him) off, never to be seen or heard from again! Where he, or his component atoms/soul actually goes is a matter of much controversy and one with no answer as yet. Suffice to say the victims have never, repeat never been tracked down or determined as to their final fate in all the hundreds of years this awful spell has been in existence. If the intended victim makes a successful save he is struck by 1D12 HP of kinetic damage. The range can never be increased by any known means and each time this spell is used, there is a 5% (non-cumulative) chance that a random Hell Gate will open around the caster instead of the desired effect! If this should happen, the caster will immediately fall through the Gate and, within three seconds, it will close shut as if it never were. This spell needs 600 days of arduous and continuous study as well as the expenditure of 40,000 G.S. in materials to learn. While learning this spell there is a 13% chance of the learner opening up such a "Hell Gate".

## **ELEVENTH ORDER OF POWER (OP 11)**

### **Antigan's Spell of the Silvery Shell of Safety (OP 11)**

For a cost of twenty (20) mana points a mage can cause, after a one melee round delay, a metallic silver capped cylinder (5' in diameter and up to 7' tall) of energy to appear around himself. No magik of less than OP 12 can penetrate or affect in any way this shell from the outside or the inside. All technological energy and all solid missiles will reflect off its shimmering surface in a random direction. This shell has a three minute duration, which may be extended at the rate of one melee round per three (3) extra mana points "pumped into" it at any time during its "life". However, intense and continual concentration is required to maintain this spell and once erected there is only air for 1D3 minutes inside it. Any "lesser" Demon touching it is "thrown back" 1D10 feet and stunned for 1D10 melee rounds (with no save allowed). All "greater" Demons are merely frustrated in any attempt to penetrate it (they can't). This spell requires twenty weeks of time and 2,775 G.S. in materials to learn.

### **Meemay's Mystik Mirrors of Mystery and Bafflement (OP 11)**

This ritual is also called "The Mirrors of Mazone" for some unknown and time-lost reason. It is also noted in the annals of magikal lore dealing with such things that this ritual doesn't actually create anything, nor does it really conjure anything. What it really seems to do is to "invite" something or someone to "send" the mirrors to the location of the ritual. Sort of an arcane loan as it were. At any rate, the ritual requires a full ten minutes to complete and is powered by forty (40) mana points. Once completed, there will appear, suddenly, thirteen large "mirrors" spaced randomly around the magician from 3' to 13' away and facing in random directions. Each mirror is 13' high by 7' wide and looks the same from front and back (reflective in a golden-silver way). They have no rim or even definable edge, they just seem to "cease" and can be anywhere from 1" to 13' in the air. If struck or attacked in a physical manner, the objects doing so will pass into the mirrors, never to be seen again and not harming their unperturbed surface in the least. If magik is used, well, much (or nothing) can happen at DM's discretion. These mirrors show to whomever looks into them everything from that person's greatest desires (even if subconscious) to his worst and most terrible fears (again, even if subconscious). At other times, someone gazing into one of the mirrors may become enthralled and stand in that spot forever, seemingly transfixed by some vision only his mind can see. Others have simply become images within one of the mirrors permanently. How this happens, no one knows - one instant they are looking in, the next they are looking out! Still others have been either sucked

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or snatched into the mirrors by something(s) unknown but obviously very powerful; again practically too fast for an observing eye to follow. They, too, are forever lost. Other legends speak of piles of empty clothes where mirror gazers once stood, or of those who have gone hopelessly insane from whatever it was they saw within those glittering and fathomless depths. There has never been a set pattern to what a mirror viewer would see or what, if anything, would happen to him. All that is known for a certainty is that whomsoever looks into even one of the mirrors is compelled (no save here!) to look into all thirteen! The mirrors always stay at least 13 minutes, and sometimes remain as long as 13 hours, though a lesser multiple of 13 is the general happening. It is said in legend that one viewer in thirteen is unaffected by these strange and fearsome mirrors and, as no one ever knows which of that thirteen or where along the “count” their appearances may be when “loaned”, it has been the usual practice of all magicians utilizing this awesome magik to finish the ritual with their eyes closed, and then hope to be able to find their way away from them without inadvertently looking or walking into one. This powerful magik needs two full Arduinian years (910 days) of very intensive and continuous study and the expenditure of 57,575 G.S. in materials to learn.

## **Talso's Ritual of the Black Binding (OP 11)**

This horrific ritual requires one hour and nineteen (19) mana points to complete. At the height of this ritual a living, sentient being is deliberately killed, and his soul is “trapped” and “bound unto the life force of the mage”. Thus bound, it will be that soul which will suffer all CON and life draining and blasting and not the mage. Of course, when all of the “trapped” dead soul's CON points or “life levels” have been drained or destroyed the mage is once again susceptible to such attacks. This spell requires 1 year of time, 150,000 G.S. in materials and fifteen (15) sentient lives (one per month) to learn.

## **TWELFTH ORDER OF POWER (OP 12)**

### **Gandolyn's Conjunction of the Golden Gates (OP 12)**

For a thirty-five (35) mana point cost the mage can conjure a golden octagonal column, 30' tall and 10' across, around any single victim over which it can fit (being hollow). It may be thus conjured to a maximum distance of 75' from the mage. The column takes one full melee round to form, but once done is impossible to break out of by any force less than 200 HP potency. Due to its being filled with a glowing golden mist that totally dampens and negates all magik of OP 20 or less, most magik cannot function inside its confines. Thus, for most victims, the only exit is one of the eight “gates” (one per side) that shimmer and beckon around the inside walls. Seven of the gates lead to a random plane of Hell, but the eighth opens directly into the vacuum of deep space between the stars; but it is not evident which is which. The column will begin to shrink in size by one foot each melee round until it disappears. Anyone inside not using one of the gates before it disappears is crushed to subatomic size and squeezed into the Ethereal Plane, a now dead being. Immediately after a gate is passed through, the column instantly disappears. No save is allowed versus this fiendish spell. The conjuration is one hell of a trap, requiring 70 weeks of time and 20,000 G.S. in materials to learn.

### **Gelgorn's Rolling Thunder Spell (OP 12)**

As might be surmised from its title, this horrifically powerful spell is a variant of the lower level “Thunderclap” spell. It, too, is nearly instantaneous in its effect and is triggered by a single firing word. Once thus triggered, a series of individual “Thunderclaps” commence, beginning at the target location up to 100' distant and then, at 1/2 second intervals, the next goes off just touching the outer edge of the area of effect of the last, and continuing in a straight line away from the caster. In effect, you have a “chain” of interconnected “Thunderclaps” all strung together like beads on a string, all going off one after the other, away from the spell caster. The basic cost for this spell is seventeen (17) mana points and each additional “Thunderclap” in the chain after the first pair costs an additional five (5) mana points. Thus a “Rolling Thunder Spell” with six such detonations over a three second period would cost 37 mana points, and cover an area of six 30' diameter spheres in a line approximately 180' long by 30' wide (with “pinch ins” due to

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the round shape of the blast areas). All other potencies, power adds and so on are listed in the OP 8 spell “Thunderclap”. This awesome power needs 22 months of difficult and continuous study as well as 13,000 G.S. in materials to learn.

## **Maryindi’s Ritual of the Elemental Self (OP 12)**

This thirty minute ritual requires a base of twenty-five (25) mana points to complete and will allow the mage to become any single kind of elemental desired in all functions and respects. This transformation is immediate but lasts only five minutes unless additional mana is poured into the initial ritual at the rate of five (5) mana points per each additional minute desired. However, for the first five minutes in this state, and per each minute thereafter, there is a cumulative 10% chance of this state becoming irrevocably permanent (for example, in seven minutes of transformation there is a 30% chance of it becoming permanent). If this happens, the now-transformed being immediately returns to the place of existence of whatever type of elemental he has become. The ritual needs 60 weeks of time and 6,500 G.S. in materials to learn.

## **Skarkhonen’s Ritual of the Greater Gates (OP 12)**

A much improved version of the basic ritual that needs three hours of time and thirty-five (35) mana points to complete. However, instead of the gate then forming, the mage can store away in his mind the triggering phrase which may be used (once) at any time thereafter. Thus the gate can be created instantaneously, up to 10’ distant from the mage. This gate, though still 13’ by 7’ in size, will last one full hour or until dispelled by the mage. The ritual requires 60 weeks of time and 7,500 G.S. in materials to learn.

## THIRTEENTH ORDER OF POWER (OP 13)

### **The Aganthian Bands or The Black Bands of Cytorakk (OP 13)**

For a twenty (20) mana point cost a 20’ diameter, inky black “web sphere” can be conjured up to 60’ distant. This sphere requires 8 CF counts (1.6 seconds) to fully form after the two melee round conjuration time. It is immune to fire and acid and will resist all up to STR 50 in power. One melee round after its full conjuration, it will begin to contract at 2’ per melee round until it is but a 2” diameter sphere, like a black marble. Of course, all inside it are totally pulverized and crushed. One minute after its maximum constriction, it “pops” into Limbo, never to be seen again. It needs 45 weeks of time and 13,000 G.S. in materials to learn, both of which are halved if the mage already knows “The Crimson Bands of Cytorakk”.

### **Carmichael’s Spell of the Astral Winds (OP 13)**

For a sixteen (16) mana point cost the mage can cause a “Ghost Wind” spell that has effect against all things upon the “Astral Plane” just as it would normally do on this plane if of the lesser type. It is also magik that will work while a mage is himself “Astral” and upon the “Astral Plane”, where other magik might not (due to the chaos/random factors involved). All Undead this wind strikes suffer 1D8 HP of non-regenerable damage each melee round. Legend has it that there is a variation of this spell called “Phandoora’s Spell of the Ethereal Winds”. It is also said that any Undead it strikes are blown instantly into the Ethereal plane. Its mana cost, etc., should be about the same as the Astral version, but who can really say? After all, it’s just a legend now! This spell requires ten weeks of time and 1,000 G.S. in materials to learn.

### **Chandu’s Calling of the Grey Tendrils (OP 13)**

This ritual and spell combination works in this wise: the mage expends twenty-eight (28) mana points during the two hour long ritual, then he may use the “calling spell” (at another five (5) mana point cost) anytime during the next thirteen days. Once “called”, a grey, nearly totally opaque fog begins to flow from the mage’s open mouth. This fog is icy cold (about 40°F) and will pour forth so fast that it will cover an expanding ring around the mage of 33-1/3 ft in diameter every melee round (6 seconds). Thus, after one

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full minute there will be a 333' diameter area of this fog around the mage. The "call" lasts a total of thirteen minutes (it cannot be terminated once started). Thus at two minutes it will be 666' across, at five minutes it will be 1665' across, at ten minutes it will be 3330' across, and by the end of the thirteen minute "run" it will have covered a 4239' diameter with a blanket of cold, nearly impenetrable fog a full 13' high. This fog, once thus "called", cannot be dispelled or dissipated by any known means. Sunlight won't burn it off, and it resists winds of up to cyclonic force (simply swirling round and round in place), and will persist for a full thirteen hours. At the end of that time, it becomes "normal" fog and will be subject to the vagaries of temperature, wind and weather. The ritual is very debilitating for the mage, but oddly enough the actual "calling" part leaves him feeling exhilarated and nearly ecstatic. This awesome magik requires one year (455 days) of generalized study and 9,450 G.S. in materials to learn.

## **Davalon's Advanced Pentagram of Power (OP 13)**

For a thirty-five (35) mana point cost and three hours of intensive ritual, the mage can create a golden-hued circled pentagram of power (and protection). This pentagram has all of the defensive capabilities of those lesser kinds (previously explained) as well as the following: greater Demons and elementals may attempt to cross its perimeter only 50% of the time, and if they do so they will suffer 1D20 HP of damage. The pentagram's power is, of course, negated in those situations. In all other respects see the intermediate pentagram for details. The intermediate pentagram is a prerequisite for learning this potent magik. This ritual requires one year (455 days) of time and 10,000 G.S. in materials to learn.

## **Khronenbarg's Rituals of Immunity (OP 13)**

Each individual ritual will protect a mage from one specific form of magikal or arcane attack/effect (i.e. from "Disintegration" or from "Lightning Strike"). All of the rituals take one hour to complete, cost thirty (30) mana points and have a duration of one full day (25 hours). Each such protective ritual must be individually learned at the full cost of 13,000 G.S. and 13 months of study. Note that only one such "immunity" can be on the mage at any given time. Also note that once "set" upon someone (it can be put on people other than the caster), it will remain in place through every kind of magikal attempt to "strip it off" and so on, regardless of source or potency. Only the original caster can dispell it before it has run its course.

## **Nunsinger's Numerous Nothingness Conjunction (OP 13)**

This conjunction has a cost of thirty-nine (39) mana points and can never be changed, modified, extended, or otherwise added to in any way, regardless of the mana available or the EL of the magician. What it does is create areas of "non-continuity" (i.e. "nothingness") around the caster once the one melee round conjunction is completed. These areas of "nothingness" range in size from 1" to 3' in diameter. Anything and everything within these areas simply "ceases to exist." No one knows how or why and no one has ever been able to find a substance that could resist this happening. There will always be 13 of these areas and they will always be from 1' to 13' from the conjurer in a random pattern about him. In height, they will always range from 1" off the ground to as high as 7' and, as they are invisible, their locations are never precisely known by anyone! They have a duration of but one melee round but, during that time, anything blundering into one of them will have an appropriate amount of itself made "non-contiguous". Thus, most magicians who conjure these things up simply stay absolutely still for a full melee round afterwards so as not to do such a stupid thing! The conjunction needs 1,000 days of long, hard study and the expenditure of 100,000 G.S. in materials to learn.

## **Pangklune's Starbolt Spell (OP 13)**

For each twenty (20) mana points expended, the mage can fire a coruscating poly-chromatic energy bolt. This 3" diameter bolt has a 180' range and does two kinds of damage. The first is 1D20+10 HP of kinetic damage. The second is a radiation-like burning effect of 1D10+10 HP of potency. This bolt is one of only two known forms of arcane energy attack that can penetrate prismatic defenses, arcane force fields and other mystik protections. While not quite as effective in its penetration as the OP 25 spell below, it still gets the job done 90% of the time. It requires a full 11 months and 13,000 G.S. in materials to learn.

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## **Sharkhonen's Time Warp Ritual (OP 13)**

For each forty (40) mana points expended during the one hour ritual, a mage can cause a 30' diameter area to be "time warped" for one full year (the diameter increases with the added mana). That is to say, all inside the area, and all who blunder into it later, become suspended in time. When the warp finally fades, those who had been thus trapped do not know that any extra time has passed. This ritual requires thirteen months of time and 13,000 G.S. in materials to learn. Special note: there is a variant of this ritual which is actually a spoken spell. Its mana cost is 50, and the duration of effect is but one hour. It can be cast up to 120' distant from the mage, but once cast it needs one full melee round to go into effect. Also, unlike the ritual which has no tell-tale signs, the area of effect for the spell shimmers greyly, like seeing underwater. Time to learn is only sixty weeks for the spell, but the cost is still 13,000 G.S. finally, in order to learn the spell, one must learn the ritual first.

## **Starkoon's Stupendous Stasis Bolt Spell (OP 13)**

For a fifteen (15) mana point cost the mage casts a bolt of "arcane energy" up to 340' distant. Any creature up to 100 HP in size that it strikes is immediately put into "temporal stasis" (i.e. suspended animation) for a duration equal to 13 days plus one day per each 3 ELs above that required for use. Each additional five (5) mana points used in the initial spell casting will increase the size of victim it will affect by 20 HP. Note that this magik has absolutely no effect upon any "Undead kind" or Deodanth's (who are immune to its effects). Those in "stasis" are "hard, cold, rigid, and non-breathing", but are not harmed in any way by the experience. This spell needs eighteen months of hard study and 17,500 G.S. in materials to learn. Special note: only two mages in all of Arduin's history have ever understood how to work this magik, and both are now eons gone to death and dust.

## **Vashang's Call of the Horses of Hell (OP 13)**

This ritual will bring to the magician one "Hell Horse" for thirteen hours servitude per each twenty (20) mana points poured into it. Please note that "servitude" does not mean slavish and instant obedience to all the mage may say. Hell Horses are a contrary and vicious bunch that would cheerily eat the one who has brought them forth from their domains to do service. And this they will do if given even half a chance. So, the magician must be ever watchful, ever on his guard and ever forceful in his commands. For if the Hell Horse detects even the slightest hesitation or weakness, it will turn on its self styled (and temporary) "master" and slay him. Anyway, they can be ridden (if you dare!), made to pull chariots, etc., even commanded to fight for you - all of which (and more) they will do, more or less, in their own illimitable way. They cannot be "called" more than once per lunar cycle (13 days) by the same mage (i.e. they won't appear more than once for him) and, if called forth more than seven times during the entire life of the mage, on the eighth time they will simply slay him for his temerity! This ritual requires 1000 days of long and continuous study and 785 G.S. in materials to learn.

## **FOURTEENTH ORDER OF POWER (OP 14)**

### **Coelon's Ritual of the Mask of Medusa (OP 14)**

This three minute ritual requires twenty-seven (27) mana points and the deliberate death of some living creature of at least 5 HP in size in order to complete. The mage's head then "transmogrifies" into that of a Medusa for seven minutes, with all the powers of that foul and dread monster. This time may be extended by putting extra mana into the initial ritual at the rate of 5 mana points per each additional minute desired. However, there is a base 25% chance (+5% per each extra minute of time) each time this magik is worked that the "change" will become irrevocably permanent. This ritual requires thirteen weeks of time and 4,500 G.S. in materials to learn.

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## FIFTEENTH ORDER OF POWER (OP 15)

### Caliban's Spell of the Crimson Claws of Doom (OP 15)

This spell has a cost of twenty (20) mana points and causes a pair of crimson “claws” some 8’ long from “talon tips” to “wrist” to appear up to 66’ distant from the caster (range called at will). These reptilian-looking, three-taloned claws will, 4 CF counts (0.8 seconds) after appearing, commence to attack their designated target as if they were a 120 HP (15 HD) monster with STR 33. The claws hit anything from magikal armor to Were-beasts and Undead equally well. They do 1D10+10 HP of damage each and each attacks on each CF action segment (i.e. together). The STR bonus can be used to batter down obstacles to get to its target, but is not included in the slashing style attack. They will attack “intelligently, in that one will feint whilst the other hits from the side or rear, then the frontal feint becomes a real attack after all!” They can even move up to 99’ every melee round in pursuit of their targeted victim. This pursuit can also be as high in the air as need be, as they are not “anchored” to anywhere solid anyway. Their attack will last three melee rounds, but this can be extended by one melee round per each three (3) additional mana points used in the initial spell casting (for that specific purpose). The claws are AC 2+5 and cannot, themselves, be struck by anything not itself magik. The claws are unaffected by poisons or venoms of any potency. Any fire, cold or energy of less than 25 HP has absolutely no effect upon them, and all more potent than this do but one-quarter (1/4) damage to the claws. As each claw receives 99 HP of damage, it fades away and is gone. Note that one claw can continue to fight on alone if need be. Should the magician who has “called them forth” be slain, or lose consciousness, the claws will immediately become berserk and commence attacking everyone within reach. Should these claws be frustrated from actually attacking the target designated by their conjurer (by defensive magik, teleporting away, etc.), then these horrid things will immediately return to he who brought them into existence and commence to rend him limb from limb! And, for good or ill, the claws always have the natural and unaugmented CF of their conjurer, so if he is slow, so are they! It requires a full year (455 days) of time and 25,000 G.S. in materials to learn.

### Carmichael's Conjunction of the Astral Ice Storm (OP 15)

For a cost of twenty (20) mana points, over a one melee round time period, the mage can conjure a “storm” of mystik winds and magikal ice and weirdly glowing snow upon the Astral or Ethereal Plane, at the conjurer's choice. This swirling, raging storm has a 30’ diameter, can be cast up to 60’ distant, and will last for three melee rounds. The duration can be extended by one melee round per each five (5) mana points added to the initial conjuration. All within the confines of this magik storm suffer 2D20 HP in “cold” and “buffeting” damage each melee round. All creatures of 45 HP or smaller in size are swept off their feet and blown about mercilessly. The “Ethereal” variation of this conjuration will strike those noncorporeal creatures of the “Undead” variety with devastating effect as they receive double damage from it! Needless to say, each of the types will always work perfectly upon their respective planes. It can also be dropped into the conjurer's normal plane of existence where, being magik, it will hit all creatures but at only half effect. This conjuration requires eighteen weeks of time and 1,000 G.S. in materials to learn.

### Time Lining (OP 15)

This potent spell requires massive amounts of mana to use and is extremely dangerous to boot. For the base cost of forty-five (45) mana points, the mage can instantaneously “slip” 1D6 melee rounds into the future or one second into the past. For each additional 15 mana points expended in the initial spell casting, the mage can slip another 1D10 melee rounds forward in time. For each additional 45 mana points expended in the initial spell casting, he may slip another 1D10 melee rounds into the past. In either direction, the mage literally “time travels” in place. If the mage in a past segment tries to change past events *not concerning himself*, there will be a 95% chance of him being “squeezed” out into Limbo (the Ethereal Plane) by Time fighting to maintain its status quo. If the 5% chance does come up, then the mage will find himself on an alternate timeline based upon those changes he did succeed in making. Finally, when timelining, there is a 15% chance of being “blown” by the winds of Time into some random future or past, at the GM's discretion. Theoretically, it should be possible to greatly improve this spell, but to date no one has succeeded in doing so. It requires 75 weeks of time and 10,000 G.S. in materials to learn.

# WIZARDLY MAGIK

## SIXTEENTH ORDER OF POWER (OP 16)

### **Maryindi's Ritual of the Perfect Prismatic Eyes (OP 16)**

For a 25 mana point cost and a five minute long ritual, a mage can have his eyes metamorphosize into "prisms of perfection" for a thirteen minute duration. These prismatically colored eyes allow the mage to see all things "invisible" upon the "Astral" and "Ethereal" planes (in their immediate area), and to see through all illusion, improved or otherwise, to the normal limits of their usual vision. Furthermore they can see through Prismatic Walls (regardless of type) safely. Finally, they protect the mage 100% from all forms of optical impingement or attack (such as the "Fiery Flash Spell" or the petrifying gaze of a Medusa). The duration may be extended at the rate of one minute per each additional five (5) mana points used during the initial ritual. This ritual requires 30 weeks of time and 1,850 G.S. in materials to learn.

## SEVENTEENTH ORDER OF POWER (OP 17)

### **Javore's Ritual of the Infinite Spiral (OP 17)**

This fifty (50) mana point cost ritual requires thirteen hours to perform and will, once done, create a glittering "spiral" of radiant energy some 13' across. This spiral is in truth a thirteen minute duration "Hell Spiral" with all of the properties of the more permanent kind. Its destination is chosen by the mage as it is created; however, there is always a 5% chance of it leading to a random hell instead! This ritual requires 80 weeks of time and 12,000 G.S. in materials to learn.

## EIGHTEENTH ORDER OF POWER (OP 18)

### **Dathan's Ritual of the Pentagram of Prismatic Power (OP 18)**

An extension and more powerful version of the standard "Pentagrams of Power", this ritual requires six hours and sixty (60) mana points to complete. It has all the lesser pentagrams' properties, but will hold all Demonic and elemental forces outside of its perimeter regardless of their size and power. Further, it will reflect back on them their own attacks regardless of type (including even their magik). Once set it will remain until "opened and banished" by the mage. It is the ultimate magikal "Demonic Defense" and is used whenever really "strong" Demons are to be conjured. This ritual requires two years of time and 25,000 G.S. in materials to learn.

## NINETEENTH ORDER OF POWER (OP 19)

### **Bay-Athaen's Earth Wrecker Spell (OP 19)**

Though it is a spell triggered by one command or firing word, the effect takes 1D100 melee rounds to commence and will last 1D20 melee rounds once started. Its mana point cost is seventy-five (75), and the spell cannot be enhanced in any manner yet known. The results are simple: a massive earthquake takes place in a one square mile area up to 10 miles distant, doing GM adjudicated damage that ranges from practically nil to the flattening of whole towns. There is, of course, no save against the effects of an earthquake. This magik requires one year (455 days) of time and 18,000 G.S. in materials to learn.

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## TWENTIETH ORDER OF POWER (OP 20)

### **The Curse of Tyndalos (OP 20)**

This spell requires one hundred (100) mana points and has unlimited range so long as the caster can see the single victim by means magikal or mundane. Said victim is given to the “Hounds of Tyndalos” which are primeval elemental creatures existing on the Astral Plane. The use of this spell/curse requires that a thirteen hour long ritual be performed prior to its usage. Each hour of the ritual requires the death of a sentient being to proceed, so that thirteen in all are sacrificed. The mage then has thirteen days in which to cast the spell. Failure to do so within that time sets the hounds onto the mage himself! These creatures are capable of traveling anywhere in the multiverse in pursuit of their prey. They can even “time line” as necessary and are not stopped by any known magikal defense. No one knows what they look like, for all who *have* seen them have had their souls devoured and their bodies turned into a bluish-white “goo”. How they can be stopped or killed is totally unknown. The “hounds” will “pursue” their victim over a thirteen day period, said victim hearing faint howling more frequently, and ever more loudly. He will eventually begin to hear the panting, growling, “breathing” of the hounds and , near the end, their “footsteps”. He will grow increasingly paranoid and fearful as no one except the victim can hear their coming. Finally, as the last thirteen hours wind down, he will also begin to get brief glimpses of oddly distorted shapes of “cruellest nightmare” in the dark corners and shadows around him. There is no known way to evade or avoid these ancient “hounds” and none has ever survived an encounter with them. However, each time the curse is used, there is a 25% chance that the “hounds” will “scent” the mage as well as the intended victim and come for him too! There is no save versus this curse. It takes two years (910 days) of time and 50,000 G.S. in materials to learn this awful spell.

### **Krubach’s Spell of the Spiraling Death (OP 20)**

This is actually both a six hour ritual requiring fifty (50) mana points to prepare and a spell requiring ten (10) mana points to “fire”. The ritual creates a “Hell Spiral” and then puts it into a small “pocket universe” with only one opening. Once set, it will await the mage’s spell (no time limit as to when it must be used) which will “dimension-port” anything up to 75 HP in size into the pocket universe and seal it shut forever. The being thus trapped has only a one hour air supply, and so must walk the Hell Spiral to a random universe somewhere in the infinite multiverse. Unlike “Gandolyn’s Gates”, nothing can break out of this enclosure short of the power of a god. The only way out of this trap is by becoming either Astral or Ethereal, with all the dangers inherent in such a course or action. This ritual/spell requires twenty weeks of time and 9,500 G.S. in materials to learn.

### **Phanch’s Spell of the Fell Gates of Hell (OP 20)**

For a twenty-five (25) mana point cost the mage can cause any single target of no more than 65 HP in size (no farther than 360’ distant) to “dimension-port” into one of the twenty-one planes of Hell. However, the Hell in question must have been pre-selected and a “gateway” into it “primed” with 35 mana points during a three hour long ritual, which cannot have taken place more than thirteen days prior to the spell’s usage in order for it to work. The victim also receives the standard MRS. The HP size of the victim to be dimension-ported may be increased by pumping ten (10) additional mana points per each extra 5 HP in size desired, into the initial spell casting. This combined ritual/spell requires 36 weeks of time and 13,000 G.S. in materials to learn.

## TWENTY-FIRST ORDER OF POWER (OP 21)

### **Shansuu’s Spell of the Perfect Prismatic Spray (OP 21)**

For a thirty-five (35) mana point cost, the mage can cause a 45’ spherical area up to 120’ distant to become filled with a “shower” or “spray” of prismatically brilliant flashes of energy that does 1D100 HP of damage to each being or item inside its area of effect. The “spray” will continue to function for 1D10 melee rounds,



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doing 1-10 HP less damage each melee round. This attack cannot be “turned”, “reflected”, “bounced”, or otherwise turned aside from any victim in its area of effect. The spell requires 27 weeks of time and 6,600 G.S. in materials to learn.

## TWENTY-SECOND ORDER OF POWER (OP 22)

### **Phandelume’s Ritual of the Binding Night (OP 22)**

This ritual requires three hours of time and forty-five (45) mana points to complete. Once done, a one square mile area up to twenty miles distant (so long as the mage can see it by any means) will be covered by “mystik shadows” causing total darkness which is impenetrable by any non-magikal light or flame. All within the “area of night” must save versus “Mage Fear” and will find that they cannot leave the area covered by the magikal darkness. No strength is great enough to batter a way out and no magik of less than OP 15 can affect its dark hold upon the target area for the nine hour duration of its existence. No save versus the inability to leave or the darkening of these shadows is possible. This duration may be extended by 20 minutes per each ten (10) mana points added to the initial ritual. This ritual requires 33 weeks of time and 9,900 G.S. in materials to learn.

### **Phang’s Spell of Ultimate Devastation (OP 22)**

For a twenty-five (25) mana point cost and ten minutes of time, the mage can cause 100% of all plant life in a designated area to die (turning to a crumbly grey-black ash) over a 1D100 melee round period. The area of this effect is a circle 100 to 1,000 feet in diameter to a range of one mile distant. The area thus “killed” may be increased by 100’ in diameter per each additional five (5) mana points added to the initial spell casting. The range may also be increased at the rate of one mile per each additional one (1) mana point added to the initial spell casting (for that specific purpose). The casting mage must either be able to see the target area (by any means) or be absolutely sure of its geographical location for it to work properly. Once started, the only thing capable of stopping its inexorable spread is the druidical “Ritual of the Cleansing Light” (or a priestly equivalent). At least that is how the legends would have it to be. This magik has absolutely no effect upon anything other than plant life. This spell requires 18 weeks of time and 1,800 G.S. in materials to learn.

## TWENTY-FOURTH ORDER OF POWER (OP 24)

### **Phandelume’s Spell of the Sphere of Doom (OP 24)**

For a forty (40) mana point cost the mage can cause a 30’ diameter sphere of “smoky translucent energy” to form (taking one melee round) up to 180’ distant. Once formed, the sphere is totally unbreakable by any means other than magikal. Even then, a force of 300 HP potency would be required to “crack” it. No magik can pass through its substance in either direction and all “dimension-ports”, teleportation spells, and other such means of escape have a 90% failure rate. The second melee round after its formation, it begins to pump the air inside itself out at a rate of 10% per melee round. Thus, twelve rounds after the initial spell casting, the sphere has a complete vacuum inside itself. At this point, the sphere will commence contracting at the rate of 3’ per melee round until it has reached the size of a pea. It will then vanish in a small flare of energy. This deadly spell requires 40 weeks of time and 6,000 G.S. in materials to learn.

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## TWENTY-FIFTH ORDER OF POWER (OP 25)

### **Cathaol's Conjunction of the Ultimate Retreat (OP 25)**

This variation of "Krubach's Spell of the Spiraling Death" requires a preliminary ritual of six hours duration which costs fifty (50) mana points to complete. This creates a unique "pocket universe" to which the creating mage has the only "key" (which may be used at any time thereafter, but once only). The "key" is the trigger word or spell which requires fifteen (15) mana points to "fire", but its effects are instantaneous. The mage "dimension-ports" to that pocket hideaway, locking the "door" behind him. There is a five hour air supply there, plus whatever else the mage has stuffed into the 30' diameter space during the initial ritual. Once in there the mage is absolutely safe and hidden from anything less than the intervention of a god. Even then there is only a 5% chance the pocket universe can ever be found. This combined ritual/spell requires four years of time and 25,000 G.S. in materials to learn.

### **Ozymandia's Ritual of the Supreme Sigil of Binding (OP 25)**

This ritual requires thirteen hours and 100 mana points to complete. Once done the "sigil" (actually a 13' diameter circle, surrounding a pentagram) is fully capable of containing any Demon, demigod, or full blown deity for thirteen minutes, once conjured by the "Call of the Gods" ritual (at its own mana cost). Those beings "called into" the Supreme Sigil will be compelled to answer all questions put to them by the mage. However, being so compelled makes most deities and such like, shall we say, a bit annoyed. The possibilities for this type of spell are limited only by the GM's imagination, but one example is that this is how a mage acquires a "wish" or "godly grant". This ritual requires seven years of time and 100,000 G.S. in materials to learn.

### **Phandelume's Bolts of Demonic Destruction (OP 25)**

These ebon bolts leap from the caster's hands at a speed so great they will cover a full mile in one second. Their maximum range is one mile, plus an additional mile per each additional six (6) mana points added to this potent spell's basic cost of forty (40) mana points. The mage can fire one such bolt from each hand he has (and must pay the full mana cost for each bolt). These bolts cannot be stopped by any known arcane shield or defense, regardless of kind or potency. They will utterly destroy such things as Pentagrams of Penultimate Power and Gandolyn's Gates. Even technological "energy screens" of up to 300 HP potency do not impede this bolt in any manner. Stronger technological defenses reduce the bolt's power on a point for point basis. Finally, the bolt causes a base 100 HP of physical damage to whatever it strikes, as well as doing another 1D100 HP of damage on both the Astral and Ethereal planes (or to such portions of the target as exist on said planes). No "Undead" kind, regardless of type or power, can ever survive a strike from even one of these bolts; they are always destroyed. All Demon kind fear this spell, and rightly so, for it always does double damage to their kind. As a final note, the potency of this spell cannot be increased, only the range. Thirteen years of intensive study and the expenditure of 13,000 G.S. in materials is needed to learn this, one of the most potent of offensive spells.

## THIRTIETH ORDER OF POWER (OP 30)

*Heretofore Magik of this order has been only legend*

### **Tokkrang's Star Bore (OP 30)**

This newly discovered spell requires two-hundred-fifty (250) mana points to fire, but once so done, a 3' diameter by 10,000' long "star bore of energy" erupts from the mage's bare chest! This rainbow-hued energy stream will fire continuously for 1D12 seconds, each second pumping out 200 HP worth of damage to all in its path. The wizard who uses this awesome attack will, once done, instantly fall into a 1D100 month long hibernation; he won't starve or die of thirst, he just can't be awakened, even by mystik means. For each single second it is in use there is a 5% cumulative chance that the effect will consume the magician's body, leaving only carbonized bone, which means instant death, of course. The firing will

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continue to its ordained conclusion, even if it is only emanating from a soulless and blasted Skeleton. No known mystik defense will stop this attack, though some might reduce its effect by a tiny bit. This most awesome of attack magiks requires 13 full years of arduous study and the expenditure of 1,000,000 G.S. in materials to learn.

# ILLUSION MAGIK

## FIRST ORDER OF POWER (OP 1)

### **Arturo's Rainbow Spray (OP 1)**

For a base expenditure of one (1) mana point, this spell causes a bright, rainbow colored burst of light to erupt from any single area or object up to 30' distant. This display will last 1D20 melee rounds, and cover an area 3' to 5' in diameter and 6' to 10' in height. The duration of effect may be increased by one minute for each half (1/2) mana point expended during the initial one melee round spell casting for such purpose. This spell requires 10 days and 18 G.S. in materials to learn.

### **Gilmaud's Basic Illusory Wall (OP 1)**

For a base cost of one (1) mana point the illusionist can cause any 10' square area to appear to be a solid wall of appropriate type and choice. The spell is instantaneous in effect. The area may be extended by 10' square for each additional (1) mana point expended during the conjuration. In addition, the one minute duration of this illusion may be extended by one minute for each additional half (1/2) mana point expended during the initial conjuration. This conjuration takes 5 days and 5 G.S. in materials to learn.

### **Khaerolyn's Conjuration of the Face of the Living Skull (OP 1)**

For a base cost of one (1) mana point and one melee round, this conjuration causes the illusionist's entire head to become as a skull; fleshless and of empty eye socket. When the illusionist speaks, the skull's jaws will move in like manner. The effect takes place immediately upon the completion of the last spoken word of the conjuration. The duration of this effect is 3 minutes, which may be extended by 1 full minute for each additional half (1/2) mana point expended any time during the course of the effect. A variant of this spell has twice the mana cost but wreathes the skull in fire and flame. This conjuration takes 28 days and 25 G.S. in materials to learn.

### **Ponath's Glittering Penny (OP 1)**

For a cost of one (1) mana point for each hour of desired effect, this 10 CF count conjuration causes any non-silver coin to resemble gold. This conjuration is illegal in most nations. This conjuration takes 20 days and 20 G.S. in materials to learn.

### **Rodigon's Mystik Mist (OP 1)**

For a base mana cost of one (1), this conjuration will cause a layer or wall of white mist up to 33' by 11' by 1' to form during a one melee round period. The size or duration of this wall may be doubled for each additional (1) mana point expended during the initial conjuration. This conjuration requires 13 days and 13 G.S. in materials to learn.

### **Shaelton's Shadows (OP 1)**

For a base expenditure of one (1) mana point and one melee round, this conjuration causes an area 3' to 5' in diameter and 5' to 9' high to become enwrapped in swirling, dancing shadows of deepest night. The effect takes place immediately after conjuration at ranges up to 33' and endures for 6 to 10 melee rounds. For each additional (1) mana point expended during the initial conjuration, either the area affected, the casting range, or the duration may be doubled. This conjuration takes 2 weeks and 33 G.S. in materials to learn.

## SECOND ORDER OF POWER (OP 2)

### **Arturo's Mystik Mouth Spell (OP 2)**

For each (1) mana point expended, an illusionist can cause his own mouth not to move whenever he is speaking for up to 10 minutes. The effect is instantaneous. The spell also displaces the illusionist's voice up

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to 10' from himself, plus one foot for every EL beyond that at which this spell was learned. This spell takes 3 weeks of time and 28 G.S. in materials to learn.

## **Hanifyn's Doors (OP 2)**

This spell has a base mana cost of three (3) and will work in either one of two ways (at the caster's discretion). It can be made to cover any single door up to 20' by 20' in size with an illusion of a wall (to match the surrounding walls) and put an exact illusory copy of said door on any wall other than the one the real door is on, within the caster's own line of sight (and regardless of distance involved). Or it can cast three (3) exact illusory copies of any one real door (see above) on any wall(s) other than the one the real door is on, regardless of distance, etc. This last leaves the real door exposed but confuses the matter with "extra ones". The first hides the real and shows a false door elsewhere; the base mana point expenditure allows the addition of "false doors" at a cost of one-half (1/2) mana point each if included in the initial spell casting. Or the size of the door covered by the magik can be increased by an additional 10' by 10' per each one-half (1/2) mana point expended. It's the caster's choice. This handy magik requires a mere two days of easy study and an expenditure of 55 G.S. in materials to learn.

## **Rodigon's Mystik Fog (OP 2)**

Like the conjuration of the mist, but the area it covers is up to 50' x 25' x 5', is steel grey in color, and can be conjured up to 90' distant. Duration and adds are identical to the lower EL spell, but the base cost is two (2) mana points. This conjuration takes 15 days and 18 G.S. in materials to learn.

## **Suspatch's Stupendous Smoke Spell (OP 2)**

This illusion needs only one (1) mana point to use and, when so done, causes a billowing "smoke" to spew forth from the spellcaster's mouth for 18 seconds (3 melee rounds). The smoke covers a 10 cubic foot area in opaque (visibility only 1' - 3') grey-black smoke each single second! Thus, after 18 seconds an area of 180 cubic feet will be covered. Once begun, the spell cannot be stopped save by death. All caught in the smoke that fail their "save" versus illusion will suffer burning/watering eyes, difficulty in breathing and all problems attendant with being in thick smoke (-1 attack and defense). Small victims (15 HP or less) could actually choke enough to pass out! It cannot be increased in any wise by any known means. This smoky spell needs only 33 hours of moderate study and the expenditure of 150 G.S. in materials to learn.

## **Virrana's Beast (OP 2)**

For a cost of two (2) mana points, the illusionist can cause himself to appear to change into a horrible humanoid monster about 25% larger (in all dimensions) than he actually is. This effect takes 3 seconds to complete after the completion of the one melee round conjuration, producing an illusion of an extremely ugly, blue-scaled, fanged and clawed reptilian beast of mostly humanoid shape, but with a long spiked tail, 3 blazing red eyes and a double row of dorsal spines down its back. The duration of one minute may be extended by 5 melee rounds for each additional one-half (1/2) mana point expended on the illusion during its effect. This conjuration takes 23 days and 33 G.S. in materials to learn.

## THIRD ORDER OF POWER (OP 3)

### **Konundruum's Conjuration of the Mystik Mound (OP 3)**

For a cost of three (3) mana points the illusionist can create an area (up to 10' in diameter and 10' in height) of illusory terrain that will perfectly match real surrounding terrain. Thus, in snow fields, a snow mound is conjured; in woods, a wooded glade is conjured; etc. The duration of this conjuration is 10 minutes plus an additional 10 minutes per half (1/2) mana point expended anytime during the effect. This conjuration takes 3 weeks and 48 G.S. in materials to learn.

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## **Pindora's Spell of the Spiteful Mites (OP 3)**

This spell requires an expenditure of two (2) mana points to use. Its effects are instantaneous and have a 90' range. What appears is a 13' diameter "swarm" of swirling, glowing, blue "mites" (bugs?). The swarm has a 35 second (6 melee round) base duration and all caught within its area suffer -4 attack and defense. This is due to their "thousands" of mosquito-like "bites", their getting into eyes, mouth, ears, nose, etc and, simply put, being absolute pests. There is no real damage, just itching, irritation, and a total inability to get away from the little buggers. No real wind will blow them away, swats etc pass through them and, of course (!), the swarm will follow whomever it was first conjured upon/around. At up to 150' per melee round! Only a Dispell can affect the illusory thingies, nothing else seems to bother 'em. It is not increasable in any known manner. The spell requires eight days of moderate study and a cost of 400 G.S. in materials to learn.

## **Sarmorch's Conjunction of the Writhing Dark (OP 3)**

For a cost of three (3) mana points and one melee round, the illusionist can create an area of arcane darkness 13' in diameter, up to 30' from himself. This darkness will constantly squirm, writhe, and pulse as it either sits where conjured or travels at 3' per CF count/90' per melee round. The duration of this conjunction is 6 melee rounds, or one minute, but for each melee round it travels it loses an additional melee round off the duration; thus, the maximum duration of a continually moving conjunction would be 5 melee rounds. The speed of travel is constant, as is the direction of travel once set. This conjunction takes 25 days and 55 G.S. in materials to learn.

## **Suspatch's Stupendous Spit Spell (OP 3)**

For a cost of three (3) mana points the illusionist says the single firing word and then "spits". What leaves his mouth is an ever expanding torrent/tidal wave of mucus-green "water". Three feet from his mouth it is 3.5' wide by 3' tall and moving 5 mph; at 6' it is 9' wide by 8' high and moving at 15 mph; at 9' distance it is 18' wide and 15' high and moving along at 30 mph. It will thereafter increased by 18" in width, 1' in height and 3 mph each 3' it travels. It will travel 180' and then "break" (i.e. like a wave "crashing upon the shore") and dissipate. All who fail their "save" versus illusion will, at the GM's adjudication, be bowled over, rolled along, etc., (and damaged) as if they'd really been struck by such a "wave". Of course size, weight, etc., of the victims will modify the wave's effect just as it would in real life. This nasty surprise needs 77 hours of difficult study and an expenditure of 550 G.S. in materials to learn.

## **Xyborg's Ritual of the Mystik Simulacra (OP 3)**

For a cost of six (6) mana points the illusionist can create, over a 7 melee round period, a perfect illusory copy of any single creature he can see or of which he has a picture. Such illusions, if done from memory, are always imperfect. At any rate, the illusory being or creature has a duration of existence not exceeding 30 minutes and in that time will go wherever sent at an appropriate pace, whether walking, flying or whatever. Nothing larger than a medium-sized horse may be created. The duration may be increased by 10 minutes per extra (1) mana point used during the initial ritual. This ritual takes 5 weeks and 125 G.S. in materials to learn.

## **FOURTH ORDER OF POWER (OP 4)**

### **Karchwynn's Conjunction of the Devouring Sun (OP 4)**

For a four (4) mana point cost, over a 2 melee round period, the illusionist can create an illusory blazing "sun" of brilliant flame, some 8' in diameter, and up to 30' distant. This star has eyes like black holes and a gaping maw of swirling black oblivion, corkscrewing down into hell! The illusion will move as directed at up to 3' per CF count, or 90' per melee round, and has a fiery glow about three times greater than full daylight around itself in a 33' radius. Duration is one minute plus one additional minute per each additional

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half (1/2) mana point expended during the initial conjuration. This conjuration takes 5 weeks and 89 G.S. in materials to learn.

## **Skusante's Spell of Shadowy Wings (OP 4)**

For a four (4) mana point cost over a one melee round period, the illusionist creates great bat-like wings of shadow 30' from tip to tip upon his own back. The duration of these wings is 13 melee rounds, but during that time they will actually fly him at up to 444' per melee round! How this is done is not known, as the wings do not have any real substance to them. The duration is not extendable, and an illusionist who attempts to use them more than 3 times in 25 hours will simply disappear forever into an inky black blot-like, totally silent implosion. This spell takes 6 weeks of study and 108 G.S. in materials to learn.

## **FIFTH ORDER OF POWER (OP 5)**

### **Hanifyn's Storyteller Ritual (OP 5)**

This ritual is an intricate and difficult one for the illusionist and has a base mana cost of seven (7). This basic version will cause any 20' by 20' by 20' area to "show what has happened in its area at any time specified by the illusionist". What this means is that the illusionist does the required ritual (taking seven minutes to do so), and then the designated area will "come alive" in illusory form, showing what has happened therein. Sort of an illusory play or movie done by magik, but 100% accurate in every detail and limited only by the way *illusion* works (see appropriate magik section, Arduin Grimoires, Complete Arduin, etc.). Note: the 100% accuracy is for any time period up to one Arduinian year (455 days) in the past. Each additional year (or fraction thereof) reduces the accuracy (GM adjudicated as to how) by 3%. However each EL of the illusionist above EL 9 adds two percent (+2%) to the accuracy to a 100% maximum. The area so affected can be up to 33' from the illusionist, and the duration of the "play" is seven minutes. Also note that the time frame requested must be quite specific in order to get what is wanted. As an example: "Ten minutes after the beginning of the hour of the dog eight days ago." The duration or "run" of the illusion can be extended at the rate of seven additional minutes per each (1) mana point used in the initial ritual. This handy ritual requires 34 weeks of very difficult study and 6,500 G.S. in materials to learn.

### **Jermiad's Phantasmal Spell Sword (OP 5)**

For a four (4) mana point cost, the illusionist can instantly create in his right hand a flamberge-bladed bastard sword of ornate silver cast; the blade is wreathed in emerald green flame. During the one minute extent of this spell, the weapon will cast three-quarters daylight in a 10' radius and sing High Elven battle songs in a high, clear voice. If the weapon is believed in it will do normal damage and the flames will do 1D4 damage per strike. To extend the duration of this spell is expensive, requiring one (1) additional mana point for each additional melee round of use desired. This extension can be worked any time while the sword is still extant. This spell takes 4 weeks of hard study and 175 G.S. in materials to learn.

### **Polidora's Penultimate Illusion (OP 5)**

This spell has a nine (9) mana point cost, is instantaneous in effect and is not changeable in any way by any known means. What it does is, upon mental command, to cause the illusion of the absolute and utter destruction of the illusionist! It includes fire, lightning, loud (you can hear it!) detonations and the blasting to bits of his body, in a 3-second-long, apocalyptic cacophony of destruction! Only smoking bits of ragged, burnt flesh will remain, scattered over a 13' diameter area. Where has the illusionist gone? Why, teleported away (as in the spell)! Special Note: this illusion is so real in sight, sound, even odor (of blood, fire, etc.) that all saves versus its effect are at -50% of normal. This illusion requires 11 months of intensive study and an expenditure of 8,000 G.S. in materials to learn.

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## **Styxson's Phantasmal Maze (OP 5)**

For an initial cost of one (1) mana point and 10 CF counts, the illusionist can conjure a maze 100' on each side with walls 13' high, completely roofed, floored, and dark inside. This maze will conform to any terrain, so as to sit properly on it. The duration of this maze is one melee round, and may be extended by 3 melee rounds for each additional two (2) mana points invested in the initial conjuration. Thus, to conjure this maze for 31 full melee rounds, a little more than 3 minutes, the illusionist must expend twenty-one (21) mana points. This conjuration takes 8 weeks and 988 G.S. in materials to learn.

## **SIXTH ORDER OF POWER (OP 6)**

### **Blumphaal's Battering Ram (OP 6)**

For a cost of five (5) mana points over a 3 melee round period, the illusionist can conjure a 3' diameter, 7' long steel cylinder with a golden ram's head at one end. It always appears 5' off the ground and 6' to 20' from the illusionist, as he chooses. The ram moves at 5' per CF count, or up to 150' per melee round; steam roars and whistles from its nostrils. The impact, if believed, will always do 1D100 HP of damage to a victim. The illusionist needs to maintain constant control over this conjuration or it will simply move in a straight line away from the point of firing. If used to batter down an illusory wall or such other similar construct, it will shatter and break them as if it were real. The base duration of 9 melee rounds may be extended by three rounds for each additional (1) mana point put into the initial conjuration. This conjuration takes 9 weeks and 250 G.S. in materials to learn.

### **Byorm's Banquet (OP 6)**

For a five (5) mana point cost over a 5 melee round period, the illusionist can conjure up a banquet fit for kings, enough to feed 20 people. This phantasmal feast will fool living organisms that rely on sight, sound and smell so well that, once consumed, the body in question will react exactly as if it had been real food. However after the third usage of this unreal sustenance with no real food eaten in between, most humanoid types will collapse in total cellular exhaustion, since the body has burned all excess fat, etc., in place of the food. This collapse has a 20% chance of resulting in immediate death and short of that will require the individual to have complete rest for at least 10 days to recover. Proper meals during this rest are essential, of course. This conjuration takes 10 days of study and 95 G.S. in materials to learn.

## **SEVENTH ORDER OF POWER (OP 7)**

### **Darian's Conjuration of the Black Guardsmen (OP 7)**

For a six (6) mana point cost over a one melee round period, the illusionist may conjure seven fully armored and accoutered humanoid Guardsmen. These 6'6" tall illusory figures will attack, defend or do whatever else is commanded by the illusionist for 13 melee rounds. This may be extended by 2 melee rounds for each additional (1) mana point expended on the initial conjuration. The Guardsmen always appear around the illusionist at a distance of 5', facing outward for defense. The number of Guardsmen cannot be changed, but neither is complete concentration necessary to control them, as they will simply follow their most recent order from the illusionist, or failing that, follow their creator in defense formation. This conjuration requires ten weeks of time and 985 G.S. in materials to learn.



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## EIGHTH ORDER OF POWER (OP 8)

### **Maromach's Horror (OP 8)**

For a base cost of ten (10) mana points, this spell immediately creates a primary phantasm (sight, sound, smell, etc.) of any large monster that the illusionist can think of, up to 30' x 20' x 20' in size! The phantasm will be more effective if it is a copy of something the illusionist has personally seen or, better yet, has a picture of. It will be created up to 60' distant, and has a one melee round duration. The duration is extended by 2 melee rounds per additional (1) mana point expended. If this spell is triggered with no clear picture in mind of some creature, what will be created is a 25' tall, 30' long, six-legged, tailed reptilian creature with a huge scaled mouth full of foot-long teeth, three huge eyes, purple scales, and 13 writhing tentacles (10' long, each) around its toothy maw. However, the fumble chance is doubled if the caster has no clear picture! This spell takes 9 weeks of time and 450 G.S. in materials to learn.

## NINTH ORDER OF POWER (OP 9)

### **Skurlanark's Call of the Walking God (OP 9)**

For a cost of seven (7) mana points and 8 melee rounds of time, the illusionist can create a glowing representation of any single deity of choice, 33' high and accompanied by appropriate sounds (music or whatever). This conjuration requires 3 full melee rounds to come to fruition after the conjuration. The deity has all the necessary accouterments, even up to 5 attendants of correct size and type. It speaks in a hugely magnified voice, repeating what the illusionist says. The only drawback to this magik is that it occasionally irritates the real deity that is being mimicked. In this event (5% chance) anything can happen at the GM's adjudication. This conjuration needs 11 weeks of time and 1,050 G.S. in materials to learn.

## TENTH ORDER OF POWER (OP 10)

### **Guillarme's Guillotine Spell (OP 10)**

For a cost of eight (8) mana points over a 5 melee round conjuration, the illusionist can create a 3' long, 6' wide, 2" thick shiny metal blade up to 60' distant. This blade is a solid illusoid and will appear over any designated target within its range, 30' up, and then immediately drop down in a terrifically damaging chopping attack, like a guillotine. It will immediately fade away after this unless an additional five (5) mana points are pumped into the spell. If this is done, it will whistle upwards 30', then slash downwards again at the same or another target within its range. This sequence can be repeated every 5 CF counts (six times per melee round) so long as mana is pumped into it. This blade or guillotine strikes with 1D10+10 HP physical impact and has a 20% critical hit chance. Figure its attack bonus as +20! This spell takes 16 weeks of laborious study and 2,210 G.S. in materials to learn.

## ELEVENTH ORDER OF POWER (OP 11)

### **Sultana's Familiar (OP 11)**

For a cost of nine (9) mana points the illusionist may create any single small animal of real or imaginary kind. The illusoid creature cannot exceed 20 pounds in weight or 3 square feet in size. The creature has no

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life or mind of its own, so it only moves at the order of the illusionist. Thus, it is necessary to see it continuously, either by normal or mystik means, in order for it to function. The GM is the final arbiter as the creation's physical capabilities, but they will closely adhere to their archetypes. If no specific creature is desired when this conjuration is performed, a coal-black beast with beady red eyes, a toad body, bat wings, and scorpion tale, approximately 12" long by 6" wide by 5" high will appear. The initial duration may be extended by one minute for each additional three (3) mana points expended during the initial 8 melee round conjuration. This conjuration takes 12 weeks and 1,145 G.S. in materials to learn.

## TWELFTH ORDER OF POWER (OP 12)

### Caracole's Conjuration of the Shadow Tent (OP 12)

For a cost of ten (10) mana points the illusionist can create an illusoid tent of shadowy black that is 10' in diameter, 7' tall and capable of withstanding (without blowing away) winds of 120 mph. It has no tent poles, stakes or guide ropes and appears (up to 15' away) fully up and ready for occupancy. It will protect those inside from temperature ranging between -20°F to +120°F, is waterproof and fully floored. The initial duration of one hour may be extended by one hour for each additional (1) mana point expended at any later time. It simply fades away (taking 13 seconds) when the time (and mana) runs out. If damaged (it is as tough as silk), it can be repaired by applying half (1/2) a mana point per 3 square feet of damage. This conjuration takes 5 melee rounds to form after completion of the 5-melee-round conjuration. This conjuration takes 10 weeks and 895 G.S. in materials to learn.

## THIRTEENTH ORDER OF POWER (OP 13)

### The Ten Tigers of Tamura (OP 13)

For a cost of ten (10) mana points the illusionist can conjure up to 10 Demon tigers of a size twice that of a normal adult tiger. Each of the tigers will glow a different color, denoting its power. All are Advanced Phantasms. The ten tigers and their powers are:

1. White with black stripes: the power of cold
2. Red with blue stripes: the power of fire
3. Yellow with grey stripes: the power of pestilence
4. Black with silver stripes: the power of death
5. Grey with gold stripes: the power of mist/fog
6. Blue with red stripes: the power of water
7. Gold with purple stripes: the power of stone
8. Silver with green stripes: the power of magik
9. Green with white stripes: the power of fear
10. Purple with yellow stripes: the power of paralysis

The touch of the purple tiger paralyzes people, the gold tiger rules mists and fogs and can create them, the presence of the green tiger instills fear, and so on, at GM adjudication. However, we recommend that, for each EL of the conjurer, the powers affect a factor of ten, i.e., EL 10 means 100 HP of cold, 100' square of fog, 100 HP worth of paralysis and so on. Once sent forth, each tiger will select only one victim, and then do all in its power to destroy him. These are self-sustaining and need no direction once conjured, which takes 13 full melee rounds. They will appear 13' in front of the illusionist, facing away from him and toward his selected target. Each tiger can also bite and claw, and will have all immunities associated with

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its specific power. The duration of these may not exceed 13 melee rounds, regardless of mana expended. This conjuration takes 9 months of time and 5,500 G.S. in materials to learn.

## FOURTEENTH ORDER OF POWER (OP 14)

### **Sartha's Ritual of the Carnelian Cube (OP 14)**

For a cost of fifteen (15) mana points used in an hour long ritual, the illusionist can form a 3" square cube of a deep carnelian red color in the palm of his left hand. This cube will stay in existence until touched to the living flesh of another being, or for one full lunar cycle (13 days in Arduin), whichever is shorter. When it does touch another being up to 45 HP in size, it will transform him immediately into an illusion himself! Thus he could conceivably be dispelled by the illusionist. For each additional 10 HP in size the touched being is, the illusionist must expend an additional five (5) mana points in the initial ritual. Further, this bizarre arcane ritual may only be done once per year (455 days in Arduin), or the illusionist himself will become an illusion, permanently! All victims of this form of magik who do become illusory will remain so for one full day, then revert to their normal state unless dispelled - if this is done, they are gone forever! This ritual, banned in many nations under penalty of death, takes one full year and 7,575 G.S. in materials to learn.

## FIFTEENTH ORDER OF POWER (OP 15)

### **Doroman's Defense (OP 15)**

For a cost of thirteen (13) mana points the illusionist will conjure in only one melee round a large round shield that is so highly polished that it reflects as a true mirror, a suit of shining mirror-polished silver scale armor and a two-handed sword (also of that same silvery mirror brightness). The shield is +3, the full armor is +5, and the sword (which is vorpal) is +7 to attack. It can be conjured upon himself or any other person up to 13' away. There is no encumbrance, and the duration of these illusions (with all appropriate restrictions) is one full minute (10 melee rounds). The duration may be extended by one minute for each additional five (5) mana points expended. The armor has a 75% chance of harmlessly deflecting all slow missile weapons (arrows, sling stones, etc.). This conjuration takes 38 weeks and 5,150 G.S. in materials to learn.

## SIXTEENTH ORDER OF POWER (OP 16)

### **Hashunt's Doppelganger (OP 16)**

For a cost of fifteen (15) mana points during a 13 minute ritual the illusionist can create an exact illusoid double of himself. This illusoid has no will or mind of its own, but can be set to simple tasks of up to 2 or 3 separate functions. The initial duration of 10 full minutes can be extended by 1 minute for each additional four (4) mana points expended in the initial ritual. This ritual leaves the illusionist very tired; he must take at least an hour rest after it. However, the illusoids can be programmed to perform dangerous tasks without risk to the illusionist. This ritual takes 15 months (one Arduinian year) and 10,000 G.S. in materials to learn.

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## SEVENTEENTH ORDER OF POWER (OP 17)

### **Xordagath's Conjuration of the Flying Carpet (OP 17)**

For a cost of twenty (20) mana points in a 10 melee round conjuration, the illusionist creates a shadowy-black carpet some 13'x 6'x 2" thick up to 10' from himself. This carpet can support up to 2,000 pounds and still fly at 300' per melee round. For each 200 pounds less than the maximum, the carpet can move 25' faster per melee round. However, it can never climb higher than 1,200' above the ground; it skims over mountains. The duration of 13 minutes cannot be extended. This carpet has the durability of spider silk, is fireproof and insulated against cold down to -120°F. This conjuration takes 11 months and 6,850 G.S. in materials to learn.

## EIGHTEENTH ORDER OF POWER (OP 18)

### **Johnson's Jump Ball Conjuration (OP 18)**

For an eighteen (18) mana point cost the illusionist conjures, over a 15 CF count timespan, an inky black illusoid sphere around himself (5' radius). Once formed it immediately jumps up into the sky taking the illusionist with it, and ascends at a rate of 990' per melee round. It climbs to 5,000' in its lofting flight of 6 miles. There it softly lands and immediately disappears! The distance it jumps cannot be varied. It takes 20 weeks and 5,000 G.S. in materials to learn this useful conjuration.

## NINETEENTH ORDER OF POWER (OP 19)

### **Irod's Retreat Spell (OP 19)**

For a cost of twelve (12) mana points in a 2-hour long ritual, completed up to 13 days prior to firing, the illusionist can set up this spell. For an additional 3 mana points he may then fire the spell, surrounding himself instantly with an illusoid object suitable to his surroundings. The object will completely encapsulate the illusionist and render him virtually undetectable by psychic or arcane methods. In a room, an extension of wall or piece of furniture may hide him; in a forest, perhaps a new tree, etc. Whatever the object is, this hiding place has a base duration of one hour, which may be extended by an hour for each additional mana point expended on it at anytime. While inside this camouflage, the illusionist needs no air, water or food and can stay there for years if necessary, aging normally. Even the illusoid object itself needs a magik lie detect to reveal it, and as previously stated, the person inside is 99% insulated from all psychic and arcane prove or detection. This spell takes 2 years of time and 18,500 G.S. in materials to learn.

## TWENTIETH ORDER OF POWER (OP 20)

### **Barang's Ultimate Weapon Configuration (OP 20)**

For a cost of nineteen (19) mana points, the illusionist can conjure, over a one-minute period, a golden colored heavy crossbow that automatically re-cocks and re-loads every 5 CF counts! The illusoid weapon has no encumbrance and a limitless supply of ammunition, so long as mana is pumped into it. This weapon has a 90% chance of hitting, and is exactly like a real heavy crossbow in all other particulars. The base duration of 13 melee rounds may be extended by 1 melee round for each additional five (5) mana points

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expended. The range of the weapon is 450 yards, and it even works underwater to 150 yards. This conjuration takes 16 months and 11,500 G.S. in materials to learn.

## TWENTY-FIRST ORDER OF POWER (OP 21)

### **Nuzoe's Wedge of Shadow (OP 21)**

For a cost of eighteen (18) mana points the illusionist can cause a 9"x 4" tapered wedge of black shadow to shoot from his right hand at the extreme velocity of 2500' per second! This is a super-solid mystik dart of illusoid nature. It is magik, so it hits practically anything from Undead to Were-creatures, and yet allows no MRS save. Don't use it on a techno, though; it has absolutely no effect on them! The impact damage is 1D10+20 HP (21-30) and may be increased in 10 HP segments for each additional two (2) mana points expended. Thus, a wedge of 14 mana points cost would impact for 51-60 HP. Range is always 90' regardless of mana expended. This spell takes 13 months and 10,550 G.S. in materials to learn.

## TWENTY-SECOND ORDER OF POWER (OP 22)

### **Rethune's Ritual of Ultimate Oppression (OP 22)**

For a cost of eighty-five (85) mana points during a 50-hour ritual, the illusionist may afflict any single area up to 1 square mile in area as far 13 miles distant with the ultimate oppression for 13 consecutive nights, from dusk to dawn. This oppression takes the form of illusory, phantasmal, even illusoid hauntings. These hauntings are limited in nature only by the imagination of the illusionist; Skeletons, Zombies, Flying Skulls, etc. The sights are also accompanied by smell and sound as appropriate, and are of an intensity and number to drive entire towns mad from fear. They are a mixture of illusion, phantasm and solid illusoids. This is a nasty one! This terrible ritual takes 3 years and 25,000 G.S. in materials to learn.

## TWENTY-THIRD ORDER OF POWER (OP 23)

### **Mordwyn's Master Spell (OP 23)**

For a cost of nine (9) mana points the illusionist can cause his image to appear to be up to 30' from its actual location. Thus the true location of the illusionist is never actually known to anyone relying on normal sight. True sight is also fooled by this spell 90% of the time, improved true sight 10% of the time. The base duration of this effect is one minute, and may be extended by 1 melee round for each half (1/2) mana point expended. All sound, magikal effects, etc., also seem to come from the image's location. This spell takes 6 months and 6,650 G.S. in materials to learn.

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## TWENTY-FOURTH ORDER OF POWER (OP 24)

### **Garamundi's Galloping Golem (OP 24)**

For a cost of twenty (20) mana points in a 7 melee round conjuration, the illusionist creates a pseudo-golem which looks like a 6' diameter wash tub, 4' deep, with four stubby 3' long legs. This coal-black thing is only controllable by the illusionist who created it. It can rapidly move as follows: 45 mph on level ground; 25 mph on rough ground; 150' per minute climbing near vertical mountains or cliffs; 7.5 mph swimming; 3.5 mph through bog or swamp or even quicksand. It will move unhindered at these speeds whether empty or carrying up to 2,000 pounds of cargo. One pound more and it won't move at all. It is as hard as stone, as light as wood, fireproof (even in molten lava), and insulated from cold down to -250°F. Five (5) mana points pumped into it will mend all damage to it. The base duration of 100 minutes can be extended by 100 minutes for each two (2) additional mana points expended on it at any time. It always appears 13' away from the illusionist, in a designated spot. If for any reason an illusionist has one of these destroyed or otherwise lost, then he will not be able to create another until he gains his next EL. For game purposes consider them to have AC 2+2, 100 HP, and to utilize the 12 Hit Die monster attack chart, with an attack potency of 1D8 for its ramming attack. This conjuration takes 2 years and 33,000 G.S. in materials to learn.

## TWENTY-FIFTH ORDER OF POWER (OP 25)

### **Chamazoord's Garden of Delights (OP 25)**

For a cost of one-hundred (100) mana points in an hour-long ritual, the illusionist fills a 1600 square foot area around himself with all manner of flowers, shrubs, trees and other plants, all of the varieties most pleasing to him. There will be a small pool or pond, singing birds and beautiful members of both sexes in alluring costumes. The entire area will be surrounded by a high lattice-work wall of bamboo. A true paradise! All will, of course, be illusion, phantasm and (the majority) illusoid in nature. The setting is designed to please even those with the most jaded of senses and can, of course, be changed around to suit all tastes and cultures. The base duration of 25 hours can be extended by 25 hours for each additional ten (10) mana points expended on it. Many would be happy to spend their entire lives in such a place, but with no real food or drink, that would be a short time indeed! This awesome ritual takes 7 years and 50,000 G.S. in materials to learn.

## THIRTIETH ORDER OF POWER (OP 30)

### **Mad Matthew's Conjuration of the Black Ship of Ptah (OP 30)**

This recently rediscovered illusoid conjuration requires ninety-nine (99) mana points to be expended over a 6 minute period. Once done, a black illusoid sailing ship is created with these dimensions: 77' in length, 15' in beam, with a draft of 4'. It has one main mast and a square-rigged sail as well as a small foremast with a small triangular jib sail. It is created up to 45' from the illusionist and will have a duration of 10 hours plus one additional hour per each five (5) extra mana points put into the creation at any time. It sails like a normal sea-going craft. There is some legendary discussion about variations of this vessel being able to sail land, sea, and air equally well. However, how this was done, if indeed it ever was, is not now known. To learn this potent magik requires a full 20 months of difficult study and an expenditure of 66,000 G.S. in materials.

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All spells marked with ⊗ are spells and rituals of Rune Priest origin; these are generally available only to characters and NPCs of this type, the Rune Priest being extremely rare and almost unheard of in most circumstances, but the final decision is up to the GM. Note that such spells and rituals, being of a slightly different “bent” than those of the Rune Weaver type, do not have most of the side effects (other than those listed) for good or ill that Rune Weaver magik is noted for, again at the GM’s discretion. You will note that many of the spells which follow do not have a “materials cost” listed while some of them do. This is because either the temples and churches provide the needed study materials or they are gained directly by the favor of the gods, so no such cost is required by the learning priest. Those with a cost listed are fairly new and “untried” in-so-far as the various religions are concerned or have yet to “officially” be accepted by the various faiths. Such is church bureaucracy and hierarchy no matter what world you’re on.

## FIRST ORDER OF POWER (OP 1)

### **Angwyn’s Aura of Godly Warmth (OP 1)**

For each (1) mana point expended during a one minute ritual, any single living being may be made warm, even in polar lands. It works to keep the caster at a steady 70°F temperature at up to 0°F and for each 10° below zero the air temperature is, subtract 3° from the 70°. Thus at -60°F the being is still at 40°F and so on. Duration is a base 1 hour +1 minute per user’s EL. However, if used on anyone other than the caster, the mana cost is doubled. Unfortunately, there is no way to modify this ritual to provide higher temperatures. This fine and handy magik requires 2 weeks of study and 188 G.S. in materials to learn. Arcane cold is not reduced by this magik in any way.

### **Arnore’s Conjunction of the Aura of Protection from All Things Evil (OP 1)**

For a base cost of one (1) mana point the priest will glow with a pure, white light equivalent to full daylight, in a 15’ radius for one melee round plus one additional minute per WIS point he has. This time may be extended at any point by adding one (1) extra mana point per additional 10 melee rounds desired. The conjunction requires 2 melee rounds to finish, at which time it takes effect immediately. All evil things of an EL equal to or less than that of the priest simply cannot enter the aura for any reason. For each EL greater than that of the priest the evil creature is, it will have a 10% chance, rolled each melee round, of entering the aura. As an example, an EL 10 evil Vampire would have a 50% chance each melee round of physically entering an EL 5 priest’s aura. For creatures with no obvious EL, assume 1 EL for every 10 HP or fraction thereof. This conjunction requires 2 weeks of hard study to learn.

### **Balthurn’s Ritual of the Cure for Seasickness (OP 1)**

For one (1) mana point and one minute of time the priest can make any being up to 45 HP in size 100% immune to seasickness, motion sickness, air sickness, etc., for 4 hours. The duration may be increased by applying one (1) additional mana point per additional 8 hours needed. This ritual is also the basis for making potions that have the same efficacy and which have a one year shelf life. The basic 4 hour dose will cost 1 G.S. to make and 5 s.p per additional 8 hours of relief potential per dose. The ritual requires 2 weeks to learn, the potion-making another 3 weeks.

### **Benco’s Basic Purification Ritual (OP 1)**

For each (1) mana point and minute expended, the priest may totally purify up to 10 pounds of dry material, or 1 gallon of liquid. The ritual will not, however, neutralize poisons or venoms. What it does do is make swamp water drinkable, even if not tastier, and stale or old food safe. This ritual requires 1 week to learn.

### **Chasorm’s Spell of Good and Evil Detection (OP 1)**

For a one (1) mana point cost per item, location, or being desired, the priest can determine either how evil it is, or how good, at his choice. Range is but 15’ but only one or the other may ever be used upon each single

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thing. The base success chance is 85% + 3% per EL the priest is above EL 1. This spell requires 2 weeks to learn.

## **Crimbley's Ritual of the Mending Cloth (OP 1)**

For each (1) mana point expended the priest can totally mend 2' square of most soft substances, up to and including soft leather armor and such-like. Each 2' square requires 10 full minutes to mend. The mending is permanent and total, so that it appears as if it had never been damaged. If the material to be mended is magik, the time required is tripled, and the mana cost is doubled. This ritual requires one week to learn.

## **Detection of Unpriestly Magik (OP 1)**

This spell is identical to the wizard's spell of the same type and works for non-priestly, non-Druidic magik only. It requires 1 week to learn properly.

## **Diana of the Sacraments' Conjunction of the Flames of Fear (OP 1)**

This conjunction has a base mana cost of three (3) and a time to completion of 18 CF counts. Once done, the priest will have created a 13'x 7' wall of deep purple fire some 18" thick. It may be thus conjured up to 18' distant from him and has a base duration of 13 melee rounds. Each additional 3 melee rounds costs one (1) extra mana point expended during the initial conjunction. This purple flame does only 1 HP of damage per each second of contact but it also causes a priestly equivalent to the arcane spell called "Mage Fear" (by touch only). Six days of difficult study and 113 G.S. in materials are required to learn this magik.

## **Druch's Glory Glow Spell (OP 1)**

For a two (2) mana point cost a priest can light up a 60' diameter area to full daylight equivalency for 10 minutes. This time may be extended by 5 minutes for each additional (1) mana point used. This is an area effect and is not moveable. This spell requires 1 week to learn.

## **Gorfolh's Ritual of Armoured Feet or Happy Feet Magik (OP 1)**

This extremely simple ritual needs only one minute to complete and has a mana cost of one (1) for each 4 hours of protection desired. It renders *any* living creature's feet (any *two*) totally immune to the normal blisters, cuts and abrasions of walking (barefoot or not). It also keeps them from getting as tired as they normally would and, strangely enough, keeps all normal road dirt and grime off them. Clean feet! This minor but useful ritual only needs 6 hours of study and a mere 6 G.S. in materials to learn.

## **Gorfohl's Ritual of the Banished Exhaustion (OP 1)**

This ritual requires three full melee rounds and an expenditure of two (2) mana points to complete. What it does is totally and effectively banish/take away *all* tiredness and/or exhaustion of any single living creature of up to 45 HP in size. It's as if they are fully rested and full of a new day's energy. The effect is instantaneous and can be increased to help larger beings at the rate of an additional 25 HP in size per each extra one (1) mana point used during the initial ritual. Please note, however, that if used more than three (3) times in one day on *any* creature, there will be a cumulative 15% chance that it will not only *not* work but will backfire and render the being immediately unconscious for 1D20 hours! This easy to learn and useful magik needs but two days of good study and 50 G.S. in materials to learn.

## **Hansa's Ritual of the Aura of Anti-Evilness (OP 1)**

For one (1) mana point expended during a 2 minute ritual, the priest will radiate in a 10' radius a powerful, invisible anti-evilness aura for 10 minutes. All evil things within the aura will function at -2 attack and defense. It will also reduce their RF and CF scores by 4 each. The evil priests have their own variant that affects good types. Each additional (1) point of mana expended during the initial ritual extends the duration of the aura for 5 minutes, but does not increase any other effect of the spell. This ritual requires 2 weeks of concentrated study to learn.

## **Hardling's Conjunction of the Aura of Evil Detection (OP 1)**

For a two (2) mana point cost a priest can cause any single specific area or location up to 10' distant to act as an alarm against evil. The invisible aura takes 3 melee rounds to form. If anything evil approaches within 10' of the aura a voice will whisper in the priests left ear "Something wicked this way comes." This



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whisper is audible up to 120' distant and the aura has a duration of 10 minutes plus 1 additional minute per extra (1) mana point put into the initial conjuration. The base detect percentage is 70% plus an extra 5% per EL of the conjuring priest. This ritual requires 1 week to learn.

## **Maramor's Ritual of Righteous Resistance (OP 1)**

This 2 minute, three (3) mana point cost ritual will render any living being of up to 35 HP in size totally resistant to the effects of either: fire, cold, lightning, paralysis, fear or mesmerization for 1 hour. The effect is immediate once the ritual is finished and the person to be protected is touched; this must be done within 3 minutes of ritual completion or the whole thing is wasted. Each additional two (2) mana points expended during the ritual can either increase the duration of effect by an hour or increase the size of the person it will affect by 15 HP. Each separate protection must be learned independently of the others, and each requires 21 days of arduous study to learn, or 126 days total for all six protections.

## **Namphrook's Basic Healing Ritual (OP 1)**

For each (1) mana point expended and one minute of time, a priest may heal any living creature of 10 damage points. Those thus healed may be healed more than once so that all normal damage may be removed. However, this will not heal burns, acid damage, or most wounds of a critical nature, though it will stop the bleeding, and thus does cure vascular hits. This ritual requires 1 week to learn.

## **Namphrook's Ritual of Aphrodisiac Protection (OP 1)**

This ritual requires 3 minutes to complete and costs 1 mana point for each hour of protection desired. Once done, the person it was cast upon is 100% immune to all forms of aphrodisiacs of OP 10 or less. Above that and to OP 15, this protection is 90% effective. It decreases 5% per OP over 15. This ritual requires 2 weeks to learn.

## **Pheldoe's Water Finder Ritual (OP 1)**

For one (1) mana point a priest can find any and all water within a 120' radius, up to 20' underground. He simply knows where it is. This one minute ritual requires one week of study to learn.

## **Prayer Rituals (OP 1)**

For a base mana cost of one (1) any priest may perform a 2 minute ritual that will allow him to pray for guidance from his deity. The base chance of success of receiving guidance from this ritual is 5% plus 2% per EL of the priest. Also, for each additional mana point and minute expended in the ritual, another 3% may be added to the chance for success. For example, an EL 5 priest puts 10 mana points and 10 minutes into his prayer ritual. His chance of being answered would be: 5% base, 10% for his 5 ELs and 27% for his 9 extra mana points and minutes expended for a total of 42%. So that particular priest has a 42% chance that his deity will give him guidance as requested. This guidance can be almost anything the GM will allow, but a good rule of thumb is this: the deity will respond to one question with a one-word answer, per 3 ELs of the priest. Also, for each time more than the first that a deity is pestered by such questioning each day, there is a -10% chance of success chance. Each god should be played by the GM accordingly. If the god is prone to verse, ambiguous answers, or to trickery, then its guidance should reflect that. If the god is terse, succinct and to the point, then that is how he should answer. And perhaps in some cases the correct answer is no answer at all. The GM is the final arbiter here. These rituals are free of cost in both time and money to learn, as all EL 1 priests have learned them as their very first teachings.

## **Pushkyn's Crumble Cloth Spell (OP 1)**

This minor spell was one priest's practical joke, and it seems to still be a favorite as such, even these thousands of years after its invention. Simply put, this magik causes up to 3 square feet, per each one-half (1/2) mana point expended in it, of any non-magikal cloth to immediately disintegrate into a fine grey "ash". Range of this "joke" is 6' plus an additional 3' per each half (1/2) mana point used. That's it. It requires only three hours of light study and 7 G.S. in materials to learn.

## **Saint Elizabeth's Ritual of the Time That's Told (OP 1)**

This one minute ritual costs one (1) mana point and will cover a 30' diameter area at a 75% effectiveness or concentrate upon one object at 100% effectiveness. It sends the priest into a trance where he will learn and

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know the true age of the object in question and get a feel for its history. The feel will be based upon a percentile die roll and the priest will get generalized information about the items in amounts based upon this roll, such as, it is a bloody thing, all flame and dark magik...sacrifices...death and so on. The trance will last 1D100 minutes based upon the object's age. The older, the longer. This ritual requires 1 week to learn.

## **Sarnthorn's Ritual of the Detection of Priestly Magik (OP 1)**

This is a one minute ritual with a one (1) mana point cost that will do one of two things as desired: outline, to the priest's eyes alone, in a ghostly yellow aura for 1 minute, every item in a 30' spherical area that has or is of priestly magik; or focus upon one object or area so the priest can determine just what type of priestly magik it is. In both cases, the effect is absolutely effective with the area detection only showing which is which and the specific ritual telling 51-100% of all information about the specific item in question. Thus it is generally more effective than its arcane analog. This ritual requires 3 weeks to learn properly.

## **Sarshal's Spell of Slowly, Slowly (OP 1)**

For a one (1) mana point cost per 30 HP in size of warm-blooded creature the priest desires to affect, said creature will have all of its bodily functions slowed by a factor of 4. Thus it would move at one-quarter speed and be affected by poisons or venoms at one-quarter the normal rate of toxic effect. Its CF is also reduced to 4. This spell works by touch, has a life span of 5 minutes, +3 minutes per (1) mana point added to the spell and *will not affect any who do not consciously wish it to do so*. The exception to this is when someone is unconscious and thus totally unresisting. In that case only there is a 75% success chance; however, its effects will last ten times their normal duration if it is so done. Effects are always instantaneous after the spell is spoken and the target then touched by the priest; he has 10 melee rounds to do so before it fades away, wasted. This spell requires 3 weeks of study to learn properly.

## **Sorgael's Speak in Tongues (OP 1)**

For each (1) mana point expended a priest may speak, read and write any single language desired, known, or unknown, for up to 1 hour. This may be extended one hour per two (2) additional mana points expended during the one minute ritual. If used frequently, there is a GM adjudicated chance the priest will begin to learn the language under study normally. This ritual requires 2 weeks of time to learn.

## **The Touch of the Gods (OP 1)**

This simple one (1) mana point cost spell renders the touched being unafraid and full of resolve. If the person has been previously infected by fear, even from arcane sources, this spell removes the fear immediately. The effect, which takes immediately, lasts for 1 hour. It costs five (5) mana points to do this non-believers of the priest's religion. Eleven days of easy study are needed to learn this wondrous gift from the gods.

## **Warding, Basic Ritual (OP 1)**

This 5 minute and five (5) mana point cost ritual will bar or seal any area up to 10' square or on a line up to 20' long but not more than 1' wide. Any area thus warded will do the following: no non-sentient creature of 15 HP or less will enter or cross the warded area for the 10 hour duration of its effect; all Undead kind must immediately make their initial turnaway roll as if they'd encountered the priest who set the wards; finally, those same Undead kind will function at -3 attack and defense within the confines of the warded area or for 13 minutes after crossing a ward line. The size of the area thus warded may be increased by 100% per additional (1) mana point expended during the initial ritual. This ritual requires 2 months of intensive study to learn properly.

## **Other Priestly Rituals of Detection (OP 1)**

These are analogs to all of the wizardly detection magiks in the priest's repertoire, but are too numerous to list. Simply choose the one you wish to learn, using Sarnthorn's ritual and those listed in the Wizardly Magik section as a basis to figure out how it will work, how much time it will take etc. GM must adjudicate.

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## SECOND ORDER OF POWER (OP 2)

### Chancer's Dead Watch Spell (OP 2)

Practically identical to "Tuatha's Early Warning Ritual", this one seeks out all those of the Undead kind. They do not get a save and are always detected, unless cloaked or hidden magikally. This is a spell whose results take one melee round to complete. It takes 4 weeks to learn.

### Dworkyn's Drunk-Away Spell (OP 2)

This spell has a one (1) mana point cost and will instantly banish drunkenness with no hangover at all, in any single man-sized person. Each additional one (1) mana point expended will affect one order greater in size. I.E., two (2) mana points for an Ogre, three (3) for a lesser giant and so on. Needless to say this one is perhaps one of the most lucrative magiks a priest can know. It needs a knowledge of the basic healing ritual before it can be learned and takes only 10 hours of moderate study to do so.

### The Holy Bless Ritual (OP 2)

For an expenditure of six (6) mana points and 1 minute the priest may bless any single individual of his faith. This makes him +2 attack and defense and +10 MRS (+2 saves), and lets him operate in all respects at 2 levels above his normal EL. This lasts for one hour only. The priest can also use this ritual to create Holy Water, one pint each time, which has several properties: if drunk by a believer, it will heal 5 points of damage, each pint will burn all Undead types for 1D10 points, and if used to draw holy symbols, these symbols will keep all non-free-willed Undead (like Zombies and such) from crossing said symbols for 5D10+50 minutes. Free-willed Undead, such as Wraiths, etc., have a 10% chance of being affected in the same way. Holy water stays viable for 60 days if kept in a silver container; otherwise it loses its potency in one week. This ritual requires 3 weeks of intensive study.

### Korgen's Conjunction of the Cloud of Kindness (OP 2)

For a three (3) mana point cost the priest can conjure, over a 2 melee round period of time, a 45' diameter cloud of golden mist. It may be conjured up to 60' distant, +20' per extra (1) mana point put into the initial conjuration. These additional mana points also add one full minute to its base one minute duration. In all other respects it is identical to the wizardly "Rosy Mist of Reason" including the time required to learn.

### MacDave's Mystik Ritual of Monetary Succor (OP 2)

This ritual needs no mana to use but does require 13 hours of complicated/difficult rituals and prayers to pull off. Essentially what happens is that the priest seeks "divine intervention" on behalf of some specific person *other than himself*. The requested succor is for *monetary aid only* and, if granted, will take the form that is most convenient/handy for the god. A huge pearl (lots of small ones?), a gem or even a pile of coins may be "found" by the person prayed for. The "finding" is always within 1D100 hours of the completion of this ritual. However, there are a few restrictions which can never be broken or "gotten around". They are:

- A) The person must be of the same religion as the priest.
- B) The person must never know that the ritual was done for them - for what the gods giveth, they can also take away. Be warned!
- C) Although the priest may do one of these rituals (only) per year (455 days), the recipient may only have it done for them but once in their entire lifetime - regardless of how long they live.
- D) Anyone "out of favor" with their patron deity is not eligible.
- E) The person so "blest" must be within one mile of the ritual to work.
- F) The amount of the god(s) grant is GM adjudicated but will never exceed an amount equal to 1,000

G.S. per EL of the priest doing the ritual! Note: this ritual causes the priest great distress; physically through exhaustion requiring 11-20 hours of immediate sleep and 6-10 days of real rest thereafter as well as distressing them with their god. The god will have a base 25% chance (plus 8% per EL of the priest) of granting the request but also a 13% chance of chastising the priest (GM's adjudication as to how) for making such a request. This can get down right nasty at times. Note as well that only the most pious can

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ever learn this ritual and, even for such, it takes 100 days of difficult study and fasting to do so, and even then has a 13% failure chance. And you only get one try at learning it.

## **Megalon's Bless (OP 2)**

This ritual requires one minute and two (2) mana points per individual to be blessed. Anyone thus blessed will function as a berserker for the next hour. In that state of rage they will attack at +4, but be -4 in all defense due to their total disregard for danger. They will discard any shield normally carried and will wield two weapons (if a second is available). Those to be blessed must be within arm's reach for it to work. It also makes those thus blessed 100% immune to all forms of fear. Those who are already berserk, or attacking with holy fervor are unaffected by this magik. While this ritual is normally done only by the priests of the war god Megalon, other priests have been known to use it as well. This ritual requires 2 weeks to learn properly.

## **Megalon's Curse (OP 2)**

Essentially an "opposite" of the "bless" of the same name. It has a mana cost of two (2) per each individual targeted (man-sized) and is only done by physical touch. Thus the priest can "fire" the spell and then take up to thirteen seconds to walk about touching as many targets as he can (and that he has allocated mana for). All untouched/un-used mana is lost. What the spell does is to cause cowardice, craven action, fear and inability to fight or confront an adversary in any way. All weapons, shields, etc., are immediately thrown away and the individual will not even try to protect himself from incoming blows other than to hunker down and huddle behind raised arms. Most affected by this curse turn tail and run away immediately (75%). The duration of its effects are 13 melee rounds -1 melee round per each 4 EL's the victim is over EL 3. For larger than man-sized targets, say about the size of an average Ogre, the duration is halved (but there is always at least a one melee round effect regardless of EL if they fail to "save"). Bigger targets than that tend to not be affected at all. This curse needs the pre-knowledge of the afore-mentioned bless and sixteen hard hours of study to master.

## **Michalforth's Curative Spell for Temporary Blindness (OP 2)**

This spell, for a mana cost of two (2), will instantly cure all forms of temporary blindness, such as flash effects. This can be done to a range of 120'. This spell requires three weeks of easy study to learn.

## **Noolcoomb's Conjunction of Milk and Honey (OP 2)**

For each single (1) mana point expended and ten seconds of conjuration, any priest can conjure forth one pint each of golden honey and cow's milk. Thus for a 10 mana point cost over a 100 second conjuration, some 10 pints of honey and 10 pints of milk will be conjured. This totally edible stuff will appear up to 7' distant in one mass or in two separate locations up to 3' apart (laterally) if so desired. The only limit to the amounts that can be conjured by this magik are that of mana (how much the conjurer has available). The stuff sort of "pours out of the air" at the rate of one pint each simultaneously per 10 seconds. This minor but delicious magik needs 3 days of study and the expenditure of 35 G.S. in materials to properly learn.

## **Ovore's Conversation Spell (OP 2)**

For each single (1) mana point expended, a priest can speak to and understand any single kind of mammal, bird, or reptile for one minute. It can be extended at a one (1) mana point cost per additional two minutes used. This spell requires 2 weeks to learn.

## **Ponshona's Spell of the Invisible Sling (OP 2)**

This spell needs only a half (1/2) mana point to use but it also needs a real stone, sling bullet, etc., as well (not to exceed 1" in diameter or 1 ounce weight). Simply put, the priest holds the small rock in the palm of his right (opened) hand and uses the spell. The object immediately zips off towards whatever target the hand was aimed at. Consider it a real sling for game/attack purposes. Base attack in the BF system is 55% plus 3% per two ELs of the priest. In normal combat systems just give it a +5 sling attack value. This newly researched spell is still practically unknown to everyone but is sure to become a "standard" in the years to come. It requires 60 hours of study and 18 G.S. in materials to learn.

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## **Saint David's Wine Cup (OP 2)**

This ritual needs an expenditure of three (3) mana points over a three melee round time span in order to work. It conjures forth from the priest's hands a golden chalice full (1.5 pints) of a wondrous "wine" straight from the table of the god that he worships. This wine will act as all nourishment for any one being for any single day (25 hours) and will make them feel very refreshed and full of renewed willingness to "press onwards." Please note that it cannot be drunk by anyone not of the priest's faith without dire and nasty sickness afflicting them (i.e. it doesn't work for them and makes them vomit profusely). This cup will last but a single melee round so all must be drunk from it prior to this, otherwise it will be lost when the cup fades away. It may be called forth from the god once per day per each level of experience of the priest (providing he has sufficient mana of course). This handy ritual requires 50 hours of moderate study and 200 G.S. in materials to learn.

## **Tuatha's Ritual of Early Warning (OP 2)**

By expending three (3) mana points a priest may be made aware of any living being or creature thinking about harming the priest or his companions. He can check a 45' radius or scan ahead on his proposed path to a distance of 180'. However, all thus probed get a normal save using MRS. The ritual requires one minute to perform and 5 weeks to learn.

## **Tuatha's Sound Wipe Spell (OP 2)**

Any 20' diameter area with its center up to 20' away may have all sound suppressed for 5 minutes for each two (2) mana points expended in the initial spell casting. No sound enters or exits from the silenced area, but creatures may recover their ability to make and hear sounds by leaving the affected area. No saving rolls apply. This spell requires three weeks to learn.

## **Veladorn's Ritual of Finding Doors Most Hidden (OP 2)**

For a two (2) mana point cost the priest can cause all hidden or secret doors within a 15' radius of himself to become outlined to his eyes only with faint, ghostly green light for 30 seconds. This ritual requires 2 minutes to complete and always has a 99% success chance. It requires 2 weeks of study to learn properly.

## **Vorvode's Spell of the Violent Staff (OP 2)**

This spell will cause any staff, stave or piece of wood at least 48" long to "dance" and battle as if it were a quarterstaff, +4 to strike, wielded by invisible hands of the 4th EL of expertise. Said staff will stay within 10' of the priest wherever he may go (so long as it is on the ground - it can't fly) and for a duration of five melee rounds for the first three (3) mana points expended and for one additional melee round per each half (1/2) mana point more used in the initial spell casting. The priest must already have the wood/staff in hand for it to work and only a "shaped" piece will work (i.e. a piece of broken branch won't do). This spell needs eighty days of long, hard study, some practice and 1400 G.S. in materials to learn properly.

## **Yazim's Small Conjunction of Mystik Marbles (OP 2)**

Yazim, being a priest of the Arduinian God of Tricks/Pranks/Laughter and such (named "Puck") invented this spell with the worship of his god in mind. Please note that, to Puck, laughter is worship. Anyway, for an expenditure of two (2) mana points per melee round duration desired, there will appear one 1" diameter hard glass marble per square inch over an area 10' on a side (a total of 14,400 glass marbles neatly filling the ten by ten area)! Or, instead, per each two (2) mana points additional, the area covered by the little rolling devils will be increased by 5' on each side (225 square feet or 32,400 marbles, etc.). whatever the choice, it makes for plenty of slipping and falling for all in the area (usually, anyway)! Oh, the marbles will appear immediately after the half (1/2) melee round (3 second) conjunction is completed. Surprise! This minor priestly magik needs but twelve hours of moderate study and 35 G.S. in materials to learn. One final note, however; though the conjunction is *supposed* to create the area of marbles *centered* up to 60' away from the conjurer, well, it *is* coming from Puck, you know! So, on a 15% chance he (Puck) will create them centered on the conjuring priest instead!...just for the fun of it! Hee Hee!

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## THIRD ORDER OF POWER (OP 3)

### **Aome's Spell of Illusion Dispelling (OP 3)**

For a four (4) mana point cost the priest can wipe away all basic illusions, etc., in a 10' diameter area up to 60' distant. The area of effect may be increased at the rate of 5' additional per extra (1) mana point used in the initial spell casting. This spell will affect all such illusions of an equivalent OP equal to double the priest's own EL, so an EL 5 priest can dispell up to OP 10 basic illusions. This spell requires 4 weeks to learn.

### **Bradley's Pathfinder Ritual (OP 3)**

For a six (6) mana point cost and 2 minutes, a priest may locate any single door, stair, or passageway up to 240' away, if it is at least generally known to him. Or he can do the ritual and for 5 minutes know the right path to take through a maze, cavern, etc., even if previously unknown to him. It costs three (3) additional mana points per minute of extension, and requires 3 weeks of study to learn.

### **Calabar's Spell of the Aura That Sheds Webs (OP 3)**

For a three (3) mana point cost the priest and all on his person become too slippery for any web, rope, etc., to entangle him, for one minute. This duration may be increased at the rate of three minutes per two (2) additional mana points put into its initial casting. The aura may also be cast upon any other being or object up to 10' distant, even after the fact, causing it to shed entanglements as well. This spell requires but 2 weeks of very easy study to learn properly.

### **Chadra's Water Walking Ritual (OP 3)**

For three (3) mana points expended during the 5 minute ritual, a priest may thereafter walk upon water and all other liquid safely; a pool of acid still burns him, of course, he just won't sink! This ritual's effect lasts for 5 minutes. It costs one (1) mana point per minute to extend the time period. The ritual requires 8 weeks to learn.

### **Chazmat's Transfer Curse Ritual (OP 3)**

For a five (5) mana point cost and 2 minutes, a priest can empower any single being so that, when that being touches an item or reads a scroll, any curse upon it will be redirected to some other predetermined object within 10', with a 75% success chance. The percentile chance of success increases by 2% per EL above 3 that the priest is. Unless the priest's gods are evil, this ritual should never be used to threaten or harm another living creature lest the wrath of those gods descend upon his head! The ritual requires 10 weeks of study to learn.

### **Crimbley's Ritual of Mending Wood (OP 3)**

Per the other mending rituals, in this case each three (3) mana points used will completely mend all forms of wood or wood-like materials. All else is as for the cloth-mending ritual save that this ritual requires 3 weeks to learn properly.

### **Doroman's Conjunction of the Fiery Fingers of Light (OP 3)**

For a mana cost of one (1) per finger used, the priest may cause same to glow with an inner core of light and to cast 60' long beams of pure white light of double normal daylight intensity 1" in diameter. The duration of this effect is only one minute per finger per extra (1) mana point used in the initial conjunction. This conjunction requires 3 weeks of study to learn.

### **Dwoandara's Lesser Spell of Mystik Persuasion (OP 3)**

For a six (6) mana point cost a priest may single out any sentient entity of 35 HP or less in size, up to 30' distant, and persuade him to stop. If the intended being fails his save versus psychic attack, he will simply stop right where he is and do absolutely nothing for 3 melee rounds plus one melee round per EL the priest is above the EL this spell was learned at. If a successful save is made, he will still do absolutely nothing for 1 CF action. Finally, if the save is a naturally rolled 01, the intended target goes berserk immediately, and attempts to kill the priest! This spell requires 9 weeks to learn.

# PRIESTLY MAGIK

## **Evenoe's Ritual of the Empathic Cure (OP 3)**

For a three (3) mana point cost the priest can lay on hands and totally heal all non-critical damage from any living thing. This includes even such damage as caused by fire and acid, but all such damage thus healed is taken upon the priest himself with all attendant pain, bleeding, etc. Those healed in this manner have no scars whatsoever. The priest must then heal naturally without the aid of magikal help, and he will have all the appropriate scars. Needless to say, this one minute ritual is only used under the most dire of circumstances! It takes 5 weeks to learn.

## **Ghando's Intermediate Ritual of Warding (OP 3)**

This 7 minute ritual is a more powerful version of the OP 1 warding ritual. Its mana cost is seven (7), all other parameters are identical as to area of effect, duration and so on. However, these wards will keep out non-sentient creatures of up to 45 HP in size, or sentient beings up to 20 HP in size. All MRS saves still apply, of course. Undead kind have all the problems as listed for the OP 1 wards but with the added difficulty of a -6 attack and defense and facing the equivalent of a priest 2 ELs greater than the EL of the one who actually set the wards. This ritual requires that the priest must have acquired the basic wards in order to undertake the 3 months of intensive study needed to learn it.

## **Gherkyn's Beautiful Dreamer Spell (OP 3)**

This spell costs three (3) mana points to perform and has the effect of instantly putting to sleep any man-sized "victim" on a base 75% chance if said victim is of the very same faith as the priest. That base percentage is reduced to a mere 25% chance for all victims not of the priest's own religion. For targets up to "ogre-sized" the base chance is only 50% and 15% respectively. Larger targets (up to "giant-sized") have only a base 25% and 5% chance respectively of success. This base chance increases by 3% and 1% (as appropriate) per each EL of the priest above EL 6 that they become (to a maximum of 99% in either category). Range is always up to 45', and there is no known way to change or increase this magik in any manner. Duration of the "sleep" is 100 minutes less one (-1) per each 10 HP in size of the victim more than 25 HP he is. The main reason this nice bit of priestly magik is seldom used is that if an intended victim manages to "save" versus its effects, then it boomerangs right back at the priest who cast it, with a +20% chance of working versus him. This magik requires that the priest be at least EL 3 to attempt to learn the spell, and takes 45 days of hard study and 650 G.S. in materials to do so.

## **Hargrond's Heavy Hand of Retribution (OP 3)**

This magik is both a 66 minute long, seven (7) mana point ritual *and* a one (1) mana point, single firing word spell of *instant* effect. The ritual may be done at any time up to 13 days before the spell's use, but after 13 days it must be redone. The spell, when used, causes a life-sized pair of silvery-blue "ghostly" hands to shoot outwards from the caster's own hands. Whatever they are aimed at, up to 100' distant, will be attacked with a strangulation attempt as if they were the priest's own hands (i.e. they'll have the caster's STR/CF scores). Use the "Grapple" charts to determine success, etc. The actual strangulation (and damage potential) lasts 3 melee rounds +1 melee round per each three (3) ELs of the priest beyond the EL at which this spell was learned. Base attack chance is as a +7 **mace** for determining the grapple success or failure (i.e. whether it hits or not). If it misses, it just keeps trying each CF action segment it can until it either succeeds or time runs out. Note!: Only those things "Ethereal" may attempt to counter-grapple/pull them off. This awful magik is under ban/edict in Arduin and many other, more civilized nations. However, for those with the "right connections", it will require 60 days of difficult study and 1,100 G.S. in materials to learn.

## **Khormal's Neutralization Spell (OP 3)**

For a cost of one (1) mana point a priest may 100% neutralize up to 20 points of poison or venom in a person, monster, winecup, etc., up to 10' distant. Evil priests can conversely cause poison this way, though if it is to an opponent, the opponent gets a save. Caused poison requires 3 melee rounds to come to full potency and lasts but one minute, then fades to impotency. Each additional five points of poison to be neutralized, etc., costs another (1) mana point. This spell is instantaneous in effect and requires 8 weeks of study to master.

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## **Korki's Kosmik Kisses (OP 3)**

Another "Pucky" magik for Priests of that Laughing God (sigh). It has a basic mana cost of one (1) mana point per each individual to be affected. The range is up to 60' and there is no limit to the number of targets that can be "hit" so long as the priest has sufficient mana. When cast, a huge (5' wide by 3' high) pair of bright red lips (yes, I did say "lips"...unfortunately) appear directly in front of the "victim", pauses for a half second while a long, sloppily wet tongue licks the lips noisily, THEN THEY SWOOP DOWN ON THE HAPLESS BEING AND GIVE THEM A BIG, VERY WET SLURPING KISS! Yuck! Smooorch! Totally harmless for sure, but extremely disconcerting to say the least. A good GM will adjudicate like the dickens as to the reactions of people seeing these huge things appearing before them and licking themselves as if in hunger. Then afterwards, yuck! Blechh! Ptooie! You'd be surprised at how often this little gem will break up an attack of oncoming Orcs or such. And each time the spell is used, good old Puck has a 50% chance of dropping one of these big smackers right on the conjuring priest as well! Smooorch! This fun priestly conjuration needs but thirty hours of study and 99 G.S. in materials to master properly. That is, if *any* Puck related magik can ever be deemed as *truly* mastered.

## **Korki's Kosmik Kookies Konjuration (OP 3)**

This hilarious "Pucky" conjuration has a mana cost of two (2). Upon completion of the conjuration, (which takes a 6 CF count period), a shower of 3" diameter butter cookies rains down on a 30' diameter area for 1D6 melee rounds. Each melee round will see 500-1,000 of the tasty cookies zipping down from an approximate 30' height. Ouch! Not really harmful, but oh what a wonderful surprise and nuisance to any large group of "bad guys"! The cookies are edible and not bad tasting. However each time the conjuration is used, there is a 33% chance that the God Puck will also cause a huge oreo-like cookie to instantly form around the conjurer (size dependent upon the magik user's size but generally of a size big enough to totally cover them)! For some odd reason, Hobbits seem to love this conjuration.....

## **La-Deaus' Spell of the Warning Vision (OP 3)**

This spell works the instant its single firing word is spoken. It has a mana cost of five (5) and a duration of 3 seconds. It gives the priest an "advanced look into the future"! This "look" comes in the form of a "vision" (see duration of effect, above) and only covers a period of time from a 3 second spot during the very next 60 seconds. What part of that 60 seconds (first 3 seconds, somewhere in the middle, etc.) is totally at random. This spell is unchangeable in any way and the visions thus granted are only 75% accurate or true (GM adjudication is needed here)! With a potential of awesome proportions, this magik needs 13 days of time and 7,000 G.S. in materials to learn.

## **Michalforth's Meltdown (OP 3)**

For a cost of four (4) mana points the priest can melt up to one cubic yard of water ice, dry ice, or ammonia-methane ice, raising the temperature of the material in question to 33°F. This can also be used to thaw out frozen-solid victims of up to 50 HP without doing them any further damage than already caused by the freezing. GM adjudication is required for larger victims. The melting process takes one full melee round. There is no known way to extend any of the effects of this spell, which takes 4 weeks of moderately hard study to learn.

## **Rhune's Ritual of Augury and Minor Divination (OP 3)**

This one minute ritual has a two (2) mana point cost and takes effect immediately once done. It tells a priest if one action he is contemplating in the next 10 minutes will be beneficial, detrimental, or of no consequence. It will not tell him why it will be any of these things, only that it will be so. For example, a group of adventurers want to enter an old tomb they've found, but the door has an old clay seal upon it that must be broken to do so. The priest will then do the ritual to see if breaking the seal will have an immediate effect, either beneficial or detrimental or no apparent effect at all. The GM must tell the player the truth; for instance, if the seal is cursed to harm whosoever breaks it, he'd say the breaking will be detrimental. This handy ritual requires 8 weeks of moderately hard study to learn.

## **Stanson's Conjuration of the Greater Heavenly Umbrella (OP 3)**

For a cost of five (5) mana points expended during the 4 melee round conjuration, the priest can create over himself a 30' diameter, coruscating hemisphere lasting 5 minutes. All liquids and light material, to include



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most slimes and oozes, will run off like rain off an umbrella. The umbrella moves with the priest and may be extended by one minute per three (3) mana points used. It only covers him down to knee height, but due to its large size is quite efficient in its protection; the GM should adjudicate no more than 1% of the liquids actually touching his legs and feet. This conjuration requires 6 weeks to learn unless the lesser such conjuration is already known, in which case it only takes 2 weeks.

## **Talathyr's Conjuration of the Lesser Heavenly Umbrella (OP 3)**

For a three (3) mana point cost the priest can create over a 3 melee round period, a 5' diameter hemisphere above himself. This shimmering umbrella of pale green energy will shield against all liquids from rain to acid, including most slimes and oozes. It lasts 5 minutes, moves with the priest, but only covers his head and shoulders completely so some of the deflected liquids could splash onto his lower body, per GM adjudication, though never more than 10%. This conjuration can be extended at the rate of one minute per additional (1) mana point put into it at any time. The ritual requires 3 weeks to learn.

## **Taoraen's Night Eyes Ritual (OP 3)**

For each three (3) mana points expended during the 3 minute ritual, a priest can give himself or another person the ability to see in the dark as an Elf for up to one hour. Each additional hour costs only two (2) more mana points, which can be added at any time before the effect expires. This ritual requires 6 weeks to learn.

## **Tuatha's Ritual of the Binding Chains of Light (OP 3)**

This ritual is effective against Undead only and as it requires 3 full minutes to complete, is used primarily to tie up sleeping Vampires and such. For a five (5) mana point cost the priest creates glowing chains of golden light that render all Undead absolutely immobile and unable to fly, become gaseous, or to otherwise flee, for ten minutes. There is a 3% chance per 20 HP (or fraction thereof) in size the Undead is that he can break the chains. For example, a 40 HP Vampire has a 6% chance of breaking the chains set by the priest. As the range is only 5', the priest usually has to stand next to the Undead he is trying to bind! This ritual requires 8 weeks of intensive study to master.

# FOURTH ORDER OF POWER (OP 4)

## **Balosa's Ritual of Godly Growth (OP 4)**

For a ten (10) mana point expenditure during a 3 minute long ritual, a priest may cause 10' square of plant growth to increase 1 to 10 times its normal size. Twenty (20) mana points will affect 20 square feet and so on. It takes one melee round for each multiple it grows, but will stay thus for 10 minutes, reverting back to its normal size at the same rate at which it grew. The ritual requires 14 weeks of study to learn.

## **Charzomon's Breakwall Conjuration (OP 4)**

For a seven (7) mana point expenditure a priest may cause an opening to appear in any solid wall or object for one minute. This opening is 5' high and 3' wide and when it is gone, the solid area is just as it was before, with no harm done. The penetration is up to 3' plus 2' more per EL of the priest above the EL at which it was learned. This conjuration requires 3 melee rounds to complete and 10 weeks of study to learn.

## **Cuelchain's Death Breaker Ritual (OP 4)**

For an expenditure of twenty (20) mana points a priest may attempt to call back anyone of his faith who has died less than 5 minutes past. The chance of success is based on the dead character's own CON points. For each CON point he has there is a 3% chance of success plus 1% per point of WIS the priest has. This ritual may be tried only once per victim and the priest must rest for 12 hours afterwards. The GM may prefer to use the formula outlined under "Resurrection" instead of that listed here. However, if this ritual is successful, the character does not lose any CON points. Nevertheless, this counts against the three tries

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maximum for resurrection. This difficult ritual requires 3 minutes to perform and 20 long weeks of intense study to learn.

## **Diana of the Sacraments Spell of the Missing Weapon(s) (OP 4)**

This spell requires the expenditure of five (5) mana points, has a 60' range and an immediate effect. The spell causes any single weapon which is pointed at by the outstretched index finger of the caster to simply disappear! Now, it isn't destroyed, it is simply "made to go away" in a sort of limited aimed teleportation that will deposit said weapon from 100 to 1,000 yards away in a random direction. Note also that it will work only versus those things that are obviously weapons of war, which is to say that a sword, dagger, mace, bow and so on can thus be sent away while a wand, staff, or other less obvious device or weapon will not be affected. Only a 20 on a D20 saves for non-magik weapons and magikal weapons only get their "pluses" added to the save. I.E., a +4 weapon would roll a 16 or better on a D20 to save. As a final note, the GM may wish to give consideration to a magik weapon's other powers in adjudicating how it may be affected by this magik. This strange and peaceful form of defense needs 100 days of study and 1,000 G.S. in materials to learn.

## **Drallahar's Ritual of Inter-Planal Homing (OP 4)**

This ten minute ritual has a seven (7) mana point cost and will affect any single willing individual, whether the priest or one other. What it does is allow an individual who has been sent to the ethereal or astral planes by "Drallahar's Inter-Planal Shift" to automatically return to the exact spot he originated from, exactly one hour later. Sort of an interplanal life line as it were. This ritual is usually done first, its effects being dormant until after the other ritual has been completed and the hour's time expended. Seven weeks of moderately hard study is necessary to learn this ritual, which is of itself useless without the other ritual (it won't work).

## **Drallahar's Ritual of the Inter-Planal Shift (OP 4)**

This 20 minute ritual has a twelve (12) mana point cost and is very tiring for the priest. Once done its effect is immediate upon himself or upon any other single person who has willingly consented to sit still for the entire ritual. The effect is to send the person desired into either the Ethereal or Astral plane. If the person has not had the corresponding homing ritual performed upon him, well then, he's stuck! This ritual must be individually learned with 10 weeks of hard study for each of the separate planes.

## **Fanalorn's Ritual of the Gathering of the Sheaves (OP 4)**

Although requiring eight (8) mana points and 7 minutes to complete, this ritual will gather together all the remains down to the size of atoms of any unfortunate being who has been torn to shreds, blown apart, etc. It cannot bring back parts destroyed by disintegration and other such matter-destroying attacks. However, all that it can gather it will reassemble as closely as possible into the former original form. It will not raise the dead, but it will put them back together again, even if only in a generalized and usually pretty messy manner! This ritual requires 30 weeks of very intensive study to learn.

## **Gharnor's Mighty Leap Spell (OP 4)**

This magik has a mana cost of five (5) and works the instant the single firing word is spoken. Once spoken, the priest automatically leaps a distance equal to 1 mile per STR point that he has! For example, a priest with a STR 15 would automatically leap the full 15 mile distance! Gone! Note that in order to land safely, the leaper must manage (on his own) to land on his feet. Anything else and he'll splatter himself all over the countryside! Also note that for every three miles of lateral distance leaped, the leaper will rise one mile in height! Thus that 15 mile jump would carry the priest to a 5 mile altitude at its apex! As you know, there's definitely not much air at that height! It's cold, too! So leapers must be prepared for such hazards (as well as the hazards of a blind jump into the gods only know what!). dangerous, certainly, but a potential life saver. Remember, only the full distance can be leaped, no partial distance jumps! This magik needs 8 days of study and 475 G.S. in materials to learn.

## **Hamilton's Rehydration Ritual (OP 4)**

At a cost of seven (7) mana points the priest can rehydrate any victim of partial or total dehydration, replacing up to 7 gallons of lost water. The water must be present within 100' of the victim and it must be

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pure. Holy water may be used, in which case it will substitute for twice as much lesser water. The ritual takes 10 minutes and, if the victim is still alive, he will take another 10 minutes to return to his maximum level of function, taking into account any other injuries. Rehydration will not cure more than 10 HP of damage, and only *that* much if it was caused by the dehydration. This will not resurrect one who has died of dehydration but it will negate any resurrection penalty due to dehydration. This ritual takes just 4 weeks of easy study to master.

## **The Holy Cure Ritual (OP 4)**

For a ten (10) mana point cost a priest may cure any disease, rot or other such like affliction affecting any single being or creature. Base success chance for this is 89% plus 1% per EL gained beyond the EL at which this ritual was learned. Incidentally, this ritual quite effectively destroys most organic slime and ooze-type creatures up to 50 HP in size if they fail their save and hold still long enough. This one minute long ritual requires 8 weeks of study to learn properly.

## **Korgen's Ritual of Skywalking (OP 4)**

For each five (5) mana points expended a priest may walk, run or move through the air as if he were on the ground for 15 minutes. It can be extended by one minute per three (3) additional mana points expended during the 3 minute long ritual. The ritual takes 5 weeks of study to learn.

## **Lllohahr's Long Jump Spell (OP 4)**

This spell allows the priest casting it to literally leap up to 120' horizontally or 90' vertically in total safety (i.e. they won't break their legs though they just might fall on their buns). This spell has a cost of three (3) mana points and cannot be increased, decreased or otherwise altered in any manner now known. It needs but 40 hours of light study and 45 G.S. in materials to learn.

## **Noolcoomb's Nasty Surprise (OP 4)**

This conjuration requires the expenditure of six (6) mana points over two full melee rounds (12 seconds). Once done, the priest will have conjured a 13' diameter patch of "slime" some 2 to 4 inches thick that stinks like a pile of rotten fish and has the "color of a two day old corpse." It will appear up to 55' distant from the conjurer and can be increased in duration by the addition of one (1) mana point for each ten melee rounds beyond the basic fifteen melee rounds. It can also have its size increased by an additional 3' diameter per each one (1) mana point more expended during the initial conjuration for that reason. This "slime" is not alive, is highly caustic/acidic in nature and *very* slippery (two legged creatures have a 75% fall chance if moving through it, four or more legged creatures have 40% chance). The touch of this yucky stuff will cause an acid-like burn of 1D4 HP potency per melee round and it will stay active and thus inflicting damage for 1D4 melee rounds after it is on flesh! It cannot be easily washed away by water (having the consistency of vaseline) and is totally impervious to lightning or similar forms of energy. Fire will cause it to burn (if of 6 HP potency or greater - less won't ignite it, just char it slightly). If burned, the acidic grey-green smoke is also highly toxic in that it will sear a living creature's lungs for 1-3 HP damage per each half (1/2) melee round of exposure. This could be lethal on the GM's adjudication as acid seared lungs will cause a person to suffocate - much like the infamous "mustard gas" of World War I. This nasty conjuration, outlawed by most religions, needs but ninety hours of study and an expenditure of 450 G.S. in order to learn.

## **Pheldoe's Conjuration of the Radiant Ring of Flame (OP 4)**

For a four (4) mana point cost the priest can conjure, over a 15 CF count period, a ring of red flame some 10' in diameter around himself. These 13' tall flames will last for 12 melee rounds, burning all Undead they touch for 1D20+4 HP damaged. Skeletons, Mummies and other such Undead catch fire on a 75% chance, burning at a rate of 1D6 HP per melee round for 1D10+10 melee rounds. More powerful types (and all normal creatures) suffer only 1D12 points damage on the initial contact, and will continue to burn on a 5% chance, again for 1D6. The duration is extendable at the rate of 2 melee rounds per additional (1) mana point expended during the initial conjuration. This conjuration requires 6 weeks of study to learn.

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## **Phoordang's Conjunction of the Aura of Megalon's Glory (OP 4)**

For a four (4) mana point cost the priest will glow a bright, electric blue in a 30' radius for one minute. Whoever enters this glow must save versus magik or immediately become a berserker intent only on battling all around himself. This effect lasts for as long as he's in its area of effect and for 1-3 melee rounds after he's passed out of the glow. The priest, however, is not so affected but as only the followers of the war god Megalon normally use this conjunction, and they already have a natural battle lust, it doesn't really matter. The duration of the glow may be extended by one melee round per additional one (1) mana point expended during the initial 3 melee round long conjunction. This conjunction requires 5 weeks of study to learn.

## **Raffalasia's Ritual of the Arcane Truth or The Question (OP 4)**

Frequently used in civilized lands to learn the truth about who stole what or who killed whom, etc. The ritual requires that the persons to be questioned also drink a foul alchemical concoction called "God's Blood" and to then submit to the five (5) mana point cost, 8 minute ritual. The effects are immediate once done, and will last for 30 minutes +1 minute per EL of the priest, -1 minute per CON point of the victim. As an example, an EL 9 priest's ritual would have a base duration of 39 minutes, less one minute per CON point of the person to be questioned. At any rate, this ritual, once in effect, will have a 90% chance of causing the person so affected to answer truthfully all questions put to him whether he wishes to or not. For each minute he is under the ritual's effect, he will, afterwards, suffer 20 minutes of severe headaches. Needless to say, this magik is not popular with some segments of society. This ritual can be successfully resisted, by saving against psychic attack, but doing so makes it highly probable that said resistance will lead to permanent RF or EGO loss at GM adjudication. Three months of study are needed to learn this ritual and to concoct the potion.

## **Rhyton's Conjunction of the Pillar of Fire (OP 4)**

For a ten (10) mana point expenditure, a priest can conjure a 30' tall, 5' diameter column of roaring, swirling flame up to 60' away. This red and gold flame will burn for one full minute, which may not be extended, and causes 20 HP of damage to all who touch or enter it, once every 10 CF counts. When it goes out the area is not even warm. This conjunction requires 3 melee rounds to bring to fruition and 25 weeks to learn.

## **Saint Patrick's Spell of the Banished Serpents (OP 4)**

For each five (5) mana points expended in this spell, the priest may cause to flee in a straight line away from him all serpents, snakes, etc., within his sight up to 30 HP total in size. Thus for an expenditure of fifteen (15) mana points the priest can banish 90 HP total worth of snakes, etc. Once thus banished the serpents will not return to that one spot ever again. This spell requires 10 hard weeks of study to master.

## **Sarsen's Rituals for the Cleansing of Major Poisons and Venoms (OP 4)**

Though not an instantaneous spell like the third order "Neutralization" magik, this one minute long ritual will effectively negate any poison or venom up to 100 HP potency. However, its cost will be two (2) mana points per 10 HP of poison so neutralized, so 100 HP worth of poison/venom costs twenty (20) mana points to cleanse. The ritual's range is only 3', so the priest is usually kneeling over the poisoned area while performing it. This ritual requires 6 weeks of intensive study to master.

## **Sarur's Conjunction of the Eyes of Glory (OP 4)**

For each five (5) mana points expended during a 5 melee round conjunction, a priest's eyes will glow and radiate golden light for one minute. The glow is a 30' by 15' cone and all in its light must save versus a "Mage Fear" spell. All Undead in this light also suffer 1D4 HP of damage per each 9 CF counts. This conjunction requires 9 weeks of study to learn properly.

## **Stanson's Conjunction of Spiders from Stones (OP 4)**

While chanting this 3 melee round conjunction costing five (5) mana points, the priest tosses 5 small pebbles up to 30' distant. At the end of the conjunction each pebble will be transmogrified into 3" diameter, 1 HP, AC 8, CF 20 spiders capable of moving 4' each action count. This change lasts 3 minutes only. Each spider will attack the nearest living thing to it and can bite for 1 HP damage plus, once only, 1D10 HP of

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venom that has a 10% chance of paralyzing all mammalian life forms up to 35 HP in size for 1D20 melee rounds. However, the paralysis only takes effect 3 melee rounds after the initial bite. If killed, the spiders revert to pebble form immediately. This conjuration requires ten weeks of hard study to learn.

## **Stanson's Snake Staff Conjuration (OP 4)**

This combined 3 hour ritual, requiring fifteen (15) mana points and a one melee round conjuration, requiring three (3) mana points, is an old favorite of priests. Any staff or other suitable piece of wood 5' to 7' long is used in the ritual and is thereafter toted about by the priest who can, at any time he chooses, cast it to the ground while chanting the triggering conjuration, though only once per each ritual. Once done, the wood transmogrifies, in 10 CF counts, into a bright green serpent of 18 HP, AC 7, CF 18 capable of moving 60' per CF count (180' per melee round). The serpent will stay such for 3 minutes and do whatever the priest commands. The snake can bite for 2 HP and will have 1D8 of venom per each additional five (5) mana points used in the initial ritual for just this purpose. The duration is not extendable and the ritual plus conjuration requires some 11 weeks of hard study to master.

## **Tuatha's Death Voice Ritual (OP 4)**

For a five (5) mana point cost the priest can cause any being slain within the past hour to speak with complete candor, telling whatever it may know, for one minute. This may be extended by one minute per additional ten (10) mana points used during the 5 minute long ritual. For each three (3) mana points used for the specific purpose of doing so, the person spoken to may have been slain an *additional* hour longer in the past. Thus, for a thirty (30) mana point additional expenditure, the priest may speak to an individual slain no more than eleven hours in the past. Such will answer direct questions only. Careless questions may result in ambiguous answers. Fifteen weeks of hard study are needed to master this difficult ritual.

# FIFTH ORDER OF POWER (OP 5)

## **Druch's Conjuration of the Infinite Insect (OP 5)**

This 6 melee round conjuration requires six (6) mana points to complete and when done so will cause one normal-sized insect within a 60' radius to immediately grow to giant size. The insect will be equivalent to 8 HP in size per EL of the conjurer; an EL 6 priest would conjure a 48 HP insect. This insect, if intensely concentrated upon during the 10 melee round duration of the magik, will do all the priest commands. It will fetch for him, let him ride, fight for him, etc. However, should the priest lose said concentration, and on a 5% chance per melee round anyway, the bug will become wild, attacking all around it. The duration of this magik is extendable at the rate of one melee round per additional (1) mana point used in the initial conjuration. This conjuration requires 9 weeks of study to perfect.

## **Essramund's Hydro-Speed Spell (OP 5)**

This spell allows the priest to whiz along on top of any water (only!) as if they were water-skiing without the skis (or tow boat for that matter)! They will move along at 720' per melee round throwing up quite a spray (rooster tail) behind them! The spell needs three (3) mana points for the first five minutes of time/duration plus three minutes per each additional one (1) mana point expended at any time during the running of the magik. This spell cannot be learned by any priest of *less* than EL 4 due to its complex and convoluted nature. However the learning time for those qualified is only sixteen days of moderate study and an expenditure of 990 G.S. in materials.

## **Ovore's Conjuration of the Greater Mystik Moons (OP 5)**

A more powerful Priestly version of the Druidic "Yalnwyn's Conjuration", requiring 5 melee rounds and six (6) mana points to complete. The moons thus conjured have the density of stone and their bumping and banging about cause 1D4 HP of damage to the surrounded victim every melee round of their 10 melee round duration. All creatures of 20 HP or less are automatically bowled over and all other aspects of this

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magik are as for the lesser version save that 45 HP or more of magikal force are required to destroy each moon. The conjuration takes 7 weeks of study to learn.

## **Quarzan's Conjuration of the Heavenly Fog of Hiding and Help (OP 5)**

This 8 melee round conjuration requires six (6) mana points to complete but when so done will create a 100' diameter area of nearly opaque fog around the priest. This blue-grey fog lasts 10 minutes and cuts visibility to 1D6' inside itself. The duration of this fog or its size may be added to at the rate of one minute or 100' in diameter, respectively, per additional (1) mana point used during its initial conjuration. If a large body of water, such as a lake or river, is within 300' of the conjurer, the ritual requires only 4 melee rounds to complete. In waterless areas it would need 1D10+10 melee rounds. This conjuration requires 6 weeks to learn, and no water source is required to use it effectively.

## **Savord's Healing Ritual for the Madness of the Mind (OP 5)**

This 7 minute long ritual requires one (1) mana point per RF point of the mind to be healed, plus five (5) base mana points. Thus someone suffering from some madness with an RF of 14 would need nineteen (19) mana points expended on them to be healed. It is 100% effective versus temporary madness, but against those of a permanent nature it has a 25% success chance base, plus 5% per EL of the priest above the EL at which the ritual was learned. This mystik healing requires 30 weeks of time to learn properly.

## **Savord's Healing Ritual for Wounds of a Critical Nature (OP 5)**

This ritual requires 3 minutes and thirteen (13) mana points to perform. Once done upon a living being it will totally heal and regenerate any and all critical hit wounds regardless of type, location or severity, to a total maximum of 100 HP worth damage. The healing is at the rate of 3 HP per melee round except in the case of fire or acid type wounds, where it is only one HP per melee round. This ritual automatically resets all broken bones, joints severed limbs as long as they are physically held wound to wound during the initial ritual and will cause such things as pulped eyes etc., to reshape, regrow and to heal themselves over a 1D100 hour period. This ritual is effective upon all forms of creatures from amoebas to Demon-kind. If twenty-six (26) mana points are expended, the ritual can be held like a Wizard's memorized spell for up to one day per 3 ELs of the priest. Thus held, the priest needs only utter the trigger phrase and it will work as an instantaneous spell! This awesome magik requires 8 months of hard study to properly learn.

## **Tuatha's Advanced Ritual of the Binding Chains of Light (OP 5)**

The 5 minute long loading ritual may be performed up to 1 hour prior to the casting of the spell, which works instantaneously. The ritual takes nine (9) mana points to complete and load, and the spell costs one (1) mana point to fire. This combined ritual and spell has a 30' range and will bind the Undead exactly as outlined in the lesser ritual of this type, but for a full 30 minutes. No Undead may break free of these glowing chains of golden light, regardless of how hard they try. However, as in the lesser ritual, the chains need time to form; in this case only 1 melee round. If by some magikal means the chained Undead does manage to break free, the chains will shatter in a 1D20+4 point implosion upon the Undead in question. This magikal ritual-cum-spell requires 15 weeks of hard study to learn.

## **Urzorn's Ritual of Mystik Divination (OP 5)**

This 7 minute ritual will, when completed, put the priest into a receptive trance lasting 1D20 minutes. In this state the priest will be able to divine just what happened in any room or other area up to 30' square up to 2 weeks previously. This is not a "Time That's Told" kind of magik, but one that will allow a certain general reconstruction of one specific event or series of interconnected events. As an example, a mysterious death occurs within a rich merchant's locked library. His family suspects murder but there is no proof of same. So the priest is called in to find out. His ritual completed, the priest will be able to know or see how the person died, if magik was used, including what kind and so on. But he will not see or know specifically who did the deed. This ritual has no mana cost to the priest per se, but requires 100 G.S. per EL of the priest as an offering to his gods, and will leave him debilitated and tired for one hour per minute the trance lasted. It is considered one of the premier forensic rituals, and requires 6 weeks of very arduous study to learn.

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## **Wilamon's Wall (OP 5)**

For a seven (7) mana point cost the priest may conjure, over a 4 melee round period, a shining silver wall up to 60' distant. This 10' long by 3' high wall will appear 5' in front of any single target and will remain in exactly that position for 3 melee rounds regardless of how hard the target physically tries to get past, over, around or by it. The wall will move just fast enough to stay out of physical reach of the target, but may be destroyed by a magikal attack of 40 HP potency or greater. The duration is extendable at the rate of one melee round per extra one (1) mana point used during its conjuration. This conjuration takes 6 weeks of time to learn.

## **Xundoman's Conjunction of the Heavenly Halo of Binding (OP 5)**

For a six (6) mana point cost the priest may conjure, over a 2 melee round period, a variable-sized Golden Halo of Heavenly Energy up to 20' in diameter and to a 90' range. Once formed over an intended target, it will instantly drop down around it and then shrink to an imprisoning band capable of pinioning all up to a STR 30. It will last for 1 minute plus one additional minute per extra minute per extra (1) mana point used in the initial conjuration. Beings with STR greater than 30 cannot be confined by this spell if they try to break free. Remember, it only pinions the arms and upper torso, not the legs, of a victim. The conjuration takes 7 weeks of difficult study to learn.

## **Yaramblue's Ritual of Intercession and/or Atonement (OP 5)**

This 20 minute ritual has a mana cost of eight (8) and only a base 55% chance of success once done. The priest asks forgiveness for either himself or someone else who has done or is about to do something contrary to the laws and beliefs of the god of the priest. The GM will be the one die-rolling to see if the god accepts the priest's attempt at penance. The success chance increases by 3% per EL the priest is above EL 3, but decreases at the GM's discretion for people who are not of, shall we say, truly pious intent and belief. Of course it doesn't work for anyone's god but one's own, and for the followers of same. If it is successful the priest will immediately know and will be ecstatic and jubilant in the extreme. Failure, too, is immediately known, with sorrow and trepidation being the result of not being forgiven. The GM can expand on this as desired. This ritual requires 3 weeks to learn.

# SIXTH ORDER OF POWER (OP 6)

## **Crimbley's Ritual of Lesser Metal Mending (OP 6)**

Identical to the other mending rituals, this one will fix all stone and soft metals like gold and copper at the rate of four (4) mana points per 2' square mended. This ritual requires five weeks of study to learn.

## **Fanalorn's Ritual of Animation (OP 6)**

This one minute ritual requires six (6) mana points to complete and once done allows the priest to cause any single non-living object of up to 220 pounds in weight to move at his command for 6 melee rounds. His control range is a 60' radius from him and the object will move at 30' per melee round so long as the priest maintains strict concentration upon it. For each EL the priest gains beyond the one at which he acquired this ritual, he can move 20 pounds more to a 6' greater radius of control. The duration of control may be extended at a mana cost of three (3) per additional melee round of time desired. This extension may be done during the initial ritual only. Thus the priest could cause a sword, staff, chair, gold idol, or whatever to bang into an opponent, trip him up, or otherwise harass or hinder him. As the priest practices the control of this magik, he could even get good enough to actually attack someone with an object. However, it is used mostly for opening stuck doors, moving large items or ungainly objects, especially in areas suspected of being booby-trapped. Remember it cannot be used on a living organism. This ritual requires 9 weeks of intensive study to learn properly.

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## **Goodman Allan's Secret Defense Ritual (OP 6)**

This ritual is somewhat tricky in its application but only has a base mana cost of seven (7). It takes a full eleven minutes to perform upon oneself but, once done, will last for six hours. Additional single hours can be factored into the duration with an additional expenditure of five (5) mana points *each* during said ritual. The effect of the ritual is to give the priest's body a totally "zero co-efficient of friction" except for the soles of their feet and the palms of their hands (just the palms, not the insides of the fingers) which remain natural and unaffected. This total slipperiness is pretty much identical to the "Torozon's Slippery Field" as to all its effects/workings but, as a general rule, simply figure that nothing will stick to them (not even their clothes), bullets, arrows, sword blows, etc., will all "slip off" doing little or no damage at all. On the other hand with just the bottoms of their feet and palms of their hands able to touch/handle anything, it is pretty difficult to get about and do things. Still it is an interesting concept and one which each GM should keep close watch on and adjudicate as needed. This magik requires 80 days of intensive study and 4,400 G.S. in materials to learn.

## **Lllohahr's Spell of Instant Passage (OP 6)**

This spell needs ten (10) mana points to perform and has a 30 second (5 melee round) duration. This duration cannot be extended by any known means. What it does is to cause the priest to become a translucent blue-white (sort of ghostly) and able to pass through all solid objects (and vice versa), save for silver. At normal movement rates, the priest can walk or run through stone walls, iron doors, etc. However, those things are still solid, so the priest cannot see where he's going. Note as well that if still inside (even partially) a solid object when the spell finishes its duration, then the priest will die horribly and instantly and in such a manner as to never be resurrectable by any known means. This spell needs 140 days of hard study and an expenditure of 400 G.S. in materials to learn.

## **Mathias' Spell of Swift Retribution (OP 6)**

This spell is one of the rarest of rare priestly magiks extant today for the exceptionally good reason that it is damn dangerous to use. It conjures a large boulder of granite or some other similarly hard stone up to 33' distant and 33' in the air from the priest. This stone has a minimum size of 3' diameter and 300 pounds weight, and will increase by 1' and 150 pounds per each EL of the priest above EL 6 that he is. Note also that the height at which it appears also increased by 1' per each EL of the priest. The kinetic smash damage is quite considerable as it falls onto whatever is under it and is always GM adjudicated as each individual situation demands. Now for the dangerous part: If the priest is in any manner not as pious or as "in tune" with their god as they should be, there will be a GM adjudicated chance that said boulder will appear right above the offending priest's own head! Splat! Never anger one's own god(s) and then attempt this magik! The other drawback is that during the 100 days of long and hard study and 7,500 G.S. in materials needed to master this spell, there is always a 13% chance that it will have been conjured over the learning priest's own head - with predictable results.

## **Mezmiraldo's Curse of the Hot Cross Buns (OP 6)**

This spell costs ten (10) mana points and has just one simple effect: the living vertebrate target, up to 100' distant, suffers two Maltese-Cross-shaped areas of extreme itchiness and intense burning sensation upon its buttocks or lower back. All who fail their MRS roll are incapacitated for 20 full melee rounds, less one melee round for every CON point over 10, to a minimum of one melee round, as they try to rip off their armor, clothes or whatever so they can get at the horrific itching and stinging. Those who save are merely - 2 attack & defense for the next full melee round. The only relief is to immerse one's rear end in cold water for one full melee round, which ends the effect. This is an especially effective spell because it does not require the caster to hit his target; if he can see the target and it is within range, it is automatically hit. A fumble automatically inflicts the curse upon the caster instead of the target. This spell takes 37 weeks of difficult study to learn.

## **Moralla's Conjunction of the Supreme Aura of Megalon's Glory (OP 6)**

This conjunction requires 7 melee rounds and six (6) mana points to bring to fruition. Once done, a 30' radius aura of bright electric blue surrounds the priest for one minute. Its effect is exactly the same as that for the lesser conjunction of Phoordrang, with one major exception; there is a 5% chance each melee round less than 20 that each person inside the aura will also start glowing blue with the aura. Thus it is possible



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for one priest to infect others who will, in turn, infect others, who will infect others, and so on and so forth! Each infected person will himself glow just as the priest does for one full minute with no mana cost to him. In any case, it will only do this for up to 12 hours, thereafter all the remaining survivors' glows will blink out. Of course all priests of Megalon using this magik are not affected; they have a natural battle lust anyway. The priest may increase the duration of his glow on a one-for-one basis; melee round to mana point. This conjuration requires 7 weeks to learn.

## **The Red Bishop's Ritual of the Disappearing Door (OP 6)**

For each five (5) mana points and one minute expended the priest can cause 10' square of door, window, or other opening up to 30' distant to simply disappear. In its place will be whatever the surrounding walls are - solid! Those portals thus disappeared will return only at the command of he who has done the magikal act, with a one (1) mana point cost, or if the magik is successfully dispelled, or in any event 13 hours later, when the effect wears off. Remember, the opening is no longer there, only solid wall in its place, so detection of secret doors will yield no result! This ritual requires 8 weeks of hard study to learn.

## **Rhyton's Conjuration of Visions of Hell (OP 6)**

This conjuration requires 3 melee rounds to complete and is effective against any target, regardless of size, so long as the priest can actually see him, by whatever means. It requires eight (8) mana points for its first full minute of effect and each additional two (2) mana points used in the initial conjuration can increase this time by one more minute. Those it is aimed at who fail their save versus magik will be assailed in their mind's eye by every hidden terror of their own subconscious id! All their fears - all their nightmares - are coming to get them! They can see, hear, and smell these horrors just as if they were real. Those who are so affected will, according to their individual characters, either flee in mad terror or flail about wildly in battle with themselves. Each melee round they are affected by these visions there is a 5% chance they will die, believing themselves devoured, crushed, or otherwise killed by their own hellish visions. Their hearts simply burst from fright. Those who survive this mental onslaught have a 60% chance less 3% per RF point they have of going totally insane. If they do go mad, it will last for 1D20 hours, with a 5% chance of permanence! Very few priests wield this particular form of magikal attack. This conjuration requires special dispensation to learn, unless the priest is a follower of an evil deity, and 10 weeks of intensive study.

## **Shaolkkal's Ritual of Exorcism and Banishment of Lesser Demons (OP 6)**

This one minute ritual requires ten (10) mana points to complete and, once done, any lesser Demon within a 30' diameter area of its effect is immediately banished back into his hell with no save of any kind allowed. This area may be projected up to 60' away from the priest or he may use it to literally force an occupying Demon out of the body of someone it has possessed; again, with no save allowed. This ritual, which requires 13 long weeks to learn, cannot be interrupted in any manner lest the priest lose hope of ever banishing the Demon in question.

## **Solomon's Sigil of Absolute Impasse (OP 6)**

This 5 melee round conjuration requires absolute concentration and eight (8) mana points to complete successfully. When finished, there is created up to 60' distant a glowing 6-pointed Star of David 10' in diameter, composed of fiery golden light. This sigil lasts one full minute and casts a 45' radius aura equivalent to full daylight in its brightness. Any living creature attempting to pass through it must save versus the effects of stoning or turn into a pillar of salt! Those who successfully save still suffer 1D10+10 HP of burn damage, even if they are totally fireproof! All those things of the Undead kind, regardless of size or type, attempting to pass through the sigil, must save versus magik or be totally disrupted and irrevocably destroyed. Even if they do save, they suffer 1D100 HP of disruption damage anyway! The duration of this sigil may be increased on a one-for-one basis, mana points for melee rounds. This conjuration is as powerful as it is due to the direct involvement of the Hebrew deity. All non-Hebrew priests attempting to perform this magik run a 15% chance that said deity will strongly object, causing the ritual to fail and the priest to be stunned into unconsciousness for 1D20 minutes, or, on a 1% chance, of turning them into a pillar of salt! There is a further 15% chance that while unconscious, the priest will convert to the religion of the Hebrew god. The conjuration requires 24 weeks of intense study to learn correctly, 49 weeks for non-Hebrew priests.

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## **Wilamon's Ritual and Spell of Holy Succor (OP 6)**

This one hour long ritual requires a base of twenty (20) mana points and is performed only at a carefully chosen location. Once done the priest then allocates five (5) mana points to a holy word of recall and is thenceforth able to dimension-port himself, at will, safely back to the location of the original ritual. This is without regard to distance, as long as it is upon the same world. The original site does not have to ever be redone by ritual, although the recalling spell's five (5) mana points must be expended each time. The priest may memorize as many separate sights of holy succor as he has RF points, but each separate location must have its own five (5) mana points allocated to it or it cannot be reached. This ritual and spell requires 22 weeks of hard, intense study to learn.

## **Yurik's Ritual of Advanced Wards (OP 6)**

This 9 minute ritual is another step upward in the power of wards and may be learned only after all the others have been. This warding has all of the same parameters in area of effect and so on as do the lesser wards, but has a base mana cost of nine (9) and will stop all non-sentient creatures up to 65 HP in size and sentient beings up to 30 HP in size, etc. No lesser Undead, such as Skeletons, Zombies, etc., can ever breach it, and all other Undead kind are at -8 attack and defense if they do. All else is the same as the lesser wards. This ritual requires 5 months of really difficult study to master.

## **Yurik's Ritual of Undead Entrapment (OP 6)**

This 8 minute ritual requires twenty (20) mana points to successfully complete, and requires a full pint of holy water to perform. Essentially, in places that have suffered hauntings and other such similar happenings, the priest sets an Ethereal snare that is 95% undetectable to Undead kind. If the Undead being, regardless of size, kind, or power, enters the trapped area it triggers, sending them back to the Ethereal plane immediately. Even if greater Undead creatures have the ability to return immediately, they cannot do so for 13 days. Lesser Undead are, of course, firmly trapped in the Ethereal plane evermore. The priest will know when his trap has been triggered regardless of how far away he is, so long as he is on the same world. If he can get to the trap area within the first 3 hours after it has been triggered he will, after expending three (3) additional mana points and going into a light, one-minute trance, be able to know what manner of Undead was trapped and whether the Undead will be able to return in 13 days or not. This ritual requires 10 months of intensive study to master.

# SEVENTH ORDER OF POWER (OP 7)

## **Brynton's Bright Ray of Hope (OP 7)**

This magik is a combined 19 minute ritual and instant firing, one-trigger-word, spell. Once the ritual is done, using thirteen (13) mana points, the spell may be "kept ready" for 1D100 hours plus one hour per each CON point of the priest. When fired, the spell generates a brilliant white beam or ray of "holy light" from the caster's out-stretched hand/palm. This ray is 50' long plus 3' for each EL of the caster. It is always 30" wide by 20" high. This light blazes forth for one full second plus one second for each three ELs of the caster. All those of the same religion of the caster, bathed in this light, have a "Heal Light Wounds" performed upon them; they are doubly "blessed" and are made "totally unafraid in heart and mind" regardless of their previous state, present foes or future happenings for 1D20 melee rounds. Those cowering in fear find the strength to go on; those not afraid find a new feeling of purpose and "will to win" and so on! Anyone *friendly* to the caster but not of the same religion only receives the "Heal Light Wounds" and nothing else. All not friendly (i.e. enemies, foes, etc.) suffer an immediate damage equivalent to "Heal Light Wounds", point for point. Sort of a "Cause Light Wounds" effect as it were. They also suffer the equivalent of a "Mage Fear" spell and are stunned into confused inactivity for 1D10 CF counts. Please note the fact that the ray affects all hit by its bright light *regardless* of size and/or number! It is because it is the "light of his god" and thus a "true power". This ritual/spell needs 11 difficult months of

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near continuous study and 10,550 G.S. in materials to master. Note: Those whose souls are “evil” simply cannot get this awesome magik to work for them!

## **La-Deaux’s Lasting Impression Conjunction (OP 7)**

This conjunction requires five melee rounds and the expenditure of five (5) mana points to complete. Once done it will have indelibly marked/written/etc., onto any substance, up to 100 letters 3” high. These can say or symbolize anything and cannot be washed off, abraded off (file it down and its always there, right through the material!) or in any other way, save by a more potent magik, be gotten rid of. It can’t even be covered up with paint or such as the offending paint will soon (1D20 minutes) have the letters/symbols showing through! This ritual require seventy days study and 830 G.S. in materials to learn.

## **Shaolkkal’s Ritual of Exorcism and Banishment of Demon Lords (OP 7)**

Exactly as the lesser ritual in all respects, save that it costs twenty (20) mana points and will affect Greater Demons. Lesser ones caught in this form of banishment have a 33% chance of being totally destroyed! The priest must know the lesser version of this ritual as a prerequisite to the 24 weeks of study needed to learn this ritual.

## **The Silver Lord’s Counter Curse Mirror Conjunction (OP 7)**

This 3 melee round conjunction requires ten (10) mana points to complete, but once done will last for 3 melee rounds. This duration may be added to in one melee round increments per five (5) extra mana points expended during the initial conjunction. The mirror is a pearlescent grey oblong oval that is always 2’ taller and 3’ wider than the conjurer. This mystikal mirror automatically rebounds back to its source any and all forms of curses or evil and arcane sendings that strike it frontally. The only thing it cannot stop, in the curse category, is a wished curse or other such powerful attack, but it will effectively bounce all forms of magik of OP 4 or less. The mirror will precede the conjurer by 4’ for the duration of its existence, regardless of how abrupt or fast his movements, and always faces the direction in which the priest is looking. This conjunction requires 14 weeks of study to learn.

## **Soringon’s Conjunction of the Heavenly Fog of Forgetfulness (OP 7)**

For a ten (10) mana point cost and a 6 melee round conjunction a priest can create a 100’ diameter area of silvery-gold streaked “pearlescent” fog up to 120’ distant that lasts 10 minutes. The size of this fog may be freely increased by 20’ in diameter per EL the priest has acquired beyond the EL at which he learned this conjunction. All within the fog must save versus magik or become totally 100% without memory while within its confines. This amnesia will persist for 1D20 hours, even after they have exited the fog. Those who manage a successful save still have problems, as visibility inside it is only 1-3’, rolled each CF count. They are also confused while inside (and for 1D20 melee rounds after leaving it), causing them to be -1 attack and defense while in this state. The duration may be extended by adding one (1) mana point per additional minute of time required, during the initial conjunction. This conjunction requires 11 weeks of study to learn accurately.

# EIGHTH ORDER OF POWER (OP 8)

## **Advanced Death Breaker (OP 8)**

This hour long ritual requires thirty (30) mana points to perform and will leave the priest totally exhausted (recovery in 1-10 hours). So potent is this ritual that, once performed upon any type of dead being (of any size up to 100 HP), said being will be brought back from death totally, 100% healed in all respects. See the “Savord’s Ritual for Healing Critical Wounds” for the time requirements for some of the healing that will go on during this ritual. While this potent ritual cannot replace limbs or flesh that are totally gone (eaten, disintegrated, etc.), it can do everything else. If a cleric attempts to do this ritual more than once in a 25

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hour period, there will be a 5% cumulative chance each additional time it is done that he, himself, will die. Eighteen long, hard months of study are needed to learn this mighty ritual.

## **Badley's Ritual of the Mending of the Hardest Substance (OP 8)**

As for the other such rituals; however this one can mend even such tough stuff as adamantium and diamond. It can even heal magik weaponry of the intelligent variety; however this must be done within 25 hours of the break in order to keep the weapon's essence from leaving it. This, then, is the only known way to repair such weaponry and still retain all of its attributes and powers. The mana cost is ten (10) per 12" square (or fraction thereof) to be mended, plus ten (10) mana points for each RF point of the object in question. Otherwise it is as for the lesser such rituals, thus sharing the mana costs. It takes 9 weeks of study to learn if the priest already knows one of the lesser rituals. Otherwise it takes 21 arduous weeks of study to learn it.

## **Hsu's Conjunction of the Yellow Peril (OP 8)**

This conjunction needs but 20 CF counts of time and an expenditure of nine (9) mana points to complete. Once done, there will have been conjured (up to 120' from the priest) a brilliant, metallic yellow "cloud" of roiling gas that glows brightly. This cloud will move at 150' per melee round for that entire 1D100 melee round duration of this conjunction, even against winds as strong as ten miles per hour. Faster/stronger winds will push it back proportionately and winds of 21 mph will actually dissipate it. The "gas" will throttle, choke and strangle all living creatures it can encompass as it seeks them out unerringly with an inherent infra-red "homing". This homing can tell the difference between a fire and a living creature and will avoid the former (being highly flammable). For game play, figure that the creatures caught within the cloud will choke to death in the number of melee rounds equal to their CON score plus three extra rounds. As an example, an Elf with a CON 17 would be strangled to death in a total of 20 melee rounds by this terrible, semi-living gas. Creatures lacking CON stats (such as monsters) will strangle over a period equal to one melee round per each five HPs in size - thus a 100 HP monster would require 20 melee rounds to strangle. The gas is so violently flammable that the 30' diameter cloud will explode into a 120 HP fireball instantly if hit with six or more HPs of flame of any kind. BOOM!! The cloud will move in the direction indicated by the conjurer for the first half of its duration even going so far as to wend its way through streets to find a specific house, location or whatever is designated by the casting priest. The second half of the thing's "life" however is *all its own* and it will go wherever it will, seeking out all living things and doing unholy death to them! Needless to say, many religions have banned the usage of this nasty conjunction. It needs 400 days of intensive study and 25,000 G.S. in materials to properly learn. Finally, those priests of an EL less than 6th that attempt to learn this conjunction have a 35% risk chance of having the cloud immediately attack them sometime during this period!

## **Pheldoe's Saintry Ritual of the Golden Horn of Gabriel (OP 8)**

For a ten (10) mana point cost and 2 minutes, the priest can cause to appear a large horn (6' long) of gleaming gold which radiates an unearthly yellow light. This horn, one melee round after it appears, will then trumpet forth loud but melodious music of the martial sort for another three melee rounds. At the end of this time the horn will fade from sight. However, as it fades away, all those sentient beings who have died within one day's time, within a 360' radius, will rise up, an army at the command of the priest who called them! They will do his bidding, regardless of whose side they had been on. Duration is for one melee round plus an additional melee round per EL of the summoning priest. This truly terrifying power is generally banned for use by most religions, as is the knowledge of how it is done. However, if one perseveres, it can be learned in but 15 weeks of intensive study.

## **Servicund's Holy Word of Command (OP 8)**

For a nineteen (19) mana point cost any priest may attempt to reverse the effects of, and stop, any magik of a priestly kind to a range of 60'. It may be used against non-priestly magik at a mana cost of 40. The base chance of success is 75% plus or minus 2% per level of difference between the priest's EL and the magik's OP. As an example, an EL 15 priest tries this on priestly magik of OP 13 potency. His chance of success would be 75% (base) plus 4% (per the difference of 13 to 15), for a total of 79%. To do this awesome kind of magik, a priest must sit down (or stand absolutely still, concentrating) and marshal his inner strength for a melee round or two, then stand up and say in a commanding voice, "By the power of the

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god(s)\_\_\_\_\_, I command thee STOP!” He may attempt this but once upon any single magikal item or area of effect and no more than thrice daily, in total. The strain is simply too great. This spell requires 16 weeks of intensive study to master.

## **Syranghore’s Conjunction of the Aura of Angelic Fire (OP 8)**

This conjunction is usable but once on any given day by the priest and requires fifteen (15) mana points and three melee rounds to complete. Once it is so completed, the priest is wreathed from head to foot in translucent flames of shimmering golden light. These last for 3 melee rounds plus an additional 1 melee round per extra five (5) mana points put into the initial conjunction. Any living being coming into contact with these flames suffers 1D10+10 HP of burn damage - even if he is normally totally fireproof! A successful save still means 6-10 HP of said damage. All Undead kind touching these flames are totally and instantaneously destroyed unless a successful save versus magik is made. In that case, the Undead suffer 1D20+28 HP of damage! For the duration of its effect, the priest is double blessed by his deity with all benefits of such. It also protects the priest from CON drains or blasting (done by Undead kind) for the number of points equal to his own total CON points. This conjunction requires 21 weeks of study to learn.

## **Xandoman’s Conjunction of the Creeping Green Death (OP 8)**

This conjunction requires five melee rounds of time and ten (10) mana points to complete. Once done, an eerie green glow pulses inside a 30’ spherical area up to 90’ distant for one melee round. All organic material inside that glow must save versus magik or metamorphose into a slimy greenish mass of creeping horror. This transformation is at the rate of 11-20 HP of flesh or other organic material, upon each individual victim, each melee round. This green slimy stuff is itself alive and will attempt to eat all it touches and turn all that is *not* green slimy stuff into the same slop as itself at a rate equal to its own size, each melee round. For example, an Orc in the glow fails his save, and the GM rolls 8 HP of damage. The Orc now has that part of his flesh, leather armor, or whatever, turned into this slime. Next melee round, although the Orc, in great pain, has fled the fast-fading green glow, the 8 HP of his own flesh that was turned into slime eats 8 HP more of the Orc. Thus he is now covered in 16 HP worth of this goo, which is still eating him, but at an ever faster rate! Next melee round, those 16 HP turn another 16 HP of the Orc into slime, and now 32 HP of the hapless fellow is part of this green horror. So long as there is organic material to transmute, the slime will live, and for one minute beyond that. If at that time no organic matter has been touched by it, it will immediately die, turning grey and then crumbling away into a fine powder. Once started, only holy water will stop the eating and a full one pint-size flask must be used per 8 HP, or fraction thereof, to be neutralized. Thus neutralized it can be safely scraped off; it also burns nicely. This conjunction requires 20 weeks of intensive study to learn.

# NINTH ORDER OF POWER (OP 9)

## **Alexazhem’s Ritual of Sanctuary (OP 9)**

This forty (40) mana point cost ritual takes one hour to complete. Thereafter, up to one year later, a priest can expend five (5) mana points in a brief spell and be instantly dimension-ported to his previously designated sanctuary. So long as it is a temple or other such holy fane of his god and is on the same planet, no distance restrictions apply. Other less holy areas can be up to one mile away per EL of the priest. This ritual requires 12 long, hard months of study to master properly.

## **Avicenna’s White Prismatic Barrier Against Real Missiles (OP 9) Ä**

This is the simplest of all known priestly prismatic barriers. The mana point cost for this ritual is thirty-five (35) for a 10’ wall, plus one (1) mana point for every additional foot of span. A sparkling white barrier is created which will stop all missiles with real substance, from arrows to ICBMs, whether magik or not. The missiles shatter when they hit the barrier; no save. The only way to nullify this is with an ice storm or snow

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storm, whether magikal or real. Anyone who attempts to pass though the barrier may do so, at the cost of 12 HP of damage, saving to half damage or 6 HP. This ritual takes 6 months to learn.

## **Be-Adarmun's Mind Meddler Ritual (OP 9)**

For a cost of thirty-five (35) mana points, this powerful ritual allows the priest to read the target's mind. Unlike lesser such magiks though, the priest is not restricted to learning only about what the subject happens to be thinking at any particular moment. Instead, the priest can direct the mind to think about those things in which the priest is most interested, yet the subject never knows he has been meddled with. If the subject saves versus psychic attack, the ritual fails, but the victim will still be unaware of what happened unless he is telepathic. This ritual takes one full hour, and the effects of it will last for an additional hour, requiring the full concentration of the priest for the entire time. The target must be within one mile of the priest using the ritual. This ritual requires 13 hard months of study.

## **The Blessful Aura of Megalon's Glory (OP 9)**

The effects of this conjuration are identical to the lesser magiks of Megalon; however, in this case, it may be put onto any object, area, or person of the priest's choice. This requires ten (10) mana points and 3 melee rounds of time to complete but once done, the 30' radius blue glow has all the parameters as mentioned above. The priests and paladins of the war god Megalon are all exempt from its effects. This conjuration requires 17 weeks of study to learn.

## **Goraling's Ritual of the Opening Gate (OP 9)**

This 2-hour-long ritual requires forty (40) mana points to complete. However, once done, the priest has created a 13' tall by 7' wide gate between his plane and any other one that he desires. This shimmering, rainbow-colored half oval, like an archway, will last for only 10 minutes unless the priest decides otherwise. He may extend the duration by adding five (5) mana points. This ritual is tiring for the priest, so consider his movement halved and all of his attacks and defense or other actions to be -2 for 6 hours afterward. This mystik ritual requires 28 weeks of intensive study to learn properly.

## **Illyander's Spell of the Infinite Eyes (OP 9)**

This is actually a combination of ritual and spell cast upon two or more people/sentient beings. Simply put, the priest performs the two hour ritual at a cost of thirty (30) mana points upon himself and on another intelligent, living being. Thereafter, so long as this other being is on the same world as the priest, that priest may cast the spell part of this magik (which requires one melee round and an expenditure of seven (7) more mana points) and then see through the eye(s) of that person/being! This is without regard to distance or intervening obstructions (save for silver which will block this magik!). the being may have his eyes looked through for up to thirteen minutes each time and the one ritual will allow the priest to use the spell seven times before another ritual is required to renew the bonds. Please note that the being whose eyes "are as the priest's very own" does not know when they are being used thusly as there is no internal feeling or outward sign that this is being done. Nor does it have any side effects. Note also that the priest has absolutely no control over where that being's eyes will look - after all, they aren't in *his* head. The priest may have as many beings as he sees fit (no limit) set up in just this manner, thus giving rise to the name of this magik. Six hundred days of hard continuous study and 13,000 G.S. in materials are required for the learning of this potent ritual/spell combination.

## **Jheraem's Ritual of Super Warding (OP 9)**

The next step up in power of the warding rituals, this one has an eleven (11) mana point cost and takes 13 minutes to finish. All parameters as to area of effect etc., are the same as the lesser wards; however this one will keep out non-sentient creatures of up to 80 HP in size and all sentient ones up to 40 HP in size. No Undead of less than vampyr power may ever cross its lines and they function at -10 attack and defense. For these wards, lesser Demonic kind are adversely affected (for the first time) in that they have a 60% hesitation chance of 1D10 melee rounds before crossing. Once they have breached the wards they will function at -2 attack and defense for 7 minutes. All else is as for the other minor wards, all of which must be learned before this one can be mastered. This ritual requires 7 months of intensive study to learn.

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## **Penlyn's Spell of the Hands of the Mighty Termite (OP 9)**

This spell requires 5 seconds and eighteen (18) mana points (for two hands) or twelve (12) mana points (for one hand) to complete. Once done the hands in question will glow with a faint silvery-blue luminescence for the 13 melee round duration of effect. The hand(s) thus affected will, by touch, disintegrate wood or other similar organics (yes, flesh too!) at a rate of damage equal to 1 HP worth per 3 CON points that they themselves have per CF action! Thus a priest with an 18 CON could disintegrate as much as 6 HP every CF action. All materials thus destroyed are turned to a crumbly greyish ash-like substance. Harder substances like stone crumble only at one-third the rate of softer substances and metals are never affected. If two hands are given the power, then each has half damage capability; 6 HP damage becomes 3 HP damage per hand. This odd spell requires 23 weeks of fairly hard study to master.

## **Rhyton's Ritual of Basic Mana Regeneration (OP 9)**

For a twenty (20) mana point cost and 5 minutes, any priest may attempt to recharge or regenerate his mana. This may only be attempted once each day and only percentile die (01-00) worth of mana will be thus regained, so the ritual *could* cost more mana than it returns. For each mana point he does regain, the priest must rest in a sitting or reclining position for one full minute so that his metabolism can assimilate this surge of energy properly. On a 00 roll, the priest suffers convulsions for 1D10 minutes and must rest for 1D6 hours thereafter. This ritual requires 33 weeks of study to learn.

## **Rhyton's Spell of Righteous Release (OP 9)**

For a cost of thirteen (13) mana points the priest can cause all magik in a 60' diameter area and up to 240' distant which is capable of firing or releasing a charge of spell, etc., to do so automatically and with absolutely no save! This means that all wands, staves, rods, or other magikal storing devices will fire one of their charges regardless of effect or any other consideration. The area thus affected will automatically increase by 10' in diameter per EL the priest gains beyond the EL at which he learned this spell. As even the priest's own magikal items are not exempt from this release, this is a highly dangerous spell with which to work. However, it may be learned in a mere 12 weeks of study.

## **Yamma-Rha's Spell of the Burning Spear (OP 9)**

For a twenty-five (25) mana point cost the priest can cast from either hand a 7' long spear of radiant, blue-white fire. It has a 90' range and does 11-20 HP of kinetic as well as 7-12 HP of energy damage. There is no save versus the kinetic attack. This magik is usable only once every other melee round due to the time required to recharge its source inside the priest. Only those religious types of aggressive or war-like beliefs may safely wield this magik. Any pacifistic priest attempting such will have a 45% chance of striking himself! This magik requires 9 months of hard study to learn.

# TENTH ORDER OF POWER (OP 10)

## **Avicenna's Blue Prismatic Barrier against Fire (OP 10) Ä**

This ritual creates a sky-blue prismatic barrier that stops the passage of all fire, magikal or otherwise, including incendiary projectiles that do not ignite until they hit something. The fire is completely consumed by the barrier, no matter how intense. This barrier may be nullified by cold blasts of 64 HP potency or greater. Anyone who attempts to pass through this barrier takes 5D10 HP of damage. This ritual costs forty (40) mana points to create a 10' barrier, plus one (1) mana point for every additional foot of span. The ritual takes 11 months to learn properly.

## **Drummold's Red Prismatic Barrier Against Cold (OP 10) Ä**

This is similar in format to "Avicenna's Blue Prismatic Barrier." This one stops cold instead of fire and it inflicts 4D12 HP damage on those who attempt to pass through. It is red and it can be nullified only by

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winds of cyclonic intensity, whether real or spell-created. The time requirements remain the same as the previous “prismatic barrier”.

## **Greyloren’s Hell Storm Ritual (OP 10)**

This one minute long ritual is actually a prayer for divine intervention which, if granted, costs the priest sixty (60) mana points! If the priest does not have sufficient mana, he will have 1 CON point drained off per each five (5) mana points he is lacking. These lost CON points will only be regained after one full year each! Even then each CON point thus lost still has a 5% chance of being permanently gone. The successful priest will have created, up to 120’ distant, a 10’ to 50’ diameter storm that is 20’ tall for every 10’ of its diameter. This storm is composed of a maelstrom of flashing thunderbolts and roaring multi-hued flames. The glare and sound are indescribable, and all sentient creatures of EL 40 or less who behold this awesome sight must save versus fear. All within this hellstorm’s area of effect must save twice more, once versus fire and once versus lightning, or suffer 1D100 HP of damage from each (2D100 total)! Everyone inside its limits also has a 10% chance of being temporarily blinded for 1D6+4 melee rounds as well as deafened for the same period of time. A successful save still means half of all listed nastiness will happen anyway! This applies to everything from Dragons to Demons equally. Dragons, Demons, and other very magikal types must save normally, regardless of their normal protections, unless *immune to that particular effect*. The saves are, however, at -20 MRS for all others for fire and lightning, and -10 for the save versus fear. All creatures of the Undead kind, including Vampires, suffer double the aforementioned damage inside this raging inferno of godly anger. Finally, for each EL the priest is beyond the EL at which he learned this ritual, the storm is increased by a full 5 HP each of fire and lightning potency and plus 10’ in its dimensions as well as range. This fell and devastating creation will rage for 1D4 melee rounds only and is usually called forth but once per day. Should this be attempted a second time that same day the deity in question will become angry at being so bothered and will ground zero the hellstorm upon the priest himself. This ritual so totally drains the priest that immediately after finishing it he will collapse into a 5D100 minute coma. Once awakened he will be very tired and able to move at only half speed for 6 hours. Also, all attacks and defense he might attempt will be at -2 for 4 hours after waking. This ritual requires 40 weeks of very intensive study to master. Most religions refuse (or highly restrict) access to the necessary information needed to learn this powerful magik.

## **Hikkam’s Conjunction of the Wings of an Angel (OP 10)**

This conjunction requires but 3 melee rounds to complete and has a mana cost of seven (7) points per minute of duration required. Simply put, the priest conjures a pair of white-feathered wings (each 13’ long) upon his upper back! These wings allow him to fly at 360’ per melee round and have, themselves, an AC 3. The duration of this conjunction automatically increases by one melee round per EL the priest gains beyond the EL at which he learned it. Eighteen weeks of time are required to learn this magik.

## **Pheldoe’s Ritual of the Silver Horns of Joshua (OP 10)**

This 2 minute long ritual requires twenty (20) mana points to empower it. Once it is completed, a dozen large (6’ long) horns of gleaming silver (radiating a brilliant white light) will appear up to 240’ distant from the priest. They will form a circle 180’ in diameter (facing inward) and for one full melee round the sound of heavenly trumpets of war will blare forth. During this time all within that circle will be shaken, toppled, and rent by the upheaval of the very earth in a devastating earthquake. Everyone in the area will suffer 1D20+28 HP of damage, 1-3 broken bones, and 1 RCH from its terrifically strong effects. There is also a 25% chance that each victim will be swallowed up into the earth, never to be seen again (crushed to death, buried and gone). All walls and buildings have a 65% chance of crashing down completely, but are, in any case still cracked and severely broken. Lesser aftershocks will rumble through the area for another 1D20 melee rounds with a 15% chance of causing more (GM adjudicated) damage or hurt each round. Finally, for each EL of the priest involved above the EL at which he learned this ritual, the duration will be extended by 1D10 melee rounds. If any priest tries to use this awesome power more than once per year there is a 20% cumulative chance each time that the gods will be angered and will destroy the priest! Two years are required to fully learn how to perform this ritual. However, the religious hierarchies seldom grant people leave to learn its potent secrets.



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## **Saint Kimber's Ritual of the Ultimate Death Breaker (OP 10)**

This 3 hour ritual requires forty-five (45) mana points to complete and may be attempted no more than once each week. This ritual actually sends the priest into the Ethereal plane to retrieve the soul of one who has been slain, while simultaneously healing all damage done to the body, even that done by RCHs. It will not replace or regrow flesh disintegrated by any means or that which has been lost to acid or other such cell-destroying means, but it will heal over those kinds of wounds, leaving pale scars. It has an additional +25% to any raise-dead percentage due to its sheer powers and effectiveness. This ritual is extremely dangerous for the priest and drains him utterly, so much so that he will fall into a coma immediately afterwards, lasting from 11-20 hours. If attempted more than once per week, there will be a cumulative 20% chance the priest will die and be trapped forever within the Ethereal plane. The ritual requires 30 months of intensive study and practice to learn correctly. Priests seldom attempt this ritual except to save royalty or other high-born people.

## **ELEVENTH ORDER OF POWER (OP 11)**

### **Gryssom's Lavender Prismatic Barrier Against Sound (OP 11) Ä**

This ritual costs forty (40) mana points to create a 10' barrier, plus one (1) point for each additional foot of span. No sound gets through this lavender barrier in either direction. There is no known way to nullify this barrier. Those who pass through it become deaf and mute for 1D10 days, saving to 1 day duration. This ritual takes one full year to learn.

### **Milton's Chartreuse Prismatic Barrier Against Liquids (OP 11) Ä**

This ritual costs forty-five (45) mana points to create a 10' barrier, plus one (1) mana point for each additional foot of span. It prevents the passage of liquids of any sort, Whether mundane or magikal, hot or cold, including animated fluidic beings such as amoebas, oozes, etc. The liquid is completely absorbed. Those who attempt to pass through are instantly dehydrated, no save. The only way to nullify this barrier is to employ at least 50 HP of fire or heat. This ritual takes 14 months to learn.

### **Skoon's Permanence Ritual (OP 11)**

A priestly analog to "Harwyn's Magikal Permanence Ritual". It is identical to the wizardly spell in every manner, including mana cost, duration, etc.

### **Thamb's Ritual/Spell of the Aura of Time Slipping (OP 11)**

This one hour ritual requires a base of thirty (30) mana points to complete. Thereafter, at any time up to 2 full days later, the priest can speak the trigger spell expending five (5) more mana points at that time, and instantly timeslip. The slip is one full minute forward in time or 10 seconds back in time. However, if the priest attempts to change or alter any past event that does not directly involve himself alone, he will be squeezed out of this plane of existence into the Ethereal plane. There he will wander, lost forever. This magik requires 28 weeks of study to master properly.

## **TWELFTH ORDER OF POWER (OP 12)**

### **Celina's Pink Prismatic Barrier Against All Detection (OP 12) Ä**

This ritual costs forty (40) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It is pink and prevents all detection attempts in either direction, except for what can be seen through

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it. It can be nullified by passwall or dimension door spells. Those who attempt to pass through take 4D12 HP of damage. This ritual takes 14 months to learn.

### **Milton's Copper Prismatic Barrier Against Air, Wind, and Breath (OP 12) Ä**

This ritual costs fifty (50) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It is copper colored, and prevents all airborne or windborne attacks, including Dragon-like breath weapons; the force of these attacks is reflected back the way from which they came. It can be nullified by superimposing "Sporling's Wall of Whimsy" on it. Those who attempt to pass through are paralyzed from the neck down for 3D12 days, no save, though still able to breathe on their own. This ritual takes 15 months to learn.

### **Phanthar's Prayer Ritual of Communing With Other Gods (OP 12)**

This one hour ritual uses twenty-five (25) mana points and is required in order for a priest to then commence his normal prayer with all of its mana cost. However, in this case the prayer will reach a god of his choosing other than his own. As a general rule, use all the parameters from the normal prayer ritual, but halve all percentages for being answered by the deity in question. Also, some GM adjudication will usually be required due to the differences between the priest's god and the different one now being contacted. This very dangerous ritual is only rarely performed. It is especially likely that any priest of a monotheistic faith might be struck dead by his own god for even attempting it. It requires 18 months of extremely intensive study to learn.

### **Skorptal's Ritual of Absolute Cleansing (OP 12)**

This 2 minute ritual utilizes sixteen (16) mana points and will absolutely purify and cleanse an area up to 10' in diameter (or any one object up to 2000 pounds in weight) from all taint of any evil, poison, toxicity or other related impingement of a detrimental kind. If performed upon a coffin, crypt, tomb or other such resting place, no evil or Undead of any kind may ever enter it again. If used upon a door, window, or other such portal, nothing of an evil and/or Undead kind may pass through it. If performed upon a cursed item or person, said curse has a base 85% chance of being removed, plus or minus 5% per OP of the curse, above or below OP 20. This ritual is quite versatile if a little common sense is used. It takes only 9 weeks of reasonably difficult study to learn.

## THIRTEENTH ORDER OF POWER (OP 13)

### **Bolkhaar's Ritual of Reincarnation (OP 13)**

This one hour long ritual requires twenty-seven (27) mana points to complete successfully. It is used only when all other means of resurrection are not possible due to such things as total or substantial body loss, brain destruction and so on. The being to be reincarnated must not have been dead longer than 25 hours, and the remains must be the focal point of the ritual. For the results of this ritual, utilize any of the charts in any of the Arduin Grimoires that deal with reincarnation or see Table 73, Resurrection Chance, in the Resources Book of the Complete Arduin. The ritual requires 28 weeks of time to learn.

### **Matronya's Indigo Prismatic Barrier Against Stoning (OP 13) Ä**

This ritual costs fifty-five (55) mana points to create a 10' barrier plus one (1) point per each additional foot of span. It is indigo in color and prevents all stoning, whether by glance, gaze or spell; the force of these attacks is reflected back the way from which they came. It can be nullified by the use of acid of at least 40 HP potency. Those who attempt to pass through are sonically blasted for 3D10 HP of damage. This ritual takes 13 months to learn.

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## **Norkorbar's Ultimate Warding Ritual (OP 13)**

This 30 minute ritual will cover an area up to 13' square or create a line no more than 50' long. Its duration is always 13 hours, no more, no less. The mana cost for this ritual is twenty-one (21), less one (1) per EL of the priest above EL 21. These wards will keep all Undead-kind from passing, regardless of size, number or power, for the duration of the protection. They **cannot** pass it. All lesser Demon kind up to 155 HP in size cannot pass. Those that can will function at -6 attack and defense while in its area of effect or for 13 minutes after leaving it. All Demon lords function at -2 attack and defense, etc., but the effect lasts only 7 minutes after leaving for their kind. No non-sentient creature up to 100 HP in size or sentient creatures up to 55 HP in size may pass nor penetrate its boundaries, etc. Any who do, regardless of sentience, will function at -8 attack and defense while in its area of effect and/or for 1 hour after leaving it. This ritual is learnable only by those who have already mastered all the other wards and who are at least EL 6 themselves. Even so, it requires a full year of grindingly hard study to learn this very intricate magikal technique.

## **Stanford's Spell of Removal of Organs (OP 13)**

For an expenditure of twenty-eight (28) mana points the priest can summon any one internal organ of a target whithin sight and within 100' to the priests hand. If the victim does not save...well, how would *you* do without *your* brain? Not surprisingly, many religions ban the use of this spell, so it is hard to come by. Oh, by the way: if the priest tries to summon an organ the target does not have, the priest's own equivalent organ takes its place on the priest's hand. Oops! It will take the practitioner 18 months of arduous study to learn in any event.

## **FOURTEENTH ORDER OF POWER (OP 14)**

### **Auarabach's Spell/Ritual of Giant Size (OP 14)**

The initial ritual requires 45 minutes to complete and the expenditure of twenty-five (25) mana points. Thereafter the triggering spell, which costs three (3) additional mana points to perform, may be done up to 3 days later. Once triggered the priest physically doubles in height, mass, strength, and CON. This takes 5 melee counts to complete and only affects his body, not his clothes, etc. The only drawback is that the priest's CF score is reduced by 4 points, although his ground speed is increased by 50%. The duration of this effect is one minute per each original CON point of the priest. This may be extended by adding three (3) mana points of power and 2 extra minutes to the initial ritual, for each extra minute of duration wanted. Due to the stress upon the body that this enlargement causes, it may only be performed once per day per full 6 CON points of the priest. This combined spell/ritual requires 16 weeks to learn.

### **Choom's Turquoise Prismatic Barrier Against Mystik Missiles (OP 14) Ä**

The mana point cost for this ritual is forty-five (45) for a 10' barrier, plus one (1) per each additional foot of span. A sparkling turquoise barrier is created which will stop all missiles without real mass, whether fireball, mystic dart, lightning, etc. The missiles are absorbed by the barrier, no save. The only way to nullify this is with an ice storm or snow storm, whether magikal or real. Anyone who attempts to pass through the barrier may do so, at the cost of 24 HP of damage. This ritual takes 8 months to learn.

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## FIFTEENTH ORDER OF POWER (OP 15)

### **Alitaxer's Burgundy Prismatic Barrier Against Dragons (OP 15) Ä**

This ritual costs sixty-five (65) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It is red-violet in color, and prevents all Dragon attacks by keeping Dragons from passing through, including all wyverns and kin. It cannot be nullified by any known means. Those who attempt to pass through are unharmed, except for Dragons, who are permanently paralyzed, no save. This ritual takes 18 months to learn.

### **Avicenna's Ultraviolet Prismatic Barrier Against All Elementals (OP 15) Ä**

This ritual costs sixty (60) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It's color is ultraviolet and thus invisible to some beings; it prevents all elemental passage and attacks, including those of efreet and djinn, the force of the attacks being reflected back the way from which they came. It can be nullified by strikes from Dwarf-forged magik weapons only. Those who attempt to pass through take 5D10 electrical damage. This ritual takes 19 months to learn.

### **Avicenna's Spell of Slime to Shards (OP 15)**

For the expenditure of twenty-two (22) mana points, the priest converts the slime upon which giant slugs and the like move to hundreds of shards of jagged glass. The shards inflict 2D20 HP of damage upon the target every time it moves. If the target saves it takes no damage. This spell takes 38 weeks to learn.

### **Milton's Ritual of Slime Control (OP 15)**

The initial ritual requires one hour, plus 5 minutes per 30 cubic feet of slime, ooze, etc., to be controlled. The ritual also costs thirty (30) mana points, plus one (1) per 30 cubic feet of slime. The slime, or whatever, moves and attacks within its normal capabilities at the priest's command, for up to 7 hours; the priest must maintain absolute concentration the whole time. Milton had a reputation for using predatory slimes in the defense of his town; consequently, the place hasn't been attacked in over a hundred years. This ritual takes a year and a day (456 days) of intense study to master.

### **Stanford's Silver Prismatic Barrier Against Undead (OP 15) Ä**

This ritual costs fifty-five (55) mana points to create a 10' barrier, plus one (1) per each additional foot of span. It is silver colored and prevents the transit and attacks of all Undead. Nothing can nullify it. Those who attempt to pass through take 2D12 damage, except for Undead, which are utterly disincorporated. This ritual takes 2 full years of intense study to learn.

### **Tameel's Green Prismatic Barrier Against Disintegration (OP 15) Ä**

This ritual costs sixty-five (65) mana points to create a 10' barrier, plus one (1) per each additional foot of span. It is forest green and prevents all disintegration; the force of these attacks is absorbed. It can be nullified by any rune singer spell of OP 8 or higher. Those who attempt to pass through are blinded for 1D10 days, saving to 1 day of blindness. This ritual takes 27 months to learn.

## SIXTEENTH ORDER OF POWER (OP 16)

### **Alitaxer's Magenta Prismatic Barrier Against Psychic Attack (OP 16) Ä**

This ritual costs seventy (70) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It is magenta colored and prevents all psychic probes or attacks from whatever source; they are absorbed. It cannot be nullified by any known means. Those who attempt to pass through are mindwiped for 1D12 days, or save to be mindwiped for 1D6 days. This means the victim cannot do anything more complicated than swallow liquids, breathe, and eliminate waste. This ritual takes 33 months to learn.

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### **Milton's Infra-Red Prismatic Barrier Against Non-Corporeal Entities (OP 16) Ä**

This ritual costs sixty-five (65) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It is infra-red and thus not visible to some beings; it prevents the passage of all non-corporeal beings, whether Undead or otherwise. It cannot be nullified by any known means. Non-corporeals who attempt to pass through take 10D10 HP of damage. All others are unaffected. This ritual takes 30 months to learn.

### **Pheldoe's Orange Prismatic Barrier of Timestop (OP 16) Ä**

This ritual costs eighty (80) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It is orange in color and timestops anything that attempts to pass through, though it has no impact on most attacks that go through it. It cannot be nullified, but it can be dispelled by the use of the OP 19 ritual "Pheldoe's Yellow and Orange Prismatic Barrier Against Meddling With Time." This ritual takes 37 months to learn.

## **SEVENTEENTH ORDER OF POWER (OP 17)**

### **Poothark's Gold Prismatic Barrier Against Golems (OP 17) Ä**

This ritual costs seventy-five (75) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It is gold colored and prevents the passage of all golems, mansters, and homonculi, but not technological robots or androids. Any golems, etc., who attempt to pass through are deactivated or, in the case of homonculi, destroyed outright. It cannot be nullified by any means. All others may pass through without hindrance. This ritual takes 23 months to learn.

### **Rhyton's Yellow Prismatic Barrier Against Shapechangers (OP 17) Ä**

This ritual costs fifty (50) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It is yellow in color and prevents the passage of all shapechangers, Vampires (who are shapechangers of a sort), metamorphs and Were-beings; they suffer 4D20 HP of disintegration if they attempt to pass through. It cannot be nullified by any means. All others may pass through without hindrance. This ritual takes 34 months to learn.

## **EIGHTEENTH ORDER OF POWER (OP 18)**

### **Rhyton's Violet Prismatic Barrier Against Corporeal Entities (OP 18) Ä**

This ritual costs sixty-five (65) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It is violet in color and prevents the passage by anyone with a real body, though not golems and not Undead of any sort. Corporeals who attempt to pass through are thrown back and have 1D6 CON and STR points each blasted, even if they are immune to such blasting! This barrier can be nullified by dousing it with 4 gallons of holy water. This ritual takes 25 months to learn.

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## NINETEENTH ORDER OF POWER (OP 19)

### **Pheldoe's Yellow and Orange Prismatic Barrier Against Meddling With Time (OP 19) Ä**

This ritual costs fifty-five (55) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It is yellow and orange in interlacing, flickering patterns and prevents all timelining, time traveling, timestop or other time manipulation magik, including anything that generates appreciable time dilation as a consequence of the underlying magik. For example, magik that allows a character to travel at an appreciable fraction of the speed of light would dilate time for the character; if he flew through this barrier under those conditions, the magik would cease to function, with fairly spectacular GM adjudicated consequences for the character. Other than that, this barrier has no affect on anyone or anything, and cannot be nullified. This ritual takes 33 months of intense study to learn.

## TWENTIETH ORDER OF POWER (OP 20)

### **The Ancient Arch-Priest's Own Prismatic Wall (OP 20) Ä**

This ritual has two basic prerequisites for usage. The first is that the priest must be of at least EL 9 to learn it, and that they have been absolutely and totally celibate all of their lives. No exceptions to these two rules are ever allowed. It needs a ritual of thirteen minutes duration and twenty-six (26) mana points to complete. Once done, the priest will have completed a red, blue, and yellow-banded "wall" of prismatic energy up to 65' distant from himself. This wall will never vary from its 49' width and 13' height. Its duration will always be thirteen hours from inception to ending. What this wall does is threefold. First: No Undead may pass through it without suffering 2D20 HP worth of damage, without any allowable save. All that do manage to penetrate this defense (and still have remaining HP) will engage in combat at only one-half (1/2) their normal efficiency (i.e., to hit, damage, etc.). Secondly: All lesser Demon-kind passing through this wall will immediately suffer 1D20 HP worth of damage (no save allowed) and will thereafter fight at only three-quarters (3/4) of their normal ability. Lastly: Any religious artifact or priest of any religion actively "against" the casting priest's own god/religion attempting to pass through this wall will be INSTANTLY VAPORIZED AND 100% DESTROYED. However all normal "saves" do apply here, and those that have been successful, will still suffer 1D20+4 HP of damage and be stunned for the next 1D4 CF actions segments. This potent ritual requires 1000 days of difficult and continuous (unbroken) study and 37,500 G.S. in materials to learn.

### **Jasternak's Indigo and Copper Prismatic Barrier Against Lesser Demons (OP 20) Ä**

This ritual costs seventy-five (75) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It is indigo and copper in color and prevents the passage of all lesser Demons, Vampires, Vampusas, Hell Maidens and the like, though not their attacks. If they attempt to pass through, they are sent back to the hell from whence they came, and may not return for at least 25 hours. This barrier cannot be nullified by any means. All others may pass through without hindrance. This ritual takes 30 months of fairly intense study to learn.

## TWENTY-FIRST ORDER OF POWER (OP 21)

### **Roclavian's Red and Blue Prismatic Barrier Against Death (OP 21) Ä**

This ritual costs fifty-five (55) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It is red and blue in color and prevents all death-inflicting magik; the GM will adjudicate how wide the definition is. It can be nullified by combined fire and ice magik totaling at least 40 HP in potency,

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with at least 10 HP of potency from each. Those who attempt to pass through are randomly race and class-changed (use your own charts, those in the Arduin Grimoires, or see Table 81A, Whimsy, of the Rules book of the Complete Arduin). There is no save and the effect is permanent. This ritual takes 24 months to learn.

## TWENTY-SECOND ORDER OF POWER (OP 22)

### **Jasternak's Silver and Blue Prismatic Barrier Against Greater Demons (OP 22) Ä**

This ritual costs ninety (90) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It is silver and blue in color and prevents the passage of all greater and lesser Demons, valpyrs, Vampusas, Hell Maidens and the like, though not their attacks. If they attempt to pass through, they are sent back to the hell from whence they came, and may not return for at least 25 hours. This barrier cannot be nullified by any means. All others may pass through without hindrance. This ritual takes 13 months of extremely arduous study to learn, but knowledge of the OP 20 ritual against lesser Demons is a prerequisite to learning this ritual.

## TWENTY-THIRD ORDER OF POWER (OP 23)

### **Oodroom's Green and Yellow Prismatic Barrier Against Non-Clerical Magik (OP 23) Ä**

This ritual costs fifty-five (55) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It is green and yellow in color and prevents the passage of all non-clerical magik, whether by device, inherent power or spell; the force of these attacks is reflected back the way from which they came. All those other than Demons who attempt to pass through it are stricken dead at once; resurrection is allowed. Demons may not pass through it unless they have nullified it. This is done through the use of Demonic attacks of greater than 40 HP in potency. This ritual takes 43 months to learn.

## TWENTY-FOURTH ORDER OF POWER (OP 24)

### **Michalforth's Magenta and Turquoise Prismatic Barrier Against Clerical Magik (OP 24) Ä**

This ritual costs one-hundred (100) mana points to create a 10' barrier, plus one (1) point per each additional foot of span. It is magenta and turquoise colored and prevents all clerical magik from passing through; it is absorbed by the barrier. All those other than angels, guardians, sentinels or archsentinels who attempt to pass through it are stricken dead at once (no save); resurrection is allowed. It can be nullified by angelic attacks of greater than 40 HP in potency. This ritual takes 45 months to learn.

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## TWENTY-FIFTH ORDER OF POWER (OP 25)

### **Vierkant's Ultimate Prismatic Barrier (OP 25) Ä**

This rainbow colored prismatic barrier stops everything and anything less than the avatars of gods, except for a maximum of 10 conditions worked into the barrier during the 7 hour ritual necessary for its formation. These 10 conditions may be mixed among as many different 3-word-maximum descriptions as the caster chooses, such as: "Orcs, my blood relatives, rune singers, Corwinna ap Talathyr, fire spells, free-willed Undead, acid," etc., and so on. The barrier requires the expenditure of all of the priest's mana, which must total at least seventy (70) for the ritual to work. The priest invariably dies at the end of the ritual, and it is considered very bad form by most gods to try to resurrect him. Apart from those exempted, anyone who tries to pass through is so utterly obliterated that no so much as an atom or a memory remains, so not even "Gathering the Sheaves" will not work. Those magiks not exempted will boomerang on their caster at triple strength and cannot be saved against unless the caster is 100% immune to their effects. The barrier cannot be nullified by any means. This ritual takes 5 full years to master and requires as a prerequisite the knowledge of at least two other prismatic barrier rituals.



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As noted in the Priestly spells section, you will find that most of the following Druidic spells have no “materials cost” listed amongst the requirements for learning. This is because the various Druidic Enclaves and Circles provide the needed materials (much as the Priestly Temples and Churches do), or they are gained through the favor of the various forest gods/spirits. Those with a cost are not yet fully accepted by the High Druidic Council, being considered to be “unproven” as yet, and so have the costs to the learner thus listed. Note also that these spells are generally available only to Druids and Medicine Men, but the final decision is up to the GM.

## FIRST ORDER OF POWER (OP 1)

### **Atazym’s Conjunction of High Green (OP 1)**

This conjunction needs the expenditure of one (1) mana point and two seconds of time per each 10’ square area to be affected. Range is 60’ from the tip of the caster’s left little (pinky) finger. The results are simple: all “grass” (from rye, to wheat, to rice, to crabgrass, etc.) will immediately commence growing at a rate of 1’ in height per second. This growth spurt lasts 1D100 seconds with a minimum of one second per each EL of the conjurer. No other form of plant life (except grasses) are affected. Once growth is stopped, it will remain at its new size for a period of time equal to the conjurer’s EL times 1 melee round. Thus an EL 10 druid would have a duration of 10 melee rounds (60 seconds). At the end of this time it will, unless “fixed”, commence to shrink back to its normal size/height at the same rate of speed it grew. Note, however, that the conjurer can “fix” the grasses at their new height by expending an additional three (3) mana points per each 10’ square area affected. Areas thus fixed remain so for one hour times the EL of the druid. It is a favorite defensive magik of druids and shamen. This new conjunction needs thirteen hours of rigorous study and 28 s.p to learn.

### **Milnahr’s Minor Spell of Detecting All Living Things (OP 1)**

For a one (1) mana point cost the druid will have a base 85% chance, +3% per EL he is, of determining everything that lives within a 30’ globe around himself. The priest alone sees them outlined in a ghostly green glow. It may also be directed at a single, specific thing, whereupon if the base percentage is successfully rolled, the priest rolls a second time, that percentage determining how much he will learn or know about said thing. The basic area detection part of this spell is effective even through a maximum of one foot of solid stone. This spell requires three weeks to learn.

### **Salatyra’s Ritual of Passing Through Briars and Other Lesser Plants (OP 1)**

For one (1) mana point and one minute the druid will glow a pale green and be able to move through briars, tall grass, bushes, hedges, thorns, etc., safely and at two-thirds his normal speed. The plants will literally writhe and bend out of his way, snapping back instantly behind him as he passes. The effect lasts 3 minutes plus 1 minute per additional (1) mana point put into the initial ritual. The ritual takes 1 week to learn.

### **Shymark’s Spell of the Hidden Torrents (OP 1)**

This magik is actually a combined ritual and spell. The ritual has a base duration of one minute and the spell casting is a single word that fires the magik instantly. After the one minute ritual, the mage begins drinking water and for each (1) mana point expended, he can safely swallow 100 gallons! He’ll only feel like he’s drunk a glass of water but it’s in there, tucked away like gold in a bag of infinite holding. And when he says the firing word it all spews out of his mouth at the rate of 1 gallon every 1/5th of a second (each CF count) or at 300 gallons per minute. The stream, once started, cannot be stopped until all the water is gone! The stream of water will be 1D10’ long per each 100 gallons swallowed, to a 40’ maximum range. You figure it out; up rushes the giant spider to eat our friendly druid and he turns the equivalent of a fire hose on the little bugger. The only limit known to this odd but useful magik is that once the ritual is done and the water drunk, it will only “hold safely” for one day per each EL of the mage. If he waits too

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long, he suddenly bursts from all that water suddenly “inside” himself. Also only an amount of water equal to the mage’s CON score time 100 may be safely swallowed. 2 days of study and 155 G.S. in materials are needed to learn this spell.

## SECOND ORDER OF POWER (OP 2)

### **Balkwyr’s Calling of the Lesser Winds (OP 2)**

This conjuration requires 3 melee rounds and two (2) mana points to complete. It conjures a light wind or breeze with sufficient force to blow out candles, move fog and mist at 10’ per melee round, blow leaves and other light materials around and in general work to that effect for one full minute and to a maximum of 120’ away from the druid. The duration of this effect may be increased by 2 minutes per additional (1) mana point used. This conjuration requires 2 weeks to master.

## THIRD ORDER OF POWER (OP 3)

### **Danforth’s Ritual of the Lesser Call of Command (OP 3)**

This 3 minute ritual requires four (4) mana points to complete and may be used for any one of the following types: plants, mammals, insects, reptiles, or birds. Once complete, all of the said single type of plant or animal, etc., within a 100’ radius of the druid, of 5 HP in size or smaller, will converge upon him. Once they have thus gathered, they will act out the druid’s spoken will for 20 minutes regardless of the distance said action may involve. Those things under the druid’s control can be made to fetch, carry, guard, watch, spy, scout, or some other such simple task. They can never be made to willfully harm themselves, but they can be called upon to attack or fight. Plants, of course, will not physically uproot themselves and move, but they will trip up, entangle, or otherwise do such things as are within their power to do. For each additional three (3) mana points and 1 minute expended during the initial ritual, the duration of this control may be extended by 5 additional minutes. These separate rituals each require 2 weeks of moderately easy study to learn or only 9 weeks for all five.

### **Larissa’s Ritual of Sylvan-Seeming (OP 3)**

This 3 minute long ritual requires four (4) mana points to complete and will have a duration of one full day. The druid simply chooses any stationary object such as a tree, rock, etc., and performs the ritual upon it. This causes it to take on the illusion of whomever or whatever the druid desires. Even “true seeing” only has a 20% chance of detecting the illusion. Thus a druid could cause a tree to appear to be, say, a road sign or perhaps a statue of some sort. This ritual requires 7 weeks of hard study to master, and yes, the duration can be lengthened, but how to do so has long since been forgotten.

### **Pharamund’s Rituals of the Infinite Conversations (OP 3)**

A variation of the “Danforth” rituals, these allow the druid to be able to freely converse with, and to understand, any one class of creature: chordate, arthropod, annelid, mollusk, or even echinoderm! The rituals require two (2) mana points and 2 minutes per 20 minutes worth of ability. However, the language learned is a pidgin tongue and is not specific to any exact species. Thus, understanding is only about 60% accurate. To be specific to a species or a group of closely related species (i.e. lions) requires double the mana cost, but not double the time. The resulting language is thus 100% accurate for all purposes of game play. Each of these rituals takes 3 weeks to learn properly or a total of 12 weeks for all five.

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## **Salatyra's Ritual of Passing Through Woods and Lesser Forests (OP 3)**

For a three (3) mana point cost and 2 minutes, the druid will glow a pale green and then be able to safely pass through shrubs, small trees, and other large plants in a manner identical to the lesser spell of this type. All is precisely according to that spell, save for the six weeks of study required to learn this ritual.

## **Thanalar's Conjunction of the Mighty Eyes of Light (OP 3)**

This 3 melee round long conjunction requires three (3) mana points put into it per hour of duration required. At the completion of the ritual, the druid's eyes will burn with a reddish-orange fire, and cast 60' long, 30' wide cones of light some 50% brighter than sunlight. The druid's vision is in no way impaired by this light. The duration may be increased by one hour per two (2) additional mana points put into the initial conjunction, which also increases the cones of light by 5' in length and 1' in width at their apex. The conjunction requires 3 weeks of time to learn properly.

## **Thyllson's Hand of Thorns (OP 3)**

This magik needs two (2) mana points and one full melee round of conjunction in order to work. It covers the conjurer's hand (choice - left or right) with a veritable sphere of needle/razor sharp thorns from 3" to 5" long! These mystik thorns can strike such creatures as Undead and/or Were-beings as if the opponents were normal flesh and blood. The hand of thorns does 1D6+1 HP of damage per strike, plus the wielder's own STR bonuses (if any), and attacks armoured targets as well as non-armoured ones. The thorns are as hard as petrified wood (so they *can* be broken, but not easily) and unusually resistant to fire and flame - so much so that any heat of less than 10 HP potency will not harm them in the least and all above this will do but 1/4 damage to them. For battle purposes consider the Hand of Thorns to have 20 HP of its own. Once conjured forth, these thorns will last for ten melee rounds plus six melee rounds per each additional (1) mana point expended by the druid for this specific purpose during the initial conjunction. Note that any non-druid attempting to use this magik (which can happen) runs a 5% risk of the thorns beginning to "grow wild" and eventually covering his entire body permanently (this usually takes about a week to ten days). The magik requires 45 days of unusually difficult study and 750 G.S. in materials to properly learn/master it.

## **Yalnwyn's Conjunction of the Lesser Mystik Moons (OP 3)**

This 3 melee round conjunction requires four (4) mana points to complete. Its initial duration is one full minute, but that may be increased by one melee round per additional (1) mana point used in the initial conjunction. The effects are that 1D4 semi-solid balls of mystik light, each one 18" in diameter, will form around any single victim up to 60' distant. They feel as dense as hardwood; if struck they will bounce away 1D20' then almost instantaneously zip right back. These totally fireproof moons will circle the target, moving along with it, bumping into it deliberately, blocking its vision and generally harassing it. Each ball requires a minimum magikal force of 30 HP in damage to destroy. All such beings thus victimized operate at one-third speed and at -8 attack and -5 defense for the conjunction's duration. This spell requires the druid's total concentration or the moons will simply fade away. This conjunction requires 4 weeks to learn properly.

## **Yalnwyn's Conjunction of the Singing Winds (OP 3)**

For a three (3) mana point cost the druid can conjure over a 2 melee round time period an area 60' in diameter, up to 120' distant, that will fill with wondrous warm and gentle winds of song and melody. This lasts one hour but may be extended at the rate of one additional hour per extra three (3) mana points used during the initial conjunction. This extension also adds 10' to the diameter of the area covered. All living things that fail their save, up to 25 HP in size within this area, including all vertebrates except snakes, will become enraptured and sit about the area doing absolutely nothing unless severely provoked. Invertebrates are only affected at the GM's adjudication, and only if they have a sense of hearing. This conjunction requires five weeks of study to learn.

## **Yolly's Wondrous Wafer Conjunction (OP 3)**

This conjunction simply converts "mana-energy" into 100% edible food! The food thus conjured is in the form of warm, snow-white "wafers" with golden-brown edges. Each bread-like wafer is crunchy and of a flavor akin to sourdough French bread. Each single (1) mana point used will conjure ten of the 5" diameter,

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1" thick (3 oz.) wafers. Each such wafer has enough food value to feed one normal-sized human adult for one day. However, as this food is not 100% vitamin efficient, eating only these for more than 6 days in a row can and will cause physical problems ranging from headaches, dizziness, and tiredness all the way to a loss of night vision and "the shakes". But as a stopgap emergency ration they are very fine indeed. This nice-to-know piece of magik needs 75 hours of moderate study and 88 G.S. in materials to learn.

## FOURTH ORDER OF POWER (OP 4)

### **Arabuhl's Conjunction of the Spear of Fire (OP 4)**

This conjunction requires 2 melee rounds and five (5) mana points to complete. When done, a 7' long oak-hafted spear with a 13" silvery blade wreathed in emerald green fire appears in the right hand of the conjurer, which must be held aloft the entire time. When thrown by the druid, this spear attacks at +3 to hit and +3 to damage; the flames also do 1D10+2 HP damage to all it strikes. All of the Undead kind it strikes suffer a "priestly" turnaway of appropriate EL. Finally, on a 50% chance roll, all hit may catch fire and burn for 1D3 melee rounds, wreathed in green flames suffering 1D6 HP damage each round. After one throw the spear fades away; it will also vanish if not used within one melee round. This conjunction requires six weeks of difficult study to learn.

### **Karch's Conjunction of the Binding Earth (OP 4)**

For a five (5) mana point cost the priest can cause the earth to become a sucking quagmire under any single being or object up to 120' distant, instantly trapping that being or holding on for 10 full minutes. The victim will sink about 40 inches, which could be quite fatal for a Kobbit or other small'un! If the target is standing on stone, the spell does not work. The conjunction takes 2 melee rounds to complete and once done will hold all up to a STR score of 21, +1 per EL the druid is above EL 3; and EL 6 druid's conjunction would bind all up to a STR score of 24, and so on. Its area of effect will automatically vary depending upon the victim's size. The duration of the binding is not extendable. This conjunction requires 11 weeks of hard study to master.

### **Larissa's Conjunction of the Singing Sands of Time (OP 4)**

This conjunction requires two (2) mana points to successfully complete. The druid creates a whirlwind cone 30' tall and 5' in diameter. This whirlwind may be conjured up to 120' distant and will spin by itself for 2 melee rounds. For each additional (1) mana point used in its initial conjunction, the whirlwind will last an extra melee round and can be created 30' farther away. The conjuring druid will have a complete control over his creation's movements at 240' per melee round, for so long as absolute concentration is maintained. If it is lost the whirlwind will rampage about randomly. All it strikes suffer 1D6 points damage and actually age 1D10 years. The whirlwind will always have what appear to be thousands of minute grains of glittering golden sand inside itself; it continually sighs, sings and melodiously rings with eerie music. This conjunction requires 5 solid weeks of very arduous study to learn properly.

### **Shamorden's Conjunction of the Calling of the Greater Winds (OP 4)**

A more powerful version of the "Balkwyr Conjunction", the winds here are sufficient to push back and/or bowl over all creatures to 10 HP in size. For its base mana cost of six (6) this 4 melee round ritual will give the winds a duration of 10 minutes and a range of up to 240' away from the conjuring druid. Each additional minute will cost three (3) extra mana points which may be added to the winds at any time. This conjunction requires 7 weeks to learn.

### **Talara's Fearful Fireworks Spell (OP 4)**

For a two (2) mana point cost the druid can cause a 60' sphere up to 240' distant to erupt into hundreds of multi-colored fireworks-like effects. These explosions, flame spouts, sparklers and other such wonders are a truly awesome and noisy sight to behold, but are completely harmless. This spell has a 3 melee round

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duration which may be extended by 1 melee round per additional (1) mana point put into it at casting. The spell requires 2 weeks to properly learn.

## FIFTH ORDER OF POWER (OP 5)

### **Boitano's Snowball (OP 5)**

This conjuration needs three seconds of time and four (4) mana points to work. It creates a hardpacked "snowball" in the druid's cupped right hand. The 3 to 4 inch diameter, half-pound ball can then be thrown at the conjurer's next CF action segment. As it leaves the throwing hand it immediately commences to grow in both size and weight. Three feet from the hand, it is already 12" in diameter and some 24 ounces in weight. Each additional foot traveled beyond that (to its maximum 60' range) will increase its size/weight by 6" diameter and 10 pounds respectively. Thus, at its full 60' range, it will be 24.5' in diameter and some 571.5 pounds in weight! That's a lot of snow traveling at the velocity it was thrown at (whatever that was, GM adjudicate!). Now certainly with a normal humanoid throwing it, its damage potential is definitely limited, but the sudden arrival of over a quarter ton of hardpacked snow from 60 feet away has quite a damage potential (GM, adjudicate) in addition to blocking doorways and bowling over any massed opponents it strikes! There are no known ways to "power up" this magik in any way. Yet. It needs eight days of hard study and 445 G.S. in materials to learn.

### **Cuelchain's Conjuration of the Wonderful Wind Horse (OP 5)**

For a five (5) mana point cost plus one (1) mana point per additional minute of use above the first minute, the druid can conjure a horse-shaped minor wind elemental to do his bidding. Absolute concentration must be maintained during not only the 9 melee round conjuration but the entire time of its existence, lest control be lost. Once lost, the "horse" will go on a randomly destructive rampage, wrecking all it can. This horse has the AC of a standard Wind Elemental, but only half its size, power and capabilities, to include its attack modes. See the section on elementals in any of the Arduin Grimoires or the Complete Arduin for more information. It can be ridden, sent on errands requiring little instruction or used in any manner as seen fit by the priest. This ritual requires 19 weeks of intensive study to learn successfully.

### **Cynwyren's Ritual of the Walking Wood (OP 5)**

For every 3 ELs the druid is he may spend six (6) mana points and have one tree up to 60' distant actually uproot itself and move about at his complete command for 10 melee rounds. This may be extended by one melee round per additional (1) mana point used during the 5 minute long ritual. Consider the tree as a wood golem for game purposes and remember that total concentration is required to maintain control of the tree. Lose it and it will rampage around mindlessly, wreaking havoc as it goes. Finally, there is a 5% non-cumulative chance that each melee round the tree will become wild and go off on its own anyway. Such treatment isn't very good, in the long run, for most trees. The ritual requires 11 weeks to learn properly.

### **Ovquade's Conjuration of the Shambling Moons (OP 5)**

This dual ritual and conjuration requires 1 hour and eight (8) mana points for the ritual and an additional two (2) mana points and 2 melee rounds to perform the conjuration. The druid does the ritual locking in of a creature or creatures known as shamblers, so that at any later time it or they will dimension-port as conjured. The druid requires only a picture of this kind of creature for the ritual to work and, for each moon in the night sky, one creature will appear to do his bidding. See the appropriate sections of the Arduin Grimoires or the Complete Arduin for complete stats and information on this creature. Complete concentration is required or control of the creatures will be lost, and once lost may never be regained. The conjuration will last one minute plus 5 additional minutes per each additional two (2) mana points used in the ritual. Finally, for each creature under the druid's control there is a 5% chance every melee round they will all go wild and attack everyone around them; thus, if 3 shamblers appear there is a 15% chance each

# DRUIDIC MAGIK

melee round all of them will break the druid's control. When the time is up they simply return immediately from whence they came. This combined magikal process requires 7 weeks of intense study to learn.

## **Taoraen's Ritual of the Black Fields of Famine (OP 5)**

For a seven (7) mana point cost the druid can perform a 7 minute ritual that will cause all plant life in a 30' radius of himself to wither and die, turning into a black, sooty dust. This die-out takes but a single second for each 1' in radius of effect. This radius increases at 1' per melee round for 1D10 melee rounds per EL the druid is (i.e. for 3D10 melee rounds from an EL 3 druid). Nothing whatsoever will ever grow again in the area until the land has been properly cleansed by druidic (or priestly) ritual. All who ingest this sooty dust through eating or breathing it become gravely ill immediately, with vomiting, convulsions, nausea, hallucinations, fever, dizziness, etc. The illness lasts one full day with a 10% chance during the first 20 minutes those thus stricken will die, unless a disease-curing ritual is performed upon them immediately. This horrible ritual requires 12 weeks of intensive study to learn after gaining the local Druidic Circle's permission to study it.

## **Thyllson's Ritual of Magikal Repair (OP 5)**

This druidic ritual allows one to actually repair back to full potency any magik that has been tattered, worn down by time or usage, and so on. Thus, mystik barriers, illusions and so on and so forth can be made as good as new again! This is even if the caster doesn't know anything at all about the magik being repaired! And, no, it cannot repair magik weaponry, armour, etc. The ritual requires one minute of time and one (1) mana point expenditure per each OP of the magik being repaired. It also costs additional mana equal to half of the original mana cost of said magik being repaired (whatever that total may be). Thus the repairer should have plenty of free mana, just in case. If insufficient mana is available, then the repair fails and all mana expended up to that time is irrevocably lost. Remember, however, it repairs magik but not magik *items*. This risky but very useful ritual requires 11 days of study and 1,750 G.S. in materials to learn correctly.

## **Yalynwyn's Spell of the Raging Winds (OP 5)**

This spell has a base mana cost of six (6) and has the prerequisite that the druid already know the OP 3 "Singing Winds" spell before he can use this one. When cast it causes an area 60' in diameter and up to 66' distant from the caster to instantly fill with winds of near-cyclonic velocity and ferocity. These winds rotate in a counter-clockwise manner and have a terrible, nauseating stench somewhat akin to rotting human flesh. All within its area of effect will be hampered by both the velocity of the winds and their ungodly smell. So much so that all combat, movement, and other such abilities are halved while in this area, and for 1D4 CF actions thereafter. All "slow" missiles like sling stone, arrows, etc., have a -50% to hit chance and all hand-thrown objects such as javelins and the like have their attack chances reduced by 75%. All small creatures to 10 HP in size are automatically blown over (and around and around) and all larger ones have a percentage knock-down chance based upon their HP size. I.E., for each 10 HPs more than ten that they have, there is a 15% chance of not being knocked over. For example: any critter 11-20 HP in size would have an 85% chance of being blown over; one of 51-60 HP in size would only have a 25% knock-down chance, and so on. The final effect of this horrible wind is that all non-sentient creatures that are in its 60' diameter area have a 35% chance of becoming frightened and running away. This fright lasts only for 1D4 melee rounds. Note as well that no damage is done by the wind save for any that might be acquired from being tumbled around and around, thus impacting with objects in that area (GM adjudicated). All sentient creatures have only a 15% chance of thus being frightened. Note that these chances are without regard to their size, type or kind. Finally note that this magik has absolutely no effect upon non-corporeal creatures (such as certain kinds of Undead). This spell requires 77 days of moderate study and 990 G.S. in materials to learn.

# DRUIDIC MAGIK

## SIXTH ORDER OF POWER (OP 6)

### **Cuelchain's Conjunction of the Fog of Fearful Effect (OP 6)**

Using seven (7) mana points the druid conjures over a 5 melee round period a blue-grey wall of roiling, squirming fog that smells heavily of orange blossoms. The wall is 12' long by 9' high by 2' thick and may be created up to 60' distant. All who even touch the wall suffer 1D10+6 HP of poison damage and must save as if affected by the wizard's spell "Masayuki's Mist of Malevolent Misery". Additionally, all Undead touching it will suffer 1D20+2 HP of disruption damage. This wall may be added to by 1' in all directions per (1) mana point put into its initial conjuration. This wall may also be extended by one minute per additional (1) mana point put into it for that specific purpose during the conjuration. Finally no wind of less than cyclonic power can blow away this wall. The conjuration requires 12 weeks to learn properly.

### **Marlyn's Conjunction of the Mighty, Mystikal Mouse (OP 6)**

For a seven (7) mana point cost and one melee round the druid can summon a tiny, snow-white mouse with large golden eyes and blue bird-like wings. This mystik mouse has a CF of 20, an AC 2, and 9 HP. It can run along the ground at 60' per melee round, fly through the air at 240' per melee round, and it can move on walls or ceilings at 30' per melee round. It will do the druid's bidding for 2 minutes as long as it is not required to travel more than 120' away from him. For each two (2) mana points used in the conjuration, the druid can either extend the duration by 10 minutes or the radius of action by 2 miles; he may not do both in the same conjuration. If the druid sits absolutely still, with his eyes closed, he can see, hear and smell all that the mouse does. The mouse can pass through any substance, wall or other non-magikal barrier at will and at full normal speed. The mouse attacks as a 5 Hit Die creature +5 on the attack charts (ABF 100 if you're using the Baffle Factor); all who are bitten must save versus poison or fall into a deep sleep that only a disease-curing ritual can break. This sleep is so deep as to be almost a form of suspended animation, in which a victim could survive for 5D10+10 years or more. A successful save by the victim still leaves him confused and dazed (-4 attack and defense) for 1D20 melee rounds. Finally, if the mystik mouse is killed while the druid is seeing, etc., through it, he has a 5% chance of dying himself and will, in any case suffer the permanent loss of 1D3 CON points. This conjuration requires 12 weeks of intensive study to learn.

### **Obloe's Conjunction of the Monsters of the Id (OP 6)**

This is a druidical conjuration similar to the "Visions of Hell" priestly spell. However, this magikal conjuration requires a save versus psychic attack. This conjuration requires eighteen (18) mana points and 5 melee rounds to complete. Once done the target's single most terrible subconscious fear from the Id is summoned forth to do battle with him. This conjured creature (or whatever), while experienced only by the victim or visible to those who have "true sight", is nonetheless real and alive. It will have all of the attributes of the victim's greatest terror and can even be slain by him. It will live for only so long as does the victim from whence it came, fading away in one melee round after his death. This Id Monster will stalk and attack only the victim it has sprung from with a +5 attack. All wounds it causes are real and it will leave footprints, etc., behind as it goes that anyone can see. The victim is -2 attack and defense against the Id Monster due to his intense fear, and there is a 5% chance each melee round, per EL less than 20 that he is, that he will simply freak out, turn tail and flee in abject terror for 1D20 melee rounds. The monster will, of course, be in close pursuit. Few druids use this magikal conjuration except against those who blaspheme the gods or wantonly desecrate the woodlands. This conjuration requires 8 solid weeks of intensive study to learn correctly.

# DRUIDIC MAGIK

## SEVENTH ORDER OF POWER (OP 7)

### **Boitano's Breath of Flame (OP 7)**

This magik requires a 3 minute ritual and an expenditure of seven (7) mana points to complete/set. Once thus set it may be used once at any time during the next 25 hours as a spoken spell. If not used during the 25 hour time limit the druid will, one minute later, erupt into flame from the inside out equal in potency to triple the power of the memorized magik. The result is always fatal. When used within the time limit the spell causes a "fiery breath" to spew from the caster's mouth, sort of like Dragon fire. This "Flame Tongue" is 33' by 3' by 2' in dimension, lasts one full second and has a base damage potency of 30 HP. Each additional three (3) mana points used during the initial ritual adds another 3' by 1" by 3/4" to the flame's range and dimensions and 10 HP worth of damage. For example: a total expenditure of nineteen (19) mana points would give the "breath" a 70 HP potency and a 45' by 4' by 33" approximate size. The only limit to this magik is the amount of mana available to the druid using it. This powerful magik needs 33 days of hard study and 2,000 G.S. in materials to learn.

### **Chancer's Conjunction of the Golden Fog of Light and Reason (OP 7)**

This 7 melee round conjuration requires eight (8) mana points to create a glowing fog of golden mist in a 30' radius around the priest. This fog, which smells strongly of honey and cinnamon, pours out of the conjuring druid's nose, ears, and mouth in a weirdly spectacular display of arcane force. This fog has a 5 minute duration, which may be increased by one minute per two (2) extra mana points. Visibility inside this fog is 1-3' for everyone except the druid, who can see normally. The fog will move with the conjurer so long as his speed does not exceed 15' per melee round. All inside the area (except the druid) must save versus magik at -5 or become totally immobilized in wonderment and ecstatic rapture. They will have only good will and peaceful thoughts and will be unable to do anything but contemplate how wonderful the universe is. Once outside the fog, the victims are still befuddled and under its influence for one melee round per EL they are less than EL 20 (1 round minimum). Those who successfully save versus its effect will still be -2 attack/defense while inside the fog, from its confusing properties. Finally, all Undead kind in this fog must save at -3 or disincorporate entirely (totally destroyed). If they manage to save they are still hurt for 1D10+10 HP of damage (which is regenerable by them no faster than 1 HP per day). This conjuration requires 19 weeks of arduous study to learn.

### **Chastarade's Spell of the Stone That Weeps in Silence (OP 7)**

Although a form of flesh to stone magik, this arcane spell has a unique and terrifying twist to it. For each eight (8) mana points expended the druid can cause any single victim up to 35 HP in size and up to 60' away to transmogrify into a boulder of his own weight. However, the victim's mind is still lucid and conscious, imprisoned within its stony tomb for all eternity! If a successful save is made, the victim still withers and ages for 1D20 years off his normal lifespan! This terrible magik is banned by most religions and is thus not well known or even rumored as far as the majority of druids (or priests) are concerned. And in truth those thus victimized are "stones that weep in silence". It takes 24 weeks of arduous book work to learn this spell after getting permission from the High Druidic Council to do so.

## NINTH ORDER OF POWER (OP 9)

### **Morrighan's Roses (OP 9)**

This conjuration requires 30 seconds' time and thirteen (13) mana points to complete. Once done, a 13' by 7' by 7' "hedge of translucent, ghostly white roses" has been conjured forth up to 30' distant. These "Ethereal roses" have several properties: the thorns cause 1D12+1 HP of damage to all Undead/Were-kind and 1-3+1 HP to all other creatures; all "lesser" Undead (at GM's discretion) have, when pricked by the thorns, a 50% chance of being utterly disincorporated/destroyed; all "greater" Undead (at GM's discretion) have a 25% chance of being immediately sent to the Ethereal plane/Limbo; all lesser Demon-kind *hate* the



# DRUIDIC MAGIK

“smell” (odorless to all but Demons) so much that they have a 13% chance of not trying to pass through them; ditto for greater Demons but with only a 7% chance of so doing. Duration of this Ethereal hedge is 13 minutes plus 7 additional minutes per each three (3) mana points used during the initial conjuration. 9 months of study and 5,000 G.S. in materials are needed to learn this potent druidic magik.

## **Skehlmon’s Ritual of Returning Flesh From Stone (OP 9)**

This 20 minute ritual requires a base fifteen (15) mana points to perform plus one (1) additional mana point per each 3 HP in size of the being to be de-stoned. Simply put, this ritual transmutes all flesh that has been turned into stone, salt or other such mineral substances back into its fleshly form. No more, no less. This ritual is so draining and tiring to the druid that he must sleep immediately for 9 hours after completing it and then rest at least 16 hours more. A person thus brought back would still be dead. The ritual may be learned only after a full year (15 months) of intensive study.

## **Skuello’s Shattering Spell (OP 9)**

This spell has a thirteen (13) mana point cost and will, once cast, cause any single object (living or dead - so long as it has solid, material form) to literally “explode” like a bomb (1000 - 10000 fragments). A successful save versus this effect will still cause the target to “convulse and wrench itself terribly”, causing 1D10+10 HP of damage. On live targets this damage is internal: i.e., pulled-apart muscles, burst blood vessels, etc. Note also that all live victims that do save successfully are still unable to function in any manner for 1-3 seconds after the effect has passed. The range for this terrible magik is 33’ plus 3’ per each EL above EL 7 of the caster. The size of the target it will affect is based upon mass/weight and not upon “how tall, etc.” Base effect is up to 350 pounds weight, but this may be increased by one hundred pounds per each additional two (2) mana points expended in the spell casting. Thus as an example, if 33 mana points are expended, it could explode any target up to 1350 pounds in weight. Please note that if “hard objects” such as stone or metal are thus blown up (and there is quite a loud “boom” involved), there will be fragmentation effects that must be GM adjudicated. The major drawback to this potent magik is that if the target manages to “bounce” or otherwise ward off the spell, then it automatically rebounds full force upon the spellcaster! Thus it is sometimes just as dangerous to use as it is to have it cast at you. This extremely effective druidical magik is virtually unknown in Arduin today and its use is usually outlawed by the College of Religion and the High Druidic Council under pain of excommunication. Also note that there is a 13% chance of causing the spell to detonate on you (Blam! Gotcha!) when you try to learn its intricate workings. It requires 333 days of intense study and 11,000 G.S. in materials to learn. And don’t let the “higher-ups” find out you’re studying it!

## **TENTH ORDER OF POWER (OP 10)**

### **Auarbach’s Ritual of Life Force Regeneration (OP 10)**

For each 5 minutes and seven (7) mana points expended a druid may cause one CON or STR point that a living being may have lost to be regained or regenerated. This loss could be from either Undead or other drains, or magikal or other blasting; it matters not. He may restore these lost life forces to himself at will, but all who have this ritual performed upon them will immediately afterwards fall into a deep sleep lasting 1 full hour per point to be regained. They will awaken refreshed and feel no worse for their previous loss. However, this ritual must be performed as soon as possible: for each day of delay between loss and ritual, there is a 5% cumulative chance (rolled for each individual point) that it may not be regained ever again. This ritual is tiring for the druid, but fills him with a sense of well-being and satisfaction. The ritual requires 18 months of study to master.

# DRUIDIC MAGIK

## ELEVENTH ORDER OF POWER (OP 11)

### **Chasorm's Summons (OP 11)**

This summons is more properly a conjuration requiring 9 melee rounds and thirteen (13) mana points to bring to a successful completion. At the end of this summoning an area 30' in radius around the druid fills with a pale violet glow. The faint sounds of Faerie horns are heard and 1D10 common faeries will appear. They will listen to whatever the summoner has to say and then act upon it or not. GM adjudication is required here, but these helpful hints should make that easier: faeries will almost always help an Elf and would never help an Orc; anyone who is evil or who has evil intent cannot successfully summon faeries; they will never stay for very long due to their short attention span; faeries are mischievous and prone to pranks; they love gems, jewels, mirrors and other shiny things, and are utterly chaotic. This summoning requires 26 weeks to learn and is never willingly taught to non-druids!

## TWELFTH ORDER OF POWER (OP 12)

### **Morumahr's Conjuration of the Ethereal Sun (OP 12)**

For an eighteen (18) mana point cost and 6 melee rounds of time, the druid can create a 13' diameter sun of ghostly, nearly transparent violet flame. It can be created up to 60' distant and will endure for 6 melee rounds plus one extra melee round per additional five (5) mana points used in the initial conjuration. This sun will not affect any being or creature save those of the sentient Undead kind; Skeletons and Zombies are not affected. Demons of all sorts, elementals and all others that impinge upon the Ethereal plane are also affected. Those creatures who approach within a 60' radius of the sun will burn for 1D4+6 HP per melee round. If they actually touch it or attempt to pass through it they will suffer burns of 1D20+20 HP potency per melee round, plus have a 50% chance of being totally blinded for 1D20 melee rounds. Most will actively avoid this Ethereal sun. The conjuration requires 20 weeks of intensive study to learn.

## THIRTEENTH ORDER OF POWER (OP 13)

### **Bassara's Conjuration of the Ethereal Thorn Wall (OP 13)**

For a twenty (20) mana point cost and 7 melee rounds of time the druid can create a literal wall of "Ethereal thorns" up to 60' distant. This wall can be of any shape so long as it is not more than 20' long or greater than 9' tall. It is always 3' thick. This translucent hedge of smoky black thorns is a totally impenetrable barrier to all of the Undead kind which have solid, physical form. Those Undead who are insubstantial (Wraiths, Ghosts, etc.) who attempt to pass through these thorns are cut and torn for 1D20+20 HP of damage as they penetrate the barrier. Normal (i.e., live) beings cannot be affected by this wall upon any mundane plane. But as it is also, simultaneously, on the Ethereal plane, live folk there will suffer 1D10 HP of hurt trying to penetrate it. There is no save versus this conjuration. The Ethereal wall will persist for one hour plus 10 minutes per additional five (5) mana points added to the initial conjuration. It takes 13 weeks of moderately hard study to learn this spell.

# **DRUIDIC MAGIK**

## **FOURTEENTH ORDER OF POWER (OP 14)**

### **Talam's Ritual of Lesser Transmutation (OP 14)**

For every 3 minutes of ritual and five (5) mana points of power used a druid may cause any single, inanimate and unliving object up to one cubic foot in size and 25 pounds in weight to take upon itself a shape other than its own. Thus a sword could be made into a pot, a pot turned into a helm, and so forth. Those items thus transmuted still retain their original composition (i.e., that iron sword will be an iron pot) and mass. They will maintain their new shape until such time as a dispell is done upon them or one year of time has passed. This duration may be extended for one additional month per three (3) extra mana points used in the initial ritual. The time required for learning this ritual is 21 weeks.

# RUNE WEAVER MAGIK

While able to do any magik other wizards can, the knowledge of Rune Weaver magik is so closely guarded that only the few spells, conjurations and rituals listed have ever been learned by any non-Rune Weaver. As a result you will find a “materials cost” listed for each of them. This section is broken down into two distinct areas of expertise: 1) known Rune Weaver spells, and 2) The form of Rune Weaver magik known as Prismatic Walls. The Rune Weavers fanatically guard the secrets of these spells. The chance of any non-Rune Weaver learning them is extremely low; they must be directly taught by a Rune Weaver, or learned by finding and deciphering one of their coded, dangerously guarded tomes.

## BELOW ARE THE KNOWN RUNE WEAVER SPELLS

### THIRD ORDER OF POWER (OP 3)

#### **Rorgoe’s Web of the Lightning Spyder (OP 3)**

This 10’ diameter web of flashing and sparkling metallic blue strands that hum may be conjured over a 4 melee round period at a cost of five (5) mana points. It will persist for 2 minutes and is capable of holding all up to a total of 80 HP worth of victims. The web is not cuttable, bashable, etc., by normal weaponry and, of course, electricity and lightning, etc., have no effect upon it. Only a 50+ STR can hope to break its strong strands. All entangled within it suffer 1D6 HP of electrical shock damage every melee round. There is no save versus this effect. This conjuration requires 4 weeks and 250 G.S. in materials to learn.

#### **Sharaang’s Web of the Ice Spyder (OP 3)**

For a five (5) mana point cost and 4 melee rounds of time, the Rune Weaver can create a frosty-white web, 10’ in diameter, up to 60’ distant. This web will hold all up to 80 HP in total size and is totally immune to all cold. Chops, bashes, and such from normal weaponry have absolutely no effect either. During its 2 minute duration, all trapped within it suffer 1D6 HP in cold damage per melee round. All thus killed are frozen totally solid and are as brittle as glass. There is no save versus the web’s cold effects. This conjuration needs 9 weeks and 475 G.S. in materials to learn.

#### **Spiraad’s Spell of the Web of Pain (OP 3)**

This spell is one of the few types of magik that Rune Weavers can do instantaneously. For a four (4) mana point cost they can create a bright yellow web, 10’ in diameter, up to 60’ distant. This web is totally immune to all normal chops, cuts, bashes, etc., and is not affected by acid because it exudes its own! This web (and its acid) does 1D6 HP damage to all trapped within it every melee round and lasts for 2 full minutes. It can hold up to a maximum of 80 HP worth of creatures within itself. It is highly susceptible to fire, so much so that even a “Quick Flame” or small torch touched to it will cause it to explode in a 33’ diameter fire ball. This blast will do a total of 60 HP of damage to all within its area of effect and leave behind a choking, greasy cloud of acrid, yellow-grey smoke, 31’ to 50’ in diameter that will persist for 1D20 melee rounds. There is no save versus the effects of this web. This spell needs 3 weeks and 225 G.S. in materials to learn.

#### **Waziran’s Wondrous Web of Paralysis (OP 3)**

This conjuration needs 3 melee rounds and four (4) mana points to complete. Once done, the Rune Weaver will have created a 10’ diameter web of glowing purple strands of energy up to 60’ distant. During its 5 minute duration, all who come in contact with it must save versus paralysis at -20 MRS. Failure to save means they will be totally immobile so long as they are touching the web or for 1D00 melee rounds after leaving it. At any rate, the web will hold all up to 80 HP in total size. This web is unbreakable and uncuttable by anything save magik weapons or a STR of 50+. This conjuration requires 5 weeks and 335 G.S. in materials to learn.

# RUNE WEAVER MAGIK

## **Werthal's Web of the Fire Spyder (OP 3)**

This conjuration requires five (5) mana points and 5 melee rounds to complete. Once done, there appears a pale red translucent web, with small flames dancing along the strands of its 10' diameter area. It can be conjured up to 60' distant and will hold all trapped within it up to 80 HP in total size for its entire 2 minute duration. The flames will burn all organic or Undead things at the rate of 1D6 HP in damage each melee round. The web itself is totally fire-proof and its flames cannot be extinguished by anything except a Dispell. Chops, slashes, cuts and the like done by normal weaponry have no effect upon this web; however, intense cold of 30 HP in strength or greater causes the flames to burn at only one-half efficiency. There is no save versus the effects of this web. This conjuration requires 6 weeks of time and 250 G.S. in materials to learn.

## **FOURTH ORDER OF POWER (OP 4)**

### **Palazaand's Witch Fire Web (OP 4)**

This conjuration requires six (6) mana points and 9 melee rounds to finish properly. Once done, a whistling, glowing, blue web of translucent strands covered in writhing azure flames is created up to 60' distant from the Rune Weaver. This 30' diameter web is totally immune to all forms of fire and suffers no ill effects from the attack of normal weaponry. The web will hold all up to 100 HP total, and resists STRs of up to 65. As the web roars, screams and whistles, all, regardless of kind or protection, trapped within it are burned within their souls, losing 1 CON point and 1D6 HP in damage each melee round. This web will trap even those beings who are Astral or Ethereal and will last for 2 full minutes once conjured. No save is allowed versus the web's effects. The conjuration requires 10 weeks of intensive study and 800 G.S. in materials to learn.

### **Skylar's Web of Wondrous Entrapment (OP 4)**

This conjuration needs five (5) mana points and 5 melee rounds to complete successfully. Once done, a 30' diameter web of shimmering, sparkling strands like spun gold will appear up to 90' distant. Its duration is one minute and it is capable of holding all up to 100 HP in total size, and of resisting all STRs of up to 60. Each melee round of entanglement, all living creatures have 10% of their STR drained into the web. For each STR point it absorbs it will hold an additional 20 HP worth of victims. Normal chops, cuts, etc., have no effect upon this web. Those with all their STR drained into the web will die in 1D6 minutes. Those who have not lost all their STR points will regain those that were lost at the rate of one per hour of absolute and complete rest. If any movement is done, all points not yet recovered are permanently lost. The maximum save versus this web is 5%, even if the victims MRS is higher! Legend has it that some evil Rune Weavers were able to siphon off those drained STR points into themselves. This conjuration needs 11 weeks and 940 G.S. in materials to learn.

### **Torzen's Spell of the Web that Eats Men (OP 4)**

For a mana cost of five (5) the Rune Weaver can create over a 5 melee round period a web of slimy, glowing green strands up to 60' distant. This 10' diameter creation is capable of holding all trapped in it to a maximum combined HP of 80. Only a 50+ STR can free itself from this web's awful embrace. Its duration is one minute and each melee round an organic being is caught in it they will suffer from 1D10 HP of acid-like damage; the scars it leaves are horrible to see. The web is actually alive, a slime-web creature that will squeal in panic if attacked by the only thing that can hurt it - fire. All that it eats becomes part of it, regenerating it point for point. There is no save versus this web's effects. This spell requires 6 weeks and 300 G.S. in materials to learn.

# RUNE WEAVER MAGIK

## SIXTH ORDER OF POWER (OP 6)

### **Argoth's Ritual of the Spyder Golem (OP 6)**

This 10' diameter web of grey-green, hair-like strands requires a 10 minute ritual and eight (8) mana points to complete. Once done, the Rune Weaver can hold it mentally, firing it as a spell up to 10 hours later. But it must be fired within that time or it will erupt out upon the Rune Weaver himself! Once fired it needs 1 melee round to form, up to 75' distant, and it will then last for 5 full minutes. It can hold all up to 120 HP in total size and every organic creature that touches it must save versus being stoned! Those who do make their save successfully will still be affected to the extent that they will operate at -4 to their CF for 1D10 hours or for so long as they are in contact with the web. The web is immune to acid and all attacks from normal weaponry, and resists all up to STR 50. This ritual requires 6 months and 1,665 G.S. in materials to learn.

### **Solifuge's Summoning of the Ravenous Sun Spyder (OP 6)**

For a cost of twelve (12) mana points and a time expenditure of 12 minutes, the Rune Weaver can summon what looks like a giant tailless scorpion, with the following stats: AC 3, CF 30, 60 HP, Attacks as a 12 Hit Die monster +2 on the attack charts (or ABF 165, DBF 100 if you're using the Baffle Factor), base RCH chance per strike of 20%. On each CF action it has it makes two biting attacks, each rolled separately, for 1D6+6 HP damage. It continues to attack its target even if the target goes down - after all, it's *hungry*! In fact once its victim ceases to resist, the sun spyder consumes 5 HP per CF action - when damage reaches 200% the victim is completely consumed. The sun spyder will then attack another victim, and another, etc., until it is either killed or has consumed fresh kills totaling at least 100 HP; i.e., count only damage inflicted after a victim is dead. When its appetite is satisfied, the sun spyder goes back from whence it came (some unknown/unnamed plane of hell?). The Rune Weaver's will guides the sun spyder away from friends and allies, so if the Rune Weaver loses control due to a blow on the head, or whatever, the sun spyder will cease to be discriminating about who it attacks next. And if there aren't enough enemies to satisfy its hunger, then it attacks the Rune Weaver next, followed by the rest of his party if necessary. When this baby is feeding, it's absolutely impossible to distract it, so the GM may give penalties to its defense. It hunts equally well using sight, smell, and magnetic fields to detect its prey, and is completely immune to confusion and all forms of poisons, venoms and caustics. It will not attack Undead, since they don't smell like food. On the other hand, its bites do double damage to shapechangers of all sorts as they are it's favorite meal! This conjuration can be learned with 12 months of study and 2,223 G.S. in materials.

## EIGHTH ORDER OF POWER (OP 8)

### **Vaanar's Web of the Hell Spyder (OP 8)**

This 20' diameter web of smoky translucent black mist requires 3 hours and ten (10) mana points to complete. It may then be held for up to 13 hours and instantly fired like a spell up to 90' away. However, once fired it still needs 3 melee rounds to form completely. It can hold all up to 130 HP in size, regardless of their being Ethereal, Astral, gaseous, etc. It is 100% immune to all fire, cold and electrical attack, as well as being totally untouchable by any non-magikal form of physical attack. During its three minute duration all entangled within it have 1D3 CON points drained into the web per melee round. For each CON point thus absorbed, it can hold an additional 10 HP of victims. Anyone who has all his CON thus drained will immediately die, to be reincarnated in 1D20 minutes as a random Undead of either the Zombie (75%), Wraith (15%), Spectre (9%), or Vampire (1%) variety. He will know only that all living things are his enemies which must be slain! He will not recognize his past friends or relatives, unless he comes back as a Vampire; even then he will use the knowledge only to victimize them. Only a 20 on a D20 roll can successfully save versus these effects. This ritual needs 33 weeks and 9,725 G.S. in materials to learn.

# RUNE WEAVER MAGIK

## TENTH ORDER OF POWER (OP 10)

### **Kaid's Web of the Wondrous Star Spyder (OP 10)**

This ritual requires one hour and fourteen (14) mana points to bring to a successful completion. Once done, the Rune Weaver can hold the trigger phrase for up to 10 hours prior to having to use it. If not used in that period of time the Rune Weaver suffers 1D10+10 HP of damage. Once fired it needs one full melee round to form and will do so up to 30' distant. This web of shimmering, silvery lines of translucent force will entrap and hold all things up to 160 HP in total size. This is regardless of the victims being Astral, Ethereal, or gaseous. The web is totally immune to lightning, cold, fire, disintegration and acid. It is also unaffected by chops, cuts and such attacks of the normal kind. Each melee round of its 5 melee round duration, the diameter of the web shrinks by 4 feet. At the end of the fifth round it simply shrinks to a small, glowing points of light, then blinks out. All still entrapped within it, *who shrink as well*, are dimension-ported with it to a random multiverse, probably never to return. There is no save versus the effect of this web. It requires 36 weeks and 6,665 G.S. in materials to learn properly.

## THIRTEENTH ORDER OF POWER (OP 13)

### **Arkung's Awesome Unmaking Ritual (OP 13)**

This magik has a base mana cost of ten (10) plus five (5) per each additional minute's duration beyond the initial 3 minutes. It allows the Rune Weaver to, literally, "unweave" any solid substance at the rate of 10 cubic feet (of stone, or 1 cubic foot of iron, etc.) per minute. Any substance thus "unwoven" is reduced to a talcum powder-like dust! Magikal solids require double the normal time/mana to thus unweave and get any appropriate "saves". The range of this awesome power is 100' plus 10' per each EL of the Rune Weaver above EL 8 that he is. The magik's area/volume of effect cannot be expanded by any known means. 500 days of difficult study and 10,000 G.S. in materials are needed to learn this spell properly.

## TWENTY-FIFTH ORDER OF POWER (OP 25)

### **Yrong's Gift (OP 25)**

This unusual high level magik is almost never heard of, much less even actually seen. What it does, however, is amazing to say the least. Over a 13 hour time period and at a cost of one-hundred (100) mana points the Rune Weaver will, literally, create a sort of "flesh golem" being. However it isn't ugly or misshapen in the least. In fact whether male or female (Weaver's choice) it is always very handsome/beautiful, well proportioned and of an apparent age of about 17-20 (human). Color of eyes is always violet and the hair is a silky white-blonde. The creature will have a "lifespan" of 13 days and during that time will function as a normal (human) being of its apparent age group. Note however that it can never be created for one's own "personal" use, but must be as a "gift" to someone else. For the recipient of the "gift", the creation will do anything asked of them even unto "death". Should the maker try to control it, it will immediately attack him in an insane, berserk killing rage. These "beings" are utterly soul-less and without any alignment or emotions or understanding of "right" or "wrong". At the end of their 13 day lifespan (or if killed before then) they will simply and instantly become a small mound of fine white powder. While alive they have the following stats: Height 6', Weight 160 pounds, AC 4, CF 18, RF 15, EGO 8, CHA 18, CON 20, MRS 25%. They have no fighting or any other skills but are intelligent and eager to learn/please (about like a 7 year-old at "birth", increasing by 3 years "maturity of character" each day beyond the first). They speak any single language that was given them during their creation and are unusually receptive to any psychic impingement. Most religions and nations outlaw this magik under

## **RUNE WEAVER MAGIK**

penalty of death. Even knowing how to do it is, for some places/regions, ample reason for the death penalty. Finally, those thus created are always referred to as Gossameres. This most awesome of magiks requires seven years of arduous study and 200,000 G.S. in materials to learn.



# PRISMATIC WALLS

Prismatic magik is very ancient, very potent, and almost totally unknown in this day and age. It is the exclusive realm of the Rune Weaver. For others it is more often than not simply too dangerous to use. Beware! Its main purpose seems to be geared toward being a barrier to keep specific things either in or out of someplace. You *can* move through some of these barriers if they aren't specifically designed to keep such as you out and you don't mind suffering the listed damage. Note that any "save" versus any effect or damage that such a barrier does, where not specifically explained and listed, requires a die roll of *either* 01 or 00 on a D100! Also, where basic damage is done, a successful save still does half damage, etc., anyway. A GM should severely limit access to, and use of, these magiks by PC and NPC alike in his campaign. Failure to do so could result in true high entropy setting into the game play and that could spell the end of any well thought out campaign. So allow it only if you feel competent enough to do so!

## POWERS BASIC TO ALL RUNE WEAVER PRISMATIC WALLS

Due to the intensity of the light generated by all Rune Weaver prismatic energy, it is virtually impossible to look directly at it with the human eye without burning the cornea (75% chance of permanent blindness). Beings with eyes superior to humans, such as Elves, Dwarves, etc., fare even worse (90% blindness chance) in this respect. That light is simply too intense to bear, so be warned!

Once set, a prismatic wall or other such magik is usually permanent until dispelled. It draws its power directly from cosmic rays and is thus inexhaustible.

All walls must be "set" with at least one anchoring solid object to hold onto (i.e., floor, wall, ceiling, etc.) or it will collapse upon itself and dissipate. There is NO exception to this fact. Also, more than one wall can be linked together, if of the same type, to form larger defended areas.

Unless stated otherwise, all prismatic walls, etc., appear 13' away from the conjurer. Also, there is no known way to increase the sizes of the individual walls beyond what is listed and, believe me, people have tried for thousands of years with no luck.

A being with "true sight" that looks upon such prismatic magik has a percentile chance of going insane based upon 100% less 1% per EGO and RF point he has. Permanency for this insanity is a 50% base chance less the RF and EGO percentages as above. Duration for temporary insanity is 1D100 days (see notes in the insanity charts).

Beings who see either Ethereal or Astral will have the same insanity problems, but only when looking upon such prismatic forces as pertain to those realms (see each type). Those Undead kind of the non-corporeal/Ethereal types really have problems (think about it). Imagine the dead, gone mad!

There is always a base 1D6 HP of energy damage done to anyone or anything touching such magik and this is a "per second" cumulative type of damage (i.e., 3 seconds of touch equals 3D6, etc.) unless, of course, it is specifically noted otherwise in the individual write-ups. Theoretically it is possible to overload and collapse such a wall by flooding it with continuously destroyed matter. Theoretically.....

Prismatic magik may be "dispelled" only by such a type of magik that is at least twice its own OP. Thus an OP 9 prismatic wall can only be dispelled by an OP 18 spell of that type. Otherwise it must be "unwoven" by a Rune Weaver. However, even for them, it takes double the normal time and mana to do such. All in all, prismatic magik is incredibly difficult to get rid of.

The life cost (aging effect), if you use the rules pertaining to it, of prismatic magik is always +50% more than is normal for the OP in question.

# PRISMATIC WALLS

## SIXTH ORDER OF POWER (OP 6)

### Red (OP 6)

This wall is 15' long by 7' high and can be either straight, convex or concave in shape. The conjuration takes 9 melee rounds and twenty (20) mana points to complete, the wall appearing another 1 minute later up to 33' distant from the caster. Any arcane cold of 180 HP potency in one shot, or 24 HP potency per melee round over a 13 melee round duration will negate totally this prismatic wall. This wall is specific against all physical missiles, mundane or magikal - from bullets, to rocks, to ICBMs. None shall pass, regardless of size or power. Any creature attempting to pass through this wall receives 2D6 of kinetic damage (no save) per second's contact, as well as basic 1D6 energy hurt. 14 weeks of hard study and 3,685 G.S. in materials are need to learn this magik.

### Scarlet (OP 6)

This wall is 18' by 9' and can be any shape from full circle to a straight line wall at the caster's pre-chosen decision. The conjuration requires 11 melee rounds and twenty-two (22) mana points to finish and the wall appears 9 melee rounds later (20 total). The whole premise of this wall is to utterly stop all living flesh physically from passing through it. This is without regard to size or power. Note, however, that Demonic types and fleshly-type Undead can freely pass this barrier with no hurt whatsoever. Those aside, all other fleshly kind suffer 1D4 nerve shock damage and 1D6 energy hurt per second of contact. 150 HP of lightning/electricity in one round or 24 HP per melee round over a 20 melee round period will utterly negate this wall. However, such electrical attack of 20 HP potency or less will reflect straight back to its source! Gotcha! 18 weeks of intense study and 4,868 G.S. in materials are needed to learn this magik

## SEVENTH ORDER OF POWER (OP 7)

### Indigo (OP 7)

This "wall" can be any shape desired, from cone, to globe, to a simple wall so long as the area never exceeds a 10' by 10' equivalency. It takes a long 30 melee rounds to do if you want a hollow sphere or as little as 10 melee rounds for a straight line wall. It always requires thirty (30) mana points, however. Any way you do it, it takes another 13 melee rounds (23 minimum to 43 maximum total) to come to full power after the conjuration is done. Once functioning, on arcane "detect", "seeing", or other form of mystik "looking into, through, or beyond" can pass its magikal barrier. This is without regard to origin, kind or potency. In short, you can't see what's on the other side, visually or magikally! Oddly enough, a simple "dimensional tunnel" or "passwall" magik will utterly negate this prismatic magik. Barring that, though, all attempting to penetrate it suffer the basic 1D6 energy damage per second of contact and 1D12 HP each of electrical, cold, heat, and kinetic (4D12 total) damage every *other* second (i.e., it "surges", pauses a second, surges again, over and over). There is also a form of "nerve poisoning" of 4D12 potency (one shot only) but this only affects those of full blood Elven kind (half Elves either do or do not suffer this effect on a 50/50 chance). This magik requires 30 long weeks of hard study and 7,945 G.S. in materials to learn.

### Orange (OP 7)

This 20' by 13' straight line wall takes 11 melee rounds and twenty-eight (28) mana points to conjure, and then another 4 melee rounds thereafter (15 total) to come into full effect. It can appear up to 60' distant at the Rune Weaver's choosing. This wall is specific to all forms of "death" related magik (i.e., "life blasting/draining", "kill" spells keyed to specific types, "cause wounds" religious magik and the like). This is without regard to their origin, power or kind. Instead of 1D6 energy damage per second, this wall does 4D6 worth! Note though, that a mere 64 HP of arcane electrical energy will instantly negate this barrier. Mundane electricity has no effect whatsoever. This conjuration needs 19 weeks of study and 4,965 G.S. in materials to learn.

## PRISMATIC WALLS

### **Ruby (OP 7)**

This 13' by 7' (always a straight line) wall needs 13 melee rounds and twenty-five (25) mana points to conjure and a further 13 melee rounds to come to full power (26 total). Once thus set it will keep all liquids (even acids and corrosives) from passing through, without regard to size, kind or potency. All such trying to do so also suffer 1D12 HP of "drying out" damage, plus the 1D6 energy hurt per each second of contact. 200 HP (in one shot) of any laser or concentrated light-based energy is what is required to utterly destroy this wall (all else fails, save as noted in the general information on prismatic magik). 20 weeks of study and 4,500 G.S. in materials are needed to learn this magik.

### **Violet (OP 7)**

This 9' by 7' wall can be of any shape from full circle to straight line and needs 15 melee rounds and twenty-six (26) mana points to conjure. Even so, another 15 melee rounds (30 total) must pass before it reaches its definitive power. The purpose of this wall is to stop all magik of a religious nature (i.e., priestly). This it does without regard to its kind, origin or power! Religious magik simply ceases upon impact with this wall. Along with the standard 1D6 per second energy damage done to those attempting to pass through, it also causes living flesh to turn to hard, grey, lifeless stone at the rate of 1D30 HP per second of contact as well! Any basic "disintegration" magik will utterly destroy this wall, instantly. It takes 21 weeks of study and 5,000 G.S. in materials to learn this magik.

## EIGHTH ORDER OF POWER (OP 8)

### **Bronze (OP 8)**

This 13' by 13' straight line wall (only) takes 28 melee rounds and forty (40) mana points to conjure up. It then needs 13 minutes more to fully power itself up. Once done, no spoken magik of OP 3 or less, or any magik of any OP fired from a wand or lesser device will penetrate the barrier. They'll just detonate on contact, none of the effects passing the wall! The way to destroy the wall is to cause a "time slip" upon it, which nullifies it instantly. Any wand or lesser device entering the barrier instantly detonates, releasing all stored magik outside the wall and self-destructing. Everything else takes the usual 1D6 energy damage. 30 weeks of study and 9,000 G.S. in materials are required to learn this magik.

### **Pink (OP 8)**

An expenditure of thirty-six (36) mana points during a 25 melee round conjuration will cause this barrier to form up to 30' distant. It still takes another 13 melee rounds (49 total) for this 13' by 13' (wall only) barrier to appear. Once fully powered no Lycanthrope, Were-creature, shape-changer, or metamorph of any kind may pass this barrier. Note that Vampires are, in their own way, shape-changers also, so they too may not pass this barrier! This is without regard to origin, power or type of shape-changer. Should they try, they will instantly disintegrate and/or disincorporate (to 300 HP in size, each). Zap! Only an O1 on a 1D100 saves and even if so done they will still suffer 1D100 HP of energy hurt and 1D3 RCHs. Those larger than 300 HP in size will still suffer as if they were smaller but had "saved" successfully. All others attempting to pass through these walls suffer the traditional 1D6 energy damage per second of contact - unless they are pure strain human. In that case they suffer no harm at all! If 1,000 pounds of pure silver is rammed or thrown through this wall, it will instantly negate it and vaporize 1D100% of the silver. This potent wall needs 40 weeks of hard study and 13,000 G.S. in materials to learn.

### **Purple (OP 8)**

The conjuration of this 15' by 8' wall requires 20 melee rounds and thirty-three mana points to complete. A further 30 melee rounds are needed thereafter to come to full power (50 total). It can be any straight line, square or rectangular shape (i.e., 4 sides with right angles) and is caused to appear up to 21' distant from the Rune Weaver. This barrier totally negates all forms of arcane energy (from mystik dart to disintegrate) from passing through. This is without regard to power or kind. Techno energy is not affected in any way.

# PRISMATIC WALLS

All things attempting to pass through this barrier will suffer 1D100 HP of energy damage per second of contact (instead of the 1D6) with this barrier! Flame and fire (not heat energy) of 64 HP potency or more will instantly negate this prismatic wall. An outlay of 6,898 G.S. in materials and 22 weeks of arduous study are necessary to learn this magik.

## Rose (OP 8)

An expenditure of forty (40) mana points and 30 melee rounds of conjuration time are needed to do this one. Even so, another 30 melee rounds (60 total) pass before it reaches full power. This 20' by 15' barrier may be convex, concave, straight line wall, or a hemispherical dome at the Rune Weaver's choice. It can be created up to 60' distant but each 10' or portion thereof beyond 20' adds 5 melee rounds to the initial conjuration time. Once set, no "breath" can pass through; be it the breath from a Dragon or Demon or any other thing. From flame to acid to air to whatever else is breathed by any creature, *it shall not pass!* This is without regard to potency, origin, etc. All attempting to pass this barrier will suffer the usual 1D6 energy damage per second of contact as well as 6D10 HP of arcane acid-like damage every 3 seconds of contact (or one touch). Even those normally acid resistant suffer 3D10 HP of this hurt each two seconds of contact (or one touch)! Mystik darts or other forms of arcane kinetic force can cause this barrier to be destroyed - but only if 196 HP minimum worth of damage can be done in no more than one melee round. This magik requires 26 weeks of hard study and 8,950 G.S. in materials to learn.

## NINTH ORDER OF POWER (OP 9)

### Amber (OP 9)

This conjuration needs thirty-three (33) mana points over 33 melee rounds to complete. Once thus done another 17 melee rounds pass (50 total) before the barrier is fully powered. Once set, the barrier (which can be of any shape from box to cone to simple wall so long as it doesn't exceed 13' by 13' in area) will utterly stop any and all forms of mystik "dispell", "negation", and such, regardless of potency or source! Thus it can only be destroyed by the proper OP dispell or the long unweaving of a Rune Weaver, and in no other way! All attempting to pass it suffer 1D6 HP each of cold, heat, energy and kinetic damage (4D6 total) per second's contact. This conjuration requires 17 months of study and 25,000 G.S. in materials to learn. Even so only those of EL 9 or better may safely do so! And if one "goofs" while learning it, it's usually instantly fatal! The hapless victim simply melts into a puddle of stinking black goo!

### Black and Gold or Tiger Stripe (OP 9)

Over a 31 melee round period, at a mana cost of sixty (60), this 20' by 15' barrier (straight line wall, only) may be conjured. Once thus done, another 29 melee rounds (60 total) pass before the wall is fully functional. Once in place, no golem, android, robot or other such "created and non-live being" may pass this barrier! For them, to touch it is to become instantly deactivated, turned off, etc., permanently! They only have to barely brush this wall's surface for this effect to take place. Note also there is no save for this effect and it is without regard to type, origin, or power. All others may pass through it with no harm (not even the usual 1D6) or hindrance of any kind. There is no known way to destroy this wall save by the long unweaving process or the proper dispell. None. 20 months of hard study and 18,500 G.S. in materials are needed to learn this puissant magik.

### Cyan (OP 9)

This 36 melee round conjuration requires thirty (30) mana points to perform and once done, another 7 minutes to come to full power. This 13' by 7' straight line wall (only) will utterly stop and bar passage to any and all Undead kind regardless of type, size or potency. In fact, the mere sight of this wall acts as an EL 13 priest for "turn away" and as an EL 30 priest for "disincorporation" purposes (but only if the Undead manages to touch it). No living creature is affected by this wall in any way except those listed in the general prismatic information. Also, there is no 1D6 energy harm. None. The only known way to get rid of

# PRISMATIC WALLS

this wall other than unweaving is by casting 100 gallons of still warm (i.e., not dead for more than 5 minutes) Dragon's blood upon it. That negates it totally and instantly. This potent magik requires 15 months of hard study and 13,000 G.S. in materials to master properly.

## **Greenish-Yellow or Green and Yellow (OP 9)**

For fifty (50) mana points and 30 melee rounds of time a Rune Weaver can conjure, up to 90' distant, a wall (only) which can be of any rectangular shape up to 20' per side (or smaller if desired) that the conjurer desires. Afterwards another 8 minutes must pass before this barrier is fully powered. Once done, nothing that is of Dragonkind in origin, be it physical self, breath, or their very magik, may pass this barrier! Any Dragon attempting to penetrate, physically, this barrier will become instantly paralyzed for as long as body contact remains or for 1D100 hours. This is without regard to their type, size or power. Only an 01 on 1D100 saves and a success still stuns them for 1D20 melee rounds. However, a simple "trigger" spell (even done by said Dragonkind) done against this wall will cause it to fail immediately. All others suffer the usual 1D6 HP per second's contact of energy damage from it. This wall is very difficult to master, requiring 3 years of hard study and an expenditure of 17,980 G.S. in materials to do so. And only those of EL 8 or greater may safely attempt to learn it.

## **Lavender (OP 9)**

This barrier requires an expenditure of twenty-nine (29) mana points and 21 melee rounds to complete. Once done, another 9 melee rounds (30 total) are needed for it to come to full power. Once set, this 33' by 16' wall (which can be straight, concave, or convex as required) will utterly negate, instantly, all "cold" either arcane or mundane (without regard to potency or origin). Anything trying to pass through suffers 4D12 HP of kinetic damage and the usual 1D6 of energy harm every second of contact. Note, however, that any "wind" or "air", mundane or arcane, of 175 HP potency or greater in one single impact or of a constant 35 HP per melee round over a 20 melee round period will negate this barrier utterly. Twenty weeks of study and 7,925 G.S. in materials are needed to learn this magik.

## **Red and Blue (OP 9)**

This "wall" can be of any shape from "egg" to spiral to trapezoid as desired so long as the 10' by 10' area is not exceeded. Twenty melee rounds and twenty (20) mana points will conjure up this barrier but another five melee rounds are needed to fully empower it (25 total). It will physically stop all slimes, oozes, and other similar creepy crawlies and kill them by drying them out, or solidifying, crystallizing, or otherwise (whatever works!) immobilizing them at the rate of 51-100 HP per second! This is without regard to kind or potency. Only an 01 on a 1D100 saves versus this drying out effect and, even if successful, the glop touching the wall still suffers the same fate but only at 11-20+10 HP worth per second of contact! All sentient beings suffer 3D6 energy damage per second of contact while all else just takes the usual 1D6 per second damage. This is another prismatic wall vulnerable only to unweaving or dispell. It takes 22 weeks of study and 9,985 G.S. in materials to learn.

## **Yellow (OP 9)**

Over a 25 melee round period and at a cost of twenty-seven (27) mana points this 18' by 12' straight line wall (only) may be conjured. After such is done, another 16 melee rounds (41 total) are needed for it to come to full power. Once thus up it will stop all flame, fire, heat, etc., mundane or arcane with the sole exception of "Dragon flame" which goes right through it unabated. This is without regard to type, potency or origins. The barrier does 5D10 energy damage to all attempting penetration per second of contact. Note, though, that 64 HP of intense cold in any single shot, or 35 HP of same per melee round over a 4 melee round period will negate this barrier utterly. This cold may be either mundane or arcane in origin. 22 weeks of study and 5,552 G.S. in materials are needed to learn this magik.

# PRISMATIC WALLS

## TENTH ORDER OF POWER (OP 10)

### Grey (OP 10)

This 13' by 13' wall (only) takes 33 melee rounds and forty-five (45) mana points to be conjured up. Afterwards another 13 melee rounds (46 total) are required for it to reach full power. Once set, it will utterly stop all spoken magik, regardless of type, of OP 9 or less, and all magik regardless of OP "fired" from any rod or other intermediate or lesser device. Such magik simply detonates upon impact with the wall, none of the effects passing through. Any rod or other intermediate or lesser type of device attempting to penetrate the barrier instantly self-destructs, releasing all stored magik outside the wall. All spoken magik of OP 10 or greater or that fired from staffs or other "greater" devices has a 50% chance of penetrating the wall. If it does so, it will be at full potency. Anyone/thing else touching the wall receives 1D6 energy damage per second of contact. Any "gate" or "portal" magik of the greater variety will immediately nullify this prismatic wall. It takes 36 weeks of time and 13,000 G.S. in materials to learn.

### Silver and Purple or Holy Wall (OP 10)

This one takes 37 melee rounds and fifty (50) mana points to completely conjure, but once done, it is done! No waiting for it to power up. This wall will physically stop all those creatures and things which, though not Undead, are nonetheless non-corporeal or even Ethereal. It will also stop all gaseous creatures "with a purpose" (i.e., it would stop a cloud of "Red Death" but not a cloud of chlorine gas from a leaky pipe). Those thus stopped suffer 1D100 HP of arcane energy damage (instead of the 1D6) that cannot be defended (saved) against. All other beings/things can pass through this barrier unharmed and unhindered in any way. It needs 45 weeks of study and 11,060 G.S. in materials to learn.

### Sky Blue (OP 10)

This twenty-five (25) mana point conjuration requires 20 melee rounds to complete and a further 10 (30 total) melee rounds to fully power up afterwards. Once set the 20' by 10' wall, which can be concave, convex or straight, will appear up to 75' from the conjurer. It is a general purpose force field that physically resists all solid, physical objects/forces up to 75 HP potency (not size but impact!). Aside from doing 1 HP of energy damage per second (instead of 1D6), that's all it will do. A sufficiently strong dispell or the standard unweaving is required to negate it. This magik takes 15 months of study and 10,000 G.S. in materials to learn.

## ELEVENTH ORDER OF POWER (OP 11)

### Royal Blue (OP 11)

A "souped up" version of the "Sky Blue" conjuration, this one stops all physical force/impact up to 30 HP (regardless of size) and can only be destroyed by a simultaneous "disintegrate" and "dispell" of OP 13 or greater. Otherwise it is the same except that it instantly freezes solid all humans (only 01 on 1D100 saves and even then 3D10 HP of intense cold is suffered) attempting to penetrate the barrier. Time and cost to learn are 18 months and 13,000 G.S. in materials respectively.

# PRISMATIC WALLS

## TWELFTH ORDER OF POWER (OP 12)

### **Black and Silver (OP 12)**

This conjuration requires 44 melee rounds and sixty (60) mana points to complete but, once done, it is ready (no waiting!) and will completely stop all forms of psychic probe or force. None shall pass. This barrier may be in any shape or form desired by the conjurer (from sphere to box to plain flat wall), so long as it doesn't exceed 13' by 13' in area. This prismatic wall can be destroyed by any high intensity sound (thunderclap spell, sonic boom, etc.) of at least 150 HP potency in one shot or continuous intense sound of at least 33 HP per melee round over a 50 melee round period will also collapse this barrier. Any sentient being attempting to penetrate this wall must save versus "psychic attack" or suffer utter and complete "Mind Wipe" that is truly (100%) irrevocable. This mind wipe completely sucks away all that is what makes a being (i.e., intelligence, ego, etc.). Once done, all that remains is a living husk empty of all thought or ability to think. An animated flesh golem as it were. Such a husk can be taught a few simple orders (1D10) over a period of time (1D6 months per order) but will never be more than, essentially, a "mobile doorstop" that would starve to death or die of thirst if not cared for by someone! Note that Undead types are also thus affected but, if non-corporeal, they simply fade away forever as there is nothing left to hold their Ethereal essence together! Gone! Finally, if a save versus psychic attack is successful, the hapless being is still psychically stunned (unable to function) for 1D100 melee rounds. This powerful prismatic wall needs 30 months of hard study and 25,000 G.S. in materials to learn. Anyone learning it has a 13% chance (no save) of the mind wipe effect happening to himself!

### **Copper (OP 12)**

Fifty (50) mana points over 50 melee rounds (plus 13 more to power up for a total of 63) are needed to conjure this 13' by 13' straight line wall. Once set, it stops all staff or other greater artifact magik of any OP, and spoken magik of OP 10 to OP 20. OP 21 spoken magik and "great artifacts" wielding powerful magik have a 50% chance of penetrating this wall at full potency. Negation is the same as for the others of this type in all respects save that it's a "Time Warp" that destroys this barrier. It takes 50 weeks of very difficult study and 18,800 G.S. in materials to learn this magic.

### **Silver (OP 12)**

This 20' by 20' wall (only) requires the expenditure of fifty (50) mana points and 50 melee rounds of time to perform. After such, another 30 melee rounds (80 total) are needed to fully empower it. It totally and completely blocks all lesser Demons from physically passing, nor can their magiks, breaths, or other attacks and processes pass this barrier. All are totally blocked. In fact, there is a 95% chance that, upon touching the wall, the lesser Demon will be immediately sent back to the primary hell from whence it came. If it beats those odds, it still suffers 1D100 HP of non-regenerable damage! This barrier has absolutely no effect upon anything other than lesser Demon kind (not even the usual 1D6 energy damage) and is destroyed only by a dispell or unweaving technique. For each EL less than EL 10 a learner is, there is a cumulative 15% failure chance in the learning process; and if one fails, one is dimension-ported to a random hell! This is a toughie, so be very careful. This barrier needs 28 months of difficult study and 33,750 G.S. in materials to successfully learn.

## FOURTEENTH ORDER OF POWER (OP 14)

### **Amethyst (OP 14)**

This conjuration requires the expenditure of 72 melee rounds of time and sixty-six (66) mana points to finish. Once done, another 28 melee rounds (100 total) are needed for it to fully empower itself. This wall will stop all magik from any artifact regardless of type or potency and all spoken magik of OP 21 to OP 25. It is like a Copper wall in all other respects save that 25,000 G.S. in materials and 13 months of study are required to learn it.

# PRISMATIC WALLS

## **Green and Gold (OP 14)**

This prismatic wall needs 39 melee rounds of time and seventy (70) mana points to complete. Even so, another 36 melee rounds (75 total) are needed to power up fully. Once set, this 10' by 10' straight line wall (only) is capable of utterly stopping and negating any single class of magik it is pre-keyed for. For instance, any lightning (i.e. electrical) magik or perhaps any cold magik. Whatever the conjurer chooses. That specific class of magik would not work upon, through, or against this barrier. Note that in cases where a particular magik is of more than one type (for instance "Thunderball", which is a combination of sonics and fire), the one class the wall is keyed for would still be negated, plus, the percentage of the overall magik which the negated part was would equal the percent chance that the non-specifically defended magik would fail as well. So, using "Thunderball" as an example, if it was fired at a wall of this type that is keyed to stop sonics, then the sonic part of that spell would automatically fail and the fire part would have a 50% chance of failure as well. Simple. Anything attempting to pass through this barrier suffers 6D10 HP of sonic damage (not the normal 1D6) per second of contact. Only dispell or unweaving techniques will destroy this wall once it is set in place. This powerful barrier needs 13 months of hard study and the spending of 12,500 G.S. in order to learn it. Remember though, what is learned is the basic premise and the Rune Weaver can then key these barriers differently each time if he so desires, but only if he knows (has previously learned) the class of magik he wants to defend against! A Rune Weaver using this wall could not key this defense to negate any kind of magik he did not already know. If he can't do the magik himself, he can't defend against it!

## **FIFTEENTH ORDER OF POWER (OP 15)**

### **Magenta (OP 15)**

This 10' by 10' wall (only) needs 65 melee rounds of time and seventy-five (75) mana points to conjure up. Once done, another 25 melee rounds (90 total) are required for it to come to full power. After it is set, it will stop any temporal (time) class of magik regardless of its potency, kind or source. None passes the wall, the effects being 100% negated. However, a 64 HP potency (minimum) "Thunderball" magik will cause this barrier to implode, self-destructing instantly. In worlds where combined sonic-electrical magik is not available, it will fall only to simultaneous bolts of sonic and electrical attack of 100 HP potency, each (200 HP total)! Also note that the energy harm to anything attempting to pass through this wall is 6D6 potency per second's contact instead of the normal 1D6. This prismatic barrier needs 29 months of hard study and 19,780 G.S. in materials to learn.

## **SIXTEENTH ORDER OF POWER (OP 16)**

### **Gold (OP 16)**

As per the Silver prismatic wall in all respects save that it affects those "greater" Demon-kind/Demon lords (and lesser Demons are utterly destroyed upon contact with this awesome barrier!). It needs 7 years of intensely difficult study and 50,000 G.S. in materials to learn. Even so, the failure rate in learning is a cumulative 20% per each EL less than EL 20 the student is. Perhaps the hardest and most difficult of all prismatic magiks to learn.



# PRISMATIC WALLS

## SEVENTEENTH ORDER OF POWER (OP 17)

### Pale Green (OP 17)

After spending 60 melee rounds of time and eighty (80) mana points, the conjurer of this prismatic wall still has to wait another 140 additional melee rounds for it to come to full power (200 total)! Once thus set this wall will reflect back to its source any and all magik of any kind and potency regardless of origin, kind or other circumstances. This is on a 51-100% basis. All not thus reflected back is simply negated without harm to the barrier. It is the most potent “anti-magik” shell/aura defense one can obtain. This wall can be of any shape or size (from cone to cube, etc.) so long as it does not exceed 10’ by 10’ in area. Any sentient being attempting to pass this barrier has a 100% less 1% per RF and EGO point it has of becoming totally and irrevocably insane (see insanity charts). If they do manage to save versus this effect, they become absolutely 100% berserk for 1D100 melee rounds! All non-sentient creatures become berserk only on a 100% chance less 1% per each 10 HP in size they are. If they save successfully, they simply become disoriented (-8 attack/defense, etc.) for 1D20 melee rounds. The one drawback to this powerful defense is that the lowly religious magik called “Glory Glow” (priestly light), if performed by an EL 13 or greater priest, will instantly negate it! Zap! Gone! This prismatic magik needs 24 months of arduous study and 41,825 G.S. in materials to learn correctly.

## EIGHTEENTH ORDER OF POWER (OP 18)

### Black or Ebon (OP 18)

This 13’ by 13’ barrier is nothing more than a permanently continuing “Time Warp” defense! It must always be a straight line wall but can subtract one dimension to add to another dimension. I.E., it can be 7’ high and 19’ long or 20’ high and 6’ wide. You get the idea. It takes 56 melee rounds and one-hundred (100) mana points to create. Even so, an additional 44 melee rounds must pass (100 total) before it is fully powered. It has one seeming flaw in that any Demon kind may safely pass through it unharmed and unhindered in any way. All others touching the wall, regardless of kind, size, number, etc., are immediately (no save) “Time Warped” (stopped in time). This effect lasts as long as contact with the barrier does! Only the dispell or unweaving techniques will nullify this barrier. It needs four years of difficult study and 46,000 G.S. in materials to learn.

**THERE ARE NO KNOWN PRISMATIC WALLS FOR OP LEVELS 19 THROUGH 24**

## TWENTY-FIFTH ORDER OF POWER (OP 25)

### White (OP 25)

This conjuration takes 300 melee rounds (30 minutes) to do and has a mana cost of one-hundred-fifty (150)! Once completed, another 200 melee rounds (500 total) must pass before it comes to full power. The barrier can be any size or shape desired so long as it does not exceed 13’ by 7’ in area. This barrier is proof positive (100%) against all things that any “god” may do, either physical, magikal, or otherwise without regard to the potency or kind of effect in question! This wall could literally survive the destruction of an entire world around it as a god attempts to pass/destroy it. It doesn’t do any harm to the god in question,

## PRISMATIC WALLS

just frustrates the bejonkers out of 'em! They can't harm the wall or pass through it! Nor can their magiks affect or alter it in any way! Any lesser being attempting to pass this barrier suffers 1D100 HP of whatever damage it takes to hurt them each second they are in contact with it! It also stuns them physically for 1D100 melee rounds. Any second attempt to pass/touch it within a 13 minute period will then dimensionally transport (no save) the unlucky dope 10D100 miles distant (after doing the 1D100 damage again)! Bye! This prismatic barrier is the most awesome of all such magiks. One needs to study uninterrupted for 13 years and spend some 100,000 G.S. in materials before it may be learned. Even so the failure rate is a cumulative 20% per each EL of the student less than EL 25! And those who "fail" (i.e., make a bad mistake while trying to learn its intricate conjuration process) are utterly, irrevocably (100%) destroyed right down to the sub-atomic level! Nothing physical remains and their soul is instantly shunted off to a random deity for its disposition! Bye! This is a damn dangerous magik to try to learn, and has been performed only once, some 83,000 years ago, by the only magician to ever figure out how to do it - one S'Appolan the White. Trouble is, he did it in a cube around himself and then couldn't get out! So if you travel to those bleak rocks near the south polar ice called "S'Apollan's Bones" you can see the dusty shards of his once mighty tower and that glowing white cube! You have been warned!

# RUNESINGER MAGIK

While Runesingers are one of the eldest of the magik using classes (being a direct offshoot of Rune Weavers) they are also one of the rarest of the rare in this day and age. So uncommon and scarce are they that they have attained legendary or “old wives tale” status. All that is known of their magik outside their secluded and secretive circle are the seven spells of varying Order of Power to be found on the following pages. NO ONE, over all the centuries of Arduin’s existence, has ever learned what other singular spells this old Runic class knows. These are the only spells non-Runesingers have ever discovered, learned, acquired, etc., since the dawn of time!

## SECOND ORDER OF POWER (OP 2)

### **Jherzee’s Firedance (OP 2)**

This runesong requires an expenditure of one and one-half (1.5) mana points per melee round to function properly. However what it does is awesome: it gives complete and total control of all non-magikal flame, fire, heat, etc., within a 30’ radius of the singer! This radius is naturally increased by 10’ per each EL above EL 4 of the singer. The controlled fire can be formed into walls, balls, and shapes of all kinds and sizes consistent with the amount available. Literally, it can be made to “dance” to the Runesinger’s tune! But do note, the singer is in no way protected from the fire they control. This terrible and dangerous power needs not only 66 days of arduous training and 999 G.S. in materials to learn, but requires the Runesinger to expend a further 100 G.S. in materials and 100 hours of practice each year in order to maintain their learned control. Failure to do so will literally “burn” the Runesinger who’s not careful!

## FOURTH ORDER OF POWER (OP 4)

### **Cymbora’s Song of the Raging Flames of Safety (OP 4)**

This runesong requires a three (30) mana point expenditure for each 2 minutes of song usage. It causes everything (except the singer) combustible within a 30’ radius to erupt into flame. It also “ignites the air” in that area into a brilliant blue-white fire that causes 1D10+10 HP of damage per each 2 seconds’ exposure to it (i.e., 31-60 HP per melee round, and creatures breathing this flaming “air” tend to die from seared lungs). During the runesong, the singer is 100% (to any potency) fireproof. Neither mundane nor arcane fire can harm them. However, should they be interrupted before playing/singing the final “out fire chords”, they will lose their immunity and be instantly immolated (the raging fire burning out over the next 11-20 melee rounds). This awesome magik has a base learning cost of 2,000 G.S. in materials and 100 hard days of study. Further, each year requires 50 hours of practice and 100 G.S. in materials further expenditure in order to maintain proper proficiency with it. Failure in this could well lead to a “hot time” for the Runesinger!

### **Dhorn’s Song of Wind and Air (OP 4)**

This runesong requires four (4) mana points per melee round to perform and allows the singer to “fly upon the very airs”. As long as the song continues, uninterrupted, so too does the flight - at any speed from a motionless hover to up to 1,000’ per melee round may be maintained. At the higher velocities, though, it becomes difficult to sing/maintain due to the rush of air. Figure a 3% chance of screwing up (falling) at each 100’ per melee round velocity above 500’ per melee round - thus, a maximum 15% chance of goofing it up if traveling at maximum speed. This runesong requires 42 days of study and 1,875 G.S. in materials to learn. Further, the singer must practice 40 hours and spend a further 75 G.S. in materials each year in order to keep perfect practice, else they run a strong risk of falling at the most inopportune time.

# RUNESINGER MAGIK

## FIFTH ORDER OF POWER (OP 5)

### **Dhorn's Sad Song of Sending Away or Dhorn's Lament (OP 5)**

This runesong costs a simple six (6) mana points to use over the 3 minutes duration of its arcane sounding. What it does is to immediately “transfix and hold (still)” all Undead things. The Undead get no save versus this effect and will, at song's end, have a base 33% chance (plus 5% per EL of the singer above EL 3 he is) of then being “cast back into Limbo (the Ethereal plane)”. Note however that should they manage to save and not be sent back to Limbo, then they are ever after immune to that one Runesinger's magiks. All his magiks. And should the singing of this song be interrupted for any reason before its end, then it is the Runesinger himself that it cast into Limbo! This song need 8 days of solid study and 800 G.S. in materials to learn. Each year there is a practice requirement of some 30 hours and 50 G.S. in materials to maintain proficiency.

## SIXTH ORDER OF POWER (OP 6)

### **Carolla's Harmonic Convergence (OP 6)**

This magik is one that any Runesinger can do if they have the nerve and the requisite mana available. Simply put, as the Runesinger hums, it causes any single selected target to vibrate in resonance to that hum. When the resonance is matched, the target simply shatters into a fine powder (or goo if a living target!). however it will take one second per each 20 HP in size (or 100 pounds weight for non-living targets) to match resonances. And each such second of humming has a mana cost of three (3). Range effect is up to 60'! So as an example the Runesinger would need to expend thirty (30) mana points over a ten second period of humming in order to pulverize a 1,000 pound (or 200 HP) sized target. Here are the drawbacks to this powerful magik: should the singer fail to have enough mana points to reach “harmonic convergence” with the target, then the vibrations backlash onto himself (usually with lethal results). Note also that if the singer is disturbed enough for there to be a break in the humming, the same thing occurs - backlash (and usually death). Note that if the backlash is not of sufficient force to destroy the singer's total HP's, then they suffer that amount anyway as “disruption” damage, and each 20% of their HP thus disrupted is equal to one “energy critical hit” (rolled for, see the appropriate chart). On the other hand, the good side to this magik is that there is no limit to the weight/size of target affected, so long as there is sufficient time and mana to do the job. This awesome magik requires 100 days of study and 3,000 G.S. in materials to learn. However, each year the singer is required to practice it for 30 hours (in minimum 2 hour increments) or they will lose their ability to do so.

## SEVENTH ORDER OF POWER (OP 7)

### **Gamalon's Glory (OP 7)**

This runesong requires six (6) mana points per melee round to function. In use, it causes a “golden aura”, 45' in diameter, to radiate from the singer. This glow is equal to a full sun/daylight at “high summer noon”. Any Undead/Demonic kind entering the radiance suffer a “turning away” akin to the Priestly sort.

# RUNESINGER MAGIK

## GAMALON'S TURN AWAY EFFECTS

Size	Turn Percentage	Other Effects
01-20 HP	100%	35% "discorporate" chance for all Undead kind
21-40 HP	95%	25% as above
41-80 HP	85%	15% as above
81-12 HP	65%	5% as above
121-150 HP	45%	none
151-200 HP	25%	none
Larger	Zero	none

Note: the Turn Away percentage is increased by 3% per each EL of the Runesinger above EL 4. Legends tell us that this ancient song was first sung more than 600,000 years ago during the great rebellion against the awful Kthoi Overlords. It is still a major weapon in the arsenal of "Light and Law" and needs 100 days of hard study and some 6,000 G.S. in materials to learn. Each year a further 150 hours of practice and 240 G.S. in materials are necessary in order to maintain proficiency in this runesong.

## EIGHTH ORDER OF POWER (OP 8)

### Sorsamehl's Song of Ensorcellment (OP 8)

This runesong needs ten (10) mana points over a period of two full minutes to complete from start to finish, but once it is so, any single living, corporeal creature of any size, type or kind (with the exception of Demonic types, which cannot be affected by this song at all) will have become "ensorcelled". Thus they will be totally under the command of the Runesinger for as long as the singer plays or sings the "holding melody", and for 1D100 minutes thereafter. This is without regard to the size of the creature and is always either 100% effective, or not at all (i.e., if a successful save versus magik at -15% has been made). Those thus controlled will do anything that the singer commands so long as it is not obviously a "to the death command". For instance, the singer could tell them to "swim out to sea as far as you can, for as long as you can", but could not tell them to "go drown yourself". Finally note that nothing is known that has the power to successfully break this ensorcellment save the termination of the singing/playing and then the subsequent time for it to naturally "wear off". After it does wear off, those formerly under its influence will have little or no memory of the time during which they were controlled, and will feel it was only a hazy dream. This song needs 99 days of study and 5,000 G.S. in materials to learn. Further, it requires yearly practice for at least 40 hours to maintain one's competence with it.

# DEMONIC MAGIK

These are some of the few known magikal spells and such utilized by those beings known as Demons. Note that the arcane powers of Demon-kind are virtually impossible for lesser beings to use or even learn. Strong GM control and adjudication are a requirement here! And the only way one gains access to such magik is to have a Demon instruct the “supplicant” in its dark arts. Since each Demon has a different price for such “teaching”, well, good luck, sucker! Oh, by the way, all “materials costs” are in addition to whatever the Teacher requires!! Also remember to apply the rules for dealing with Demon-kind to include all the magik saves, power differences, etc., when dealing with them. Additionally, one would have to conjure (successfully) the Demon *each* day for however many days each spell has listed as a requirement! GM, have some fun at your leisure with these hidden “costs”.

## SECOND ORDER OF POWER (OP 2)

### Hell Darts (OP 2)

This spell is the Demonic equivalent of “mystik darts”. They are black bolts of kinetic energy of 22 HP potency and 300’ range. However they cannot be increased or changed in any way. On the other hand they can be fired not only singly, but by twos, threes, fours or even five at a time (one per finger/talon). The mana point cost is one (1) for one bolt, and doubles for each bolt fired beyond that. So a three bolt shot would cost seven (7) mana points (1+2+4 mana points) for a damage potential of 3D8+27 HP of damage (each bolt does 1D8+9 kinetic damage, or 3D8 plus 3x9) in one shot! YOWZA! This spell requires 15 days of study and 200 G.S. in materials to learn.

## FIFTH ORDER OF POWER (OP 5)

### Fool Flayer (OP 5)

This spell has a mana cost of six (6) and a range of 99’. In its basic form it will affect all creatures up to 55 HP in size. For each additional three (3) mana points used in its casting, add 25 HP in size/effect. What this nasty spell does is to instantly rip the victim’s skin (and whatever they are wearing, from clothes to jewelry) off their body! The shock and pain (damage will equal 15% of the victim’s base HP/size) will cause them to collapse into writhing, screaming inaction for 31-60 melee rounds. To learn this heinous magik you’ll need to study very hard for 56 days and expend about 4,845 G.S. in materials.

## SIXTH ORDER OF POWER (OP 6)

### Brain Stealer (OP 6)

This spell has a mana cost of nine (9) and a range of 120’. In its basic form it will affect any creature with a brain up to 65 HP in size. Each additional three (3) mana points used in the spell increases this by another 20 HP/size. What this horrid spell does is to teleport the victim’s brain into the Demon’s outstretched hands! Needless to say, death results. Note as well the variant called “Heart Stealer” that snatches the victim’s heart. A successful save for either still stuns the hapless victim for one melee round per each CON point less than 100 that he has. To learn either requires 75 days of hard study and 8,050 G.S. in materials to learn. Finally, do note the 7% chance of messing up during the learning process and having the effect of this magik blasting the student.

# DEMONIC MAGIK

## EIGHTH ORDER OF POWER (OP 8)

### **Bone Blaster (OP 8)**

This spell has a range of 150' and a base mana cost of thirteen (13). The basic spell will affect any creature with an interior Skeleton of up to 50 HP in size. Each additional five (5) mana points used in the spellcasting increases this by another 25 HP/size. When cast, the victim's flesh literally explodes off of their Skeleton leaving a pile of bones in the center of a circular abattoir of sundered flesh, splattered blood and far flung entrails! A successful save versus this spell still causes the victim to convulse severely and become unable to function in any way for 3-8 melee rounds. Learning this awful spell requires 100 hard days of study and 7,700 G.S. in materials. During this time there is a 13% chance that the student will goof badly enough to have the effects done to him!

## TENTH ORDER OF POWER (OP 10)

### **Hell Lance (OP 10)**

This spell has a mana cost of twelve (12) and a range of 180'. It is a beam (or lance) of coruscating, violet, arcane energy that does 31-50 HP of energy damage. It may be increased in range by 60' or in damage by 11-20 HP with the addition of seven (7) mana points during the initial spellcasting. This is the only increase allowed (one or the other, only). To learn this powerful spell takes 99 days of study and 11,800 G.S. in materials.

## THIRTEENTH ORDER OF POWER (OP 13)

### **Shadow Hole (OP 13)**

This conjuration takes three seconds and a base mana cost of eighteen (18) to bring to full power. Once done, a "hole" of swirling black shadows 13' in diameter has formed up to 66' distant. Each additional seven (7) mana points expended during the conjuration will increase the size by 13' or the range by 66' at the user's discretion. The hole can be formed vertically in the air or horizontally directly under the chosen target. This hole is actually a 3 second duration "minor gate" into "the dimension of endless shadows" (the Shadowlands), a place (time?) known only to Demon-kind...and even they avoid it at all costs! Once a victim disappears into that realm there is only one chance in one million they'll ever be heard from again. In short they're gone forever. Learning this awesome conjuration takes 400 days of arduous study and 77,777 G.S. in materials to learn.

## FIFTEENTH ORDER OF POWER (OP 15)

### **Hell Wind (OP 15)**

This conjuration needs 5 seconds to bring to fruition and has a base mana cost of twenty-six (26). Once done, a howling, roaring wind filled with wispy streamers of inky black mist emanates in a 300' by 60' cone from the conjurer's outstretched hands. Duration is 100 seconds and all in its effect are swept into a random Time and Space (roll D10,000 for Time and D100 for number of Multiverses/planes away). A save (at 1/2 MRS, MP, MI etc) still means 2D10 Life levels blasted off and stunning for one CF count per live

# DEMONIC MAGIK

level (CON) lost. This wind blows across all planes and magikal lines of force and is especially effective against the un-bodied/non-corporeal. This conjuration needs 800 days of tough study and 66,666 G.S. in materials. Additionally, during this study there is a 30% chance that at least once the winds will erupt around the student! Careful!!

## ADDITIONAL DEMONIC MAGIKS

The following listing is for informational purposes only. These spells are known about, but not understood well enough to be better explained. No one has survived the “teaching” in order to pass the information along!

### **Dragon Call (OP 10 ?)**

Summons (?) a Dragon to do the Demon’s bidding. OP 10?

### **The Red Agony (OP 10 ?)**

A variant of Morgorn’s Spell of the Red Death that keeps the victim alive! OP 10?

### **Gibber Wind (OP 13 ?)**

Conjures a howling, moaning, gibbering wind that causes all in its effect to go insane/berserk. OP 13?

### **Hell Rain (OP 15 ?)**

Conjures a “rain” of flaming (molten) sulfur over a wide area. OP 15?

### **Star Fall (OP 20 ?)**

The “bringing down” of a 30’ diameter ball of “starflame” upon a selected target. OP 20?

### **Sunderbolt (OP 20 ?)**

A 13’ long, 3’ diameter bolt of “black energy” that will absolutely (100%) split in twain any object it strikes (no known size limit to date). OP 20?

### **The Cauldron (OP 22 ?)**

Conjures a 13’ diameter “glowing energy bubble” around a victim (melting them from intense radiation). OP 22?



# DRAGON MAGIK

As with the preceding Demonic Magik section, the Dragon Magik section deals with those few (only five!) spoken magiks that non-Dragonkind have managed to identify as to specific ritual, spell, effects, etc. Only those fluent in the ancient High Dragon Tongue, and who read it as well, may even attempt its usage. Note that non-Dragons simply do not have the proper aura/soul/mind needed to safely wield such power. Any non-Dragon who attempts to wield such force will always have a base 13% failure chance regardless of their EL or knowledge. You have been warned!

## THIRTEENTH ORDER OF POWER (OP 13)

### Wurmfold (OP 13)

This ritual requires 13 melee rounds and twenty (20) mana points to use in its basic form. Once done, the caster and everything in a 13' radius, to a maximum of 13 tons, is "folded out of his present time-space continuum into another" - hopefully the one they targeted during the ritual. It is used to instantly span trans-galactic or dimensional distances, but in so doing it also always involves shifts in time to a lesser or greater degree. Each additional 3' of radius and 3,000 pounds weight needs another five (5) mana points expended during the initial ritual. The range is theoretically limited only by the user's pre-knowledge of the chosen destination. I.E., if you don't know where/when it is, you can't get there. But if you do, then time, dimension and distance has no meaning - you will arrive! But as noted earlier there is a "time problem" in its usage. All non-Dragonkind who travel this way end up either in their own past or future. GM adjudication is required here, but the usual "time differential" is 1,000 years less 10 years per EL of the user. Sometimes (13% chance) it is even greater (1,000 and 100 years)! 10,000 G.S. in materials and 1,000 days of arduous study are needed to learn this awesome magik and there is a 7% chance of the person trying to do so being permanently "lost in non-time", never to be known of again. Never.

## FIFTEENTH ORDER OF POWER (OP 15)

### Sundertongue (OP 15)

This spell has a twenty-eight (28) mana point cost to use and is instantaneous in its effect. It causes all solid material (from flesh to steel) to literally "come apart at the molecular level"! Material thus affected becomes either a talc-like dust (if dry) or slimy ooze (if wet). Ultrahard materials like adamantium do not turn to powder, but do become clay-like, dry and brittle (very frangible/ breakable). The area of effect is a cone of polychromatic "energy" emanating from the spell caster's mouth. Its dimensions are: 99' long by 33' in diameter at its farthest point. It effects 2,000 tons of dirt/earth; 200 tons of rock/stone; 20 tons of iron and 2 tons of adamantium. By adding five (5) additional mana points the caster can increase both the size/area of effect and the amount of material affected. Note that non-Dragons attempting to wield this terrible power have an additional 7% chance (20% total) of it backfiring and utterly destroying him forever. This is without regard to EL or knowledge as stated earlier. One must study very hard for 666 days and use 13,000 G.S. in materials to learn this magik. During this learning process there is a 13% chance the student will "utterly destroy himself forever", along with 2-3 city blocks in area!!! KACHOW!! Gone!

# DRAGON MAGIK

## EIGHTEENTH ORDER OF POWER

### **Dragonwind (OP 18)**

This conjuration needs the expenditure of thirty-three mana points over a one minute time period in order to work. Once done, the conjurer has summoned a howling, raging wind of typhoon-like force. It comes into being *around* the conjurer and at start is 600' in diameter! It will expand in size at the rate of 30' radius each and every single second over the entire 13 minute duration of its conjuration! Thus, 13 minutes after its summoning it has reach the terrifying size of 47,400' in diameter or nearly 9 miles!! All without losing any of its force or fury. With a wind velocity of 75-94 mph (rolled for), plus 2 mph per each EL of the conjurer above EL 8, it is powerful enough to overturn wagons, uproot trees, capsize sailing ships, destroy houses and so on and so forth. There will be local gusts some 20% stronger than the steady velocity conjured forth. Note as well that there is no "eye" or calm spot in the center of the storm, so the conjurer too will feel its full effects. This awesome arcane force cannot be increased in any known way save as noted above. Finally, there is an additional 5% chance (18% total) that it simply will not work each time any non-Dragon attempts its use. It takes 445 days of difficult study and 14,850 G.S. in materials to learn.

## TWENTIETH ORDER OF POWER (OP 20)

### **Dragon Dreams or Dark Dreams (OP 20)**

This ritual requires forty (40) mana points expended over one hour of preparation and three minutes of actual work. Once done, the user is in a total trance state from which he cannot be wakened without arcane aid. This state will last for 13 hours or until he has "accomplished his mission", whichever comes first. In this trance state (i.e., Dark Dreams), the user enters the mind/dreams of any other single entity then asleep that he has pre-targeted. The target must be sentient and within a 30 mile radius of the "sleeper" the target only has a 1% chance of saving versus this intrusion and thus "locking out" the intruder. But if the Dark Dreamer does get in, he may do anything he wishes within the dream. However, should they manage to "kill" (in the dream) the person whose dream they are in, then that person really dies! Instantly. GM adjudication is definitely required here. Remember too that the Dark Dreamer himself may also be "dream slain" and thus truly killed as well! After all, anything is possible in a dream! This is a truly deadly and awesome power. Any non-Dragon using this ritual has a 20% additional (33% total) chance of becoming forever "lost in the dreamlands". Their body would slowly waste away (starvation/dehydration) and the Dark Dreamer would ever after just be "a dream"! Be warned! Oblivion stalks the dreamlands for those unwary enough to think they are its masters! Spend 1,000 days and 28,750 G.S. in materials to learn this dread power. If you dare...

### **Moonbiter (OP 20)**

This spell costs thirty-nine (39) mana points to wield and has a fantastic 10,000' range! Once spoken, its effect is as if the chosen target (which must be visible to the caster) has been bitten by a real Dragon! Chomp! The bite is equal, size-wise, to that of an "ancient Dragon's jaws" and does a whopping 3D100 HP worth of damage. It has been used in such diverse ways as: biting a trireme in half, utterly crushing a huge catapult on a high citadel wall, pulverizing an evil idol of black jade, and to "bite" the head off another, lesser, Dragon! While its "bite" cannot be increased in any way, an extra 1,000' of range may be added for each two (2) additional mana points used in the initial casting. And when used by any non-Dragon this magik has an additional 13% chance (26% total) of backfiring upon the caster. Crunch! 393 days of difficult study and 11,620 G.S. in materials are required to learn this magik. During the learning period there is a 5% chance it will backfire and, literally, eat you! All gone!

# DRAGON MAGIK

## ADDITIONAL DRAGON MAGIKS

The following list of spells is for informational purposes only. These spells are known about, but are not understood well enough to be “worked” by any non-Dragonkind.

### **Windows (OP 5 or 6 ?)**

Being able to see anywhere, any time, at will. Some versions can be “stepped/reached” through. OP 5? 6?

### **Wurmscourage (OP 6-8 ?)**

A “summoning” of tens of thousands of carnivorous worms! OP 6? 8?

### **Dragon Bolts (OP 7-8 ?)**

Dragon-sized “mystik darts”. Capable of knocking down castle walls! OP 7? 8?

### **The Black Breath (OP 9 ?)**

A way to “breathe out black miasmatic fogs of horror and death”. OP 9?

### **Serpent’s Song (OP9-10 ?)**

As per Wurmscourage, but for venomous vipers, etc. OP 9? 10?

### **Dragon Dome (OP 10 ?)**

A “prismatic” dome-shaped protective energy shield. Very strong. OP 10?

### **Dragon Madness (OP 12 ?)**

The causing of absolute “madness” within people in a large area. OP 12?

### **Hellsgate (OP 13 ?)**

Opens a gateway into a “hell” and summons Demons. OP 13?

### **Dragon’s Voice (OP 18 ?)**

A sonic “roar” capable of pulverizing mountains? OP 18?

### **Shadow’s Dance (OP 20 ?)**

None have ever survived its awesome onslaught, thus no description. OP 20?

### **Becoming (OP 23 ?)**

Literally “becoming” whatever shape or size. Many Dragons use it to take human form! OP 23?

### **The Summoning (OP 25 ?)**

Wherein all the dead in a “many miles” radius are literally raised up into an army at the Dragon’s beck and call. OP 25?

### **Sunfall (OP 25 ?)**

A “calling down” of sun flame hot enough to roast cities? OP 25?

# ROGUE MAGIK

Rogue Magik is magik that can be used by anyone, even non-magik users! More often than not Rogue Magik is of a very low power and does only the smallest kinds of things. Nonetheless, it is still real magik that anyone can do. Each of these magiks uses a one to three word firing sequence and requires only those words to be memorized in order to wield the magik in question. The actual spells do not have to be “learned”, unlike normal magik and users of same. Why this is so, no one knows.

To determine how much “mana” a non-trained (non-magik user) type has, divide his CON score by 10. So a CON of 17  $\div$  10 = 1.7 mana points. Not to worry about such a small amount, though, as most Rogue Magiks use only fractions of mana points anyway.

Here is a list of final admonitions; I strongly recommend you allow this sort of magik be allowed only under these conditions if you bring it into your game.

- 1) The GM must approve beforehand all characters allowed to use it.
- 2) Only newly rolled-up (EL 1) characters are allowed to start with it.
- 3) No characters from “outside games/worlds” be allowed into your game/world with this magik.
- 4) All characters allowed by the GM to use it must have a good historical (personal) reason for having learned it, and they may *not* teach others.
- 5) Those who use Rogue Magik have only one such to use per each full 5 RF points more than five that they have (i.e., one spell at RF 10, two at RF 15 and so on) and no one may ever know more than 5 Rogue Magiks, ever! No exceptions!
- 6) Users of this magik must be very secretive and will not easily trust people to let them know they can do such. After all, in Arduin these guys would be illegal due to “non-sanctioned jobbing”. The Guilds and Colleges, remember?!?
- 7) No Rogue Magik will ever work for a trained magik user, ever, even if by some wild chance he could ever discover how it works.

## FIRST ORDER OF POWER (OP 1)

### *0.5 MANA POINT MAGIKS*

#### **Cold Spot (OP 1)**

A 13’ range for an instantaneous 6” diameter flat circle of -150°F cold and 1D3 damage. This is a flat circle and not a spherical area! Note that thick armour (even clothing) will reduce the damage done by this magik.

#### **Hot Spot (OP 1)**

The reverse of Cold Spot but with 500°F heat and 1D4 damage. It blisters flesh, etc., and is hot enough to ignite paper or other small amounts of extremely dry material (straw, tinder, etc.).

#### **Slider (OP 1)**

This causes a 3’ circular flat area up to 9’ distant to briefly (one second only) become zero co-efficient (as in “Torozon’s Slippery Field”). It is of instant effect. Instant banana peel!

# ROGUE MAGIK

## **Spark (OP 1)**

A little mini-bolt of electricity some 13" long, with a 7' range. It does 1D4 HP damage and stuns living victims (of 45 HP or less) for 1D10 CF counts. The "spark" jumps only from the right index finger to the target.

## **Thumper (OP 1)**

An invisible "kinetic push" of 1D4 HP damage value and a 7' range. Like a shove, it can push a man-sized opponent off balance if he's caught unawares. This force emanates from the palm of the right hand only.

## ***0.75 MANA POINT MAGIKS***

### **Hopper (OP 1)**

Causes the caster to immediately jump or "hop" one foot per each STR point he has, along a horizontal plane. He will climb to a height equal to 2/3rds the leap distance at midpoint along his aerial path. I.E., a character with a STR 18 would jump 18' away, his feet being 12' off the ground at his high/mid-point. Landings are up to the hopper as no special aid nor help is given to him by this spell. Note that the full distance is always covered and it can be so done from a standing start with legs unbent. Boing!

### **Ink Spot (OP1)**

This one causes a 3' globe of air up to 13' distant to instantly become inky black and totally opaque to all normal (human and Elven) means of visual sight. Duration is 1D3 seconds (roll).

## **SECOND ORDER OF POWER (OP 2)**

## ***0.5 MANA POINT MAGIKS***

### **Bright Light (OP 2)**

Immediately causes a 7' diameter area up to 13' distant to light up for 1D4 seconds with a whitish-yellow glow of 150% full daylight intensity. It is not a "flash", but a fast-increasing "pulse" that flares to its full intensity then fades, all over a natural time curve brief though it may be.

### **Ears (OP 2)**

This one allows the caster to hear any single (one) source of sound he has targeted up to 20' distant. All extraneous noise is blocked/filtered out so that, for instance, a single person's conversation in a noisy and crowded inn would be heard clearly for 11-30 seconds. It is instant acting, too.

### **Pucker (OP 2)**

This causes any man-sized target's mouth to become "as if alum had been applied liberally throughout". The net effect is that the victim cannot speak, only make "gargly-choking" sounds for the 1D3 second duration of its effect. Then all returns instantly to normal. This magik affects only those of a size generally associated with men or smaller. Range for this instant effect magik is up to 20'.

# ROGUE MAGIK

## THIRD ORDER OF POWER (OP 3)

### *0.5 MANA POINT MAGIKS*

#### **Blink (OP 3)**

This causes the spell caster to instantly become invisible to all forms of normal sight for 1D3 seconds. He sort of blinks out and then back into sight. Nyaa, nyaa! Ya missed me!

### *0.75 MANA POINT MAGIKS*

#### **Seal It (OP 3)**

This one is only usable on the spell caster himself and takes 1D3 seconds to fully complete its operation. It immediately will stop/seal off any severed artery or other such “bleeder” wound and then heals 1D3 HP of damage (knits the cut artery, etc., back together). That’s all.

## FOURTH ORDER OF POWER (OP 4)

### *0.9 MANA POINT MAGIKS*

#### **Dagger (OP 4)**

This one instantly forms a knife-blade-like energy shard in the caster’s hand (choice) with a 1D3 second duration. It attacks as a +1 dagger and will strike all from Undead to Demonkind. The blazing blue 13” long energy shard is very impressive to see, too.

#### **Pop Lock (OP 4)**

Essentially a 3’ range “Chain Break” spell with a 75% base success chance.

### *1.25 MANA POINT MAGIKS*

#### **Sword (OP 4)**

A larger, longer (39”) “energy shard” of sword-like proportions. Attacks as a +1 magik sword with a 1D4 second duration.

# ROGUE MAGIK

## ROGUE MAGIK FINAL NOTES

No other Rogue Magiks are known to exist, and none of them may be modified in any way. Finally, the existence of Rogue Magik is not a “known fact” in Arduin. Few people outside of the highest of magikal and religious councils have even heard of it as a rumor. Most dismiss it as pure myth of the worst sort (deliberate fakery). And most users of it would prefer to keep it just that way.

Rogue Magik, unfortunately (or not, as some believe), only manifests itself in pure blood human strains and in no others! Not even half-breeds get it. It is also a case of “use it or lose it” in that if it is not continually practiced as the “inner urges” push one to do, then over a period of about three years it atrophies to nothingness and, once thus lost, is a power that can never again be regained. Ever.

Most user’s “manifest” at puberty or thereabouts and have full powers well into middle age (50-60 years old or more in Arduin). However in the last 20-30 years of life, it begins to atrophy until it is entirely gone (at about 5% loss of mana/potency per year or so).

That’s it on Rogue Magik, so enjoy. But only in moderation...

# ALCHEMICAL KNOWLEDGE

Alchemical knowledge is broken down into three subsections. The first deals with general skills and knowledge acquired by the Alchemist as he progresses through the various ELs etc. The second presents a list of Alchemical concoctions and abilities available to the Alchemist as a specific list. You will note that while some of these items have an EL or OP listed, it is strictly up to each individual GM to determine just which EL or OP he will allow them at. So instead of listing them in such a manner, they are presented in alphabetical order for convenience' sake. The third and last subsection deals with Orcish alchemical devices, and they too are listed in alphabetical order. Again, it is the GM's purview to determine OP and EL, etc. So read on and enjoy!

## ALCHEMICAL SKILLS

### FIRST ORDER OF POWER (OP 1)

#### **Acid Grenade (OP 1)**

This 2 pound ceramic sphere needs 4 hours and 10 G.S. in materials to build. When thrown forcefully it will shatter, covering an 11'-20' diameter area with an acid of a potency equivalent to whatever EL the alchemist is, multiplied by 3D6. To determine how to attack and allocate damage amongst targets add +5 to your attack and roll d100 to determine what percentage actually hits your target which is treated as if he were AC 9 for such attack purposes. The GM is final arbiter on division of damage, if any, among multiple targets and is also encouraged to utilize any of the "miss" charts he may have developed on his own or found in any of the published Arduin material. This technique requires 3 weeks to learn.

#### **Glue Vials (OP 1)**

This semi-liquid, blue-green glue is kept in small, 1ounce glass vials from which it will pour like cold molasses. Each vial holds enough glue to cover an area 1'x 1'. The glue sets in 6-10 minutes and will hold creatures up to a STR 5 firmly in place. This adhesiveness increases by a STR factor of one per EL the alchemist attains beyond the EL at which the basic glue technique was learned. Thus an EL 20 alchemist (who'd learned it at EL 1) could produce glue that would resist up to a 24 STR. Each vial requires 10 s.p, plus 1 s.p per each STR point in effectiveness, and 30 minutes to concoct. The technique takes a week to learn.

#### **Slippery Mist Sphere (OP 1)**

This 6" diameter, 2 pound glass sphere will cover, when shattered, an 11'-20' diameter area with a silvery liquid that is equivalent in effect to the "Torozon's Slippery Field" magik. The liquid will remain potent for 21-40 melee rounds. These devices require 48 G.S. in materials and 6 hours of time to construct. The technique takes 7 weeks to learn.

#### **Stench Bomb (OP 1)**

These 2 pound, 6" diameter ceramic spheres require 8 hours and 9 G.S. in materials, each, to put together. When broken open a brownish-grey cloud of essence of skunk billows out (in 1-6 CF counts) into a 20' diameter cloud. The cloud will last 6-10 melee rounds and all living beings inside it up to 30 HP in size are immediately convulsed in agonizing retching spasms, and are totally unable to function in any manner for 1-5 minutes thereafter. All creatures of 31-50 HP in size are so affected as to be -4 attack and defense for 1D10+10 melee rounds. Creatures of 51 HP or greater are -1 attack/defense for 1-5 melee rounds, to a total of 250 HP in creatures to be affected. This technique requires 5 days study to learn.

#### **Water Proofing Liquid (OP 1)**

Each gallon of this musty smelling but clear liquid requires 22 C.P. in materials and an hour to produce. One gallon will totally waterproof an overcoat, a shirt and pants, a blanket, or other such amount of material. This is done by soaking the garment in the liquid, then letting it dry for 10-15 hours. Thereafter the material will shed water and other such non-caustic liquid for 11-15 months of normal usage. This technique requires 2 days of study to master.



# ALCHEMICAL KNOWLEDGE

## SECOND ORDER OF POWER (OP 2)

### Acid Cloud Sphere (OP 2)

A 4" diameter, 12 ounce sphere of fragile glass that, when broken, releases in 1-10 CF counts a 15' diameter cloud of yellow mist. This mist will persist for 1D5 melee rounds causing an initial 5D8 of acid burn to all it touches (200 HP maximum). This decreases by 1D8 potency each melee round it lasts beyond the first. Any man-sized creature inhaling a lungful of this mist has an 80% chance of dying in 11-20 melee rounds. Those who don't die after inhalation still only have half CON for the rest of their lives! Seared lungs are nasty! The Basic Acid Grenade is a prerequisite to learning this technique, which normally needs 5 weeks to learn. Each sphere requires 35 G.S. worth of materials and one full day to put together.

### Bang Pellets (OP 2)

Buckshot-sized pellets of a hard grey substance that weigh one-tenth ounce each. If stepped upon or struck sharply, they explode with an ear-ringing "BANG!" Each pellet needs but 7 C.P. worth of materials to make but due to their small size a minimum of 10 must be made each time. This batch requires 15 minutes to put together and then about an hour to harden into usability. Thieves and Assassins love to use them as a sort of early warning device and buy them as fast as they can get them. The technique requires only a week of study to master.

### Fire Retardant Paste (OP 2)

Each 12 ounces of this mud-colored paste will cover an area 1' square and render that area 100% fireproof, up to a fire potency of 33 HP in value. Each 12 ounces needs 16 s.p in materials and 14 hours to produce, the residue of which is used in making Instant Rope. This paste is always stored in green glass containers. If stored in anything else, it will go bad in one day, becoming totally ineffective. Only the area the paste covers is fire retardant, and only for one usage. The heat turns it hard and brittle, thereafter flaking and crumbling away. This technique needs 3 weeks of hard study to properly learn. It can be layered for greater effectiveness, though you must allow each successive layer 15 minutes to set before you apply the next. Once applied, it lasts indefinitely, subject only to the aforementioned flaking after heat, or abrasion (as might be suffered by a shield in combat). The GM will have to adjudicate the latter.

### Flash Pellets, Basic (OP 2)

Hard, marble-sized, 1 ounce, purple pellets that explode into an 11'-15' sphere of intense white light lasting but 1 CF count. Anyone inside that area, facing its core, has a 65% chance of being flash-blinded for 6-10 melee rounds. Anyone inside that area but not looking directly at the flash core only has a 20% chance of being so affected. All others who are outside of its flash radius, but still within 30' of the core, have a 10% chance of being flash-blinded for 6-10 CF counts if, and only if, they were looking at said core. Nobody else is affected. Each pellet requires 8 s.p worth of materials and 45 minutes of time to construct. Note that this pellet will detonate Fire Mist. The technique itself requires 6 weeks of study to properly learn.

### Incendiary Paste (OP 2)

This yellowish paste is made in 4 ounce batches, each of which will cover an area 1' square, burn for 1 melee round while giving off a dense whitish smoke and causing 4-6 HP of fire damage. The smoke cloud is enough to reduce a 10' cubic area to a 1' to 3' visibility for 6-10 melee rounds. They are carried in tin containers and must be lit by match, torch, or other similar means. The heat generated increases by 1-2 HP per EL the alchemist acquires beyond the EL at which this technique was learned. Each batch requires 19 s.p in materials and one hour to concoct. This increases by 2 s.p in materials cost per each 1-2 HP greater potency per sphere. Bang Pellets sprinkled in this paste, then set off, will ignite it! The technique takes 2 weeks to learn.

### Itching Mist Spheres (OP 2)

Like Acid Cloud Sphere; a non-lethal but highly irritating pink cloud of essence of urushiol billows forth from this device. All living, organic creatures it touches will then scratch and itch for 1D10 minutes. This itch is severe that those affected will be at -4 attack/defense for the first minute; this further decreases by 1 for each 3 minutes of duration, so the total penalty for attack/defense if, for instance, the full 10 minutes

# ALCHEMICAL KNOWLEDGE

were rolled, would be -7 (-1 per 3 minutes; 9 minutes = -3, plus -4 for the first minute = -7 attack/defense). The basic Acid Grenade is a prerequisite to learning this technique. Each fragile glass sphere takes 3 G.S. worth of materials and 4 hours to make. The technique takes 2 weeks to master.

## **Purifying Tablets (OP 2)**

Each 1" diameter by .5" thick chalky white tablet, when dropped into a gallon of water, will froth and foam for about one minute, totally purifying the water. This does not neutralize poisons, it just cleans up muddy or otherwise foul water. Each tablet requires 18 C.P. in materials and 10 minutes (plus a 4 hour drying out period) to make. The technique itself requires three days of study to learn.

## **Stun Mist Sphere (OP 2)**

This 10' cloud of bright metallic blue mist will stun for 6-10 melee rounds all living organic creatures of 45 HP in size or less; as the alchemist progresses in EL he may concoct up to a 220 HP maximum effectiveness sphere (GM adjudicate EL of ability, etc., for each increase of 45 HP in size affected). Only a 20 will save versus this effect - but if a 20 is rolled, the being is forever after immune to its effect. It will last but one melee round and affect but one victim. Each 2" diameter sphere weighs 15 ounces, and requires 40 G.S. in materials and 2 days to put together. The technique requires 12 weeks to learn, and Acid Cloud Sphere are a prerequisite to acquiring it.

## **THIRD ORDER OF POWER (OP 3)**

### **Instant Rope (OP 3)**

This is a golden paste carried in a waxed canvas squeeze tube 8" long and 3" thick, weighing 7 ounces. When it is squeezed from this tube it forms a 1" diameter rope of paste up to 20' long per tube. This paste will turn black and then harden in 3 minutes into a tough fibrous rope that will hold up to 500 pounds of weight; more than a 20 STR is required to break it. The rope will last for one hour, then begin to break down into a greyish dust over a 20 minute period. The rope is not quite as flexible as real rope, but it is 100% fire resistant, though intense heat cuts its life and strength by half. The technique for producing this material requires 10 days to learn, and each tube requires 6 s.p worth of materials and one hour to produce. The alchemist must know how to make Fire Retardant Paste before he can produce this material.

### **Fire Mist Spheres (OP 3)**

These 3 pound, 8" diameter brass spheres require 600 G.S. in materials and 7 days to produce. The sphere has a screw plug which is taken out, letting the scarlet mist escape in 1D6+6 CF counts and fill a 20' diameter area. This mist will hang in suspension in the air for 1D10+10 melee rounds. If any open source of flame touches it (a torch, vented lantern, etc.), it will ignite in a fiery blast of 1D20+20 HP of damage much like a "Flash Point" spell. To learn this technique the alchemist must already know how to make Incendiary Paste and study hard for 20 weeks. By the way, the brass container is usually damaged beyond use a second time.

### **Flash Pellets, Advanced (OP 3)**

Like Basic Flash Pellets with these differences: the sphere is 21' to 30' in size, the blinding duration is 1D10+10 melee rounds, and all ancillary effects are adjusted proportionally. Each pellet requires 17 s.p worth of materials and one hour to make. The technique may only be learned by those who have already mastered the Basic Flash Pellet construction, and requires 5 weeks of study to do so.

### **Sleeping Mist Spheres (OP 3)**

These 5" diameter 1 pound glass spheres require 187 G.S. in materials and 16 hours to produce. When broken open, they emit a 20' diameter cloud of violet mist (in 5-10 CF counts) that then dissipates in two melee rounds. All living beings up to 35 HP in size (to 185 HP total) that inhale these fumes must

# ALCHEMICAL KNOWLEDGE

successfully save versus poison, or fall into a “sleep” for 1D100+20 minutes. If a save is successfully made, the victim is still woozy for 1D20 melee rounds and is -2 attack/defense. Each EL the alchemist gains beyond the one he acquired this technique adds 5 HP in size, etc., to the effectiveness of the gas as well as 25 G.S. in cost. The technique itself requires 4 months of study to master.

## **Super Glue Vials (OP 3)**

This dark purple epoxy glue is carried in two separate 1 ounce vials, the contents of which must be mixed with a silver stirrer in order to function. It is enough to cover an area 1'x 1' and will set in 3 minutes. The basic glue of this type will bond anything so powerfully that a STR 11 is required to break it. This increases by 2 STR factors per EL the alchemist attains beyond the one at which this technique was learned. The basic dose needs 30 s.p worth of materials and one hour to concoct. That EL 20 alchemist previously mentioned could (if he'd learned it at EL 1) make a glue capable of resisting up to a 49 STR (11 base + [2+9])! Each additional 2 STR points of holding power add 1 G.S. in material cost and 5 minutes to completion time. The technique itself requires 5 weeks of study to master and may be learned only if the Basic Glue technique is already known.

## **FOURTH ORDER OF POWER (OP 4)**

### **Ever Candles (OP 4)**

These golden sticks are 3" in diameter and one inch long for every hour of burn time they have. These candles burn without smoke or dripping and cast light equivalent to a torch. Their touch (the golden flame) does 1-2 HP of burn damage. While lit, it smells strongly of licorice. Each such inch weighs 1 ounce and requires 5 s.p worth of materials and 20 minutes to manufacture (i.e., one 10"/10 hour candle would need 50 s.p and 3 hours, 20 minutes to make). The technique needs but 8 days of study to learn.

### **Meteors (OP 4)**

Identical in every way to the Assassins' Boomers; needs 25 s.p in materials and one hour to construct. This technique requires prior knowledge of Advanced Flash and Smoke Pellets to learn and seven weeks of study. This pellet will detonate Fire Mist!

## **FIFTH ORDER OF POWER (OP 5)**

### **Mystik Solvent (OP 5)**

This oily amber liquid is produced in 1 ounce batches and is always kept in silver containers. The product spoils within one minute after removed from the silver, unless applied. Each ounce requires 8 G.S. in materials and two days to concoct. This liquid has a 90% chance of unsticking any stuck object that is gummed up by rust, dirt and grime, dried grease or oil, or even by the basic alchemical glues. This liquid is not flammable, but is fairly slippery, like most oils; each ounce will cover an area some 4" square. This technique requires 17 weeks to learn.

# ALCHEMICAL KNOWLEDGE

## SIXTH ORDER OF POWER (OP 6)

### **Blizzard Blast Bombs (OP 6)**

These hard, translucent blue spheres weigh about a pound, and are 5" in diameter. Each one, when thrown or sharply struck, will detonate into the equivalent of a "Blizzard Conjunction". These bombs take 6 hours and 77 G.S. in materials to make. It takes some 18 weeks of study and 410 G.S. worth of materials to master this technique.

### **Dragon Gut (OP 6)**

Essentially a more powerful version of Instant Rope, which the alchemist must know before he can learn this technique. All parameters apply, except that this stuff has the look, feel, and consistency (Strength) of steel cable! It will hold up to 3,000 pounds; a STR of more than 33 is needed to snap it. It hardens in 7 minutes, begins to decompose (which takes 1 hour) after 10 hours, and is absolutely, 100% fire resistant up to 5,000°F, with a melting point of 6,850°F, weakening long before it melts. It takes 3 hours and 15 G.S. of materials per tube to create, as well as 5 months of study and 340 G.S. in materials to learn this technique.

### **Instant Wind, Basic (OP 6)**

These pearlescent grey spheres weigh 6 ounces and are about 2" in diameter. When sharply struck or thrown they detonate into a forceful whirling wind equivalent to a minimum strength "Ghost Wind" conjunction. The basic sphere requires 50 G.S. worth of materials and 30 hours to create. The basic skill requires 6 months of study to learn.

### **Potion of Strength and Power (OP 6)**

This vile-smelling, horrid tasting, black liquid will give any human or humanoid with at least one-quarter human blood extra STR and CON for 25 hours per dose taken, providing he can keep it down. The increase is 1D10 STR and 1D6 CON points. For each dose taken during the course of the user's life, there is a cumulative 2% chance of instant death due to systemic shock. Each one-pint dose has a shelf life of only 2 days and requires 2 hours of work and 28 s.p in materials to create. It takes 11 weeks of study and 80 G.S. worth of materials to master the method of creating this stuff.

### **Walking Liquid (OP 6)**

This viscous amber liquid can be painted onto any non-living substance, and it will render that surface impervious to slippage of any means. This means that boots so treated could move over the Torozon Slippery Field without a problem. Each application lasts 25 hours under normal wear conditions, and an amount sufficient to cover one pair of human-sized boots takes 55 minutes to prepare and 25 s.p worth of materials to create. The technique itself, however, takes 7 months of study and 55 G.S. to learn. There is an opposite to this substance which, after a set delay period (alchemist's choice), will cause the surface so treated to act as if it were coated by the slippery field (zero co-efficient). Each application requires 21 s.p in materials and takes 1 hour to create. To learn this technique takes an extra 10 days of study and 20 G.S. in materials.

## SEVENTH ORDER OF POWER (OP 7)

### **Sunbright Lotion (OP 7)**

A clear, rose-smelling liquid that is applied directly onto the eyes. Once done, the eyes in question cannot be flash-blinded or caused discomfort by any bright or intense light. In fact you could look directly at the sun with no problems. One ounce will give two human-sized eyes 25 hours of such protection. Each such dose requires 8 hours and 55 G.S. in materials to concoct. Batches of any size can be made. If stored in airtight copper containers, it has a shelf-life of 200 days. Stored elsewhere, it spoils in 15 minutes. It takes 100 days and 300 G.S. in materials to learn this skill.

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## EIGHTH ORDER OF POWER (OP 8)

### **Instant Wind, Advanced (OP 8)**

See the write-up for the OP 6 “Instant Wind, Basic”. This gives exactly the same effect as the wizardly “Mickledi’s Cyclonos Conjunction”. The alchemist can create an area of cyclonic winds some 31’ to 50’ in diameter and 21’ to 40’ in height. Once done with the conjunction, the effect is immediate and has a 1D100 melee round duration. The duration may not be increased, however. The force of this wind will bowl over all creatures up to 75 HP in size, cause light structures such as a commoner’s cottage to literally fly apart if conjured within it, and wreak enough havoc in general to cause 1D6 HP of physical damage per melee round to all creatures of less than AC 6 within its area of effect. This version requires 150 G.S. in materials and 50 hours to create, and 2 additional years to learn.

## NINTH ORDER OF POWER (OP 9)

### **Crumbler (OP 9)**

This glowing violet liquid, when poured or spread onto an area of stone, will make the stone as soft and brittle as chalk in about 3 minutes. It affects metals (except the magik metals: orichalcum, mithril, adamantium, and silver, which is not magikal per se, but is a natural barrier to magikal energies), but will take some 10 minutes to work on them. It can only be concocted during the 5 days of Tai Taowyn (End Year), and must be stored in pure silver spheres. Each 9” sphere (this size only will work) holds enough of the liquid to cover a 10’ square area of stone to a depth of 3’, a 3’ square area of metal to a depth of 6” or less depending upon its hardness. This material takes the full 5 days of Tai Taowyn and 1,300 G.S. in materials to produce. This substance has an arcanelly low temperature of -20°F. It takes 3 years of study and 9,000 G.S. worth of materials to master this technique.

## TENTH ORDER OF POWER (OP 10)

### **Blood of the Metamorph (OP1 10)**

This silvery liquid will grant its drinker the ability to change shape into any one kind of creature and back again at will over a 5 hour period. The liquid is keyed for a particular species, one at a time, at the full cost of the technique. It takes 13 hours and 13 G.S. in materials to create one dose, which can only be stored in containers of pure gold, and has a shelf life of 13 days. If kept in any other material it will spoil immediately! The drinker gets only the shape of the keyed creature, and only within his own weight/mass limitations, and none of its magikal power, if any. However, enhanced flight, swimming, or other natural abilities inherent to the species are acquired. On the other hand you won’t necessarily know how to fly or swim very well the first few times you change. It takes 13 weeks of study and 130 G.S. in materials to master this skill for any one shape.

# ALCHEMICAL KNOWLEDGE

## ELEVENTH ORDER OF POWER (OP 11)

### **Reflector Salve (OP 11)**

This golden yellow, mint-smelling salve has the ability to bounce 1D100% of any sort of magik that strikes it, right back towards its source. Each ounce coats one square foot and lasts 13 hours if not rubbed off. Each ounce needs 10 hours and 55 G.S. in materials to prepare. Batches are always 10 ounces or less. Stored in iron, it has an indefinite shelf life. Stored elsewhere, it becomes non-magikal and inert in about an hour. Learning this concoction takes 14 weeks and a cost of 980 G.S. in materials.

## THIRTEENTH ORDER OF POWER (OP 13)

### **Vampyr's Tears (OP 13)**

A scarlet, oily and viscous liquid that allows its drinker to become gaseous for a period of exactly one hour per 5 ounce dose. While gaseous, all mental faculties are retained and movement up to 45' per melee round is possible. Sort of a do-it-yourself Vampyr Vapor potion. This technique needs 13 hours and 39 G.S. worth of materials to create. Once done, it must be stored in a glass container. If so kept, it has a 13 day shelf life. If not, it spoils in 13 minutes. It requires 13 weeks of study and an expenditure of 600 G.S. in materials to master this alchemical recipe.

## ALCHEMICAL CONCOCTIONS

### **Abskambar's Abysmal Blast Pellets**

Also called the "Golden Eggs of Death", these alchemical devices are indeed golden colored and of a size, shape and weigh of a hen's egg. Each such, when thrown or struck sharply onto a hard surface, will detonate into an inky black mystik blast that has the following properties: It has a radius of precisely 17' always; every creature within its blast that has normally operating eyes is immediately blinded (from humans to Elves, etc.), with no save, for 1D100 melee rounds; all who have normally operating hearing are deafened for the same length of time, and those with acutely sensitive hearing, from Elves to bats, suffer twice as long; all up to 45 HP in size are immediately disoriented and incapable of anything but the most confused of actions for 1D20 melee rounds and, finally, all of those of the Undead kind caught within its effects suffer 1D20 HP of non-restorable damage. Each egg needs 20 days, with the alchemist present throughout, along with 3,445 G.S. in materials to prepare. Note also that the egg's outer layer is mildly toxic and prolonged skin contact can lead to nausea, vomiting and extreme dizziness. The materials are *extremely* rare (GM adjudicated) and hard to obtain by any level of alchemist, and then only in minimal amounts.

### **Arhuu's Hungry Fog Spheres**

This horrific alchemical weapon is exceedingly rare for 2 reasons: each softball-sized "grenade" (glass spheroid) requires some 1,450 G.S. in materials to make over a 2 day period; only those alchemists of EL 10 or better can understand the complex processes required to make them. Note also that only one at a time can be made because of this complexity. When shattered, the sphere releases an extremely rapidly expanding cloud/fog of bright scarlet gas. It fills an area approximately 33' in diameter in one CF count (1/5 of a second!). its duration is 11-20 seconds (roll D10+10) and it does not expand beyond its 33' diameter area unless blown by wind (natural or artificial). If it is made to increase its covered area, its effects lessen proportionately. This gas dissolves all organic matter within its area at the rate of 11-30 HP per CF count to a maximum of 1000 HP worth. This is without regard to the number of its victims or other

# ALCHEMICAL KNOWLEDGE

organic things like leather chairs, cotton cloth, etc. Thus it could theoretically utterly dissolve twenty 50 HP Orcs, or one 1,000 HP monster (Godzilla?). So on and so forth. Note the fact that if stored in glass it has an indefinite shelf life, but that there is no known neutralizer for this horrid gas. Thus it is dangerous to even have around. To learn to create this generally unlawful alchemical mayhem requires 2 years of arduous study and an outlay of some 9,485 G.S. in materials. Manufacturer's suggested retail price is 25,000 G.S. per sphere, 1% chance of availability.

## **Barakahnuu's Benevolent Unguent of Urgent Healing of Burns and Acid**

This dark blue, cold-cream-like unguent, when spread upon areas of living flesh that have been burned by fire or acid, heals these areas at the rate of 1 HP of damage per melee round to a maximum of 5 HP worth of such damage per ounce used. The area healed will be totally free from all scar tissue but any flesh already "gone" cannot be replaced or regenerated by this unguent. This sweet basil smelling stuff requires 155 G.S. in materials and three days time to manufacture 10 ounces (the alchemist need only be present during the first and last two hours of said preparation). It will retain its healing potency indefinitely as far as is known (it has been observed that unguents of this type over 1,600 years old have still performed without any loss in efficacy). The ingredients are easily obtainable by any EL alchemist and in almost any quantity.

## **Ben-Qua-Zell's Potion of the Eyes of the Overworld**

The potion is a luminescent rainbow color, has a vivid smell of hot iron and a taste not unlike strawberry jam laced with coffee. When drunk by any living being it will give that being "The Eyes and Sight of the Overworld". This means that they will be able to see the entire spectrum of colors from infra-red to ultraviolet, see all things "invisible", see through all things illusory and, of course, will be able to see any beings of Astral or Ethereal form (but not able to see directly onto those planes). This happens in 1D6 seconds after ingestion and is so sudden that many beings are driven mad by the welter of new images, how old images are warped and different, how the colors have changed and so on. Once taken, the effects will last for 1D100 minutes without control or let-up of any kind. Figure a 99% chance of insanity, less 9% per level and less 1% per point of EGO of the being. If the being has ever experienced any of these effects before, then their insanity chance is also reduced by 15% for each (i.e., a Dwarf has infravision so he is used to that, a mage may have once used a spell that let him see Astral before, and so on). Each one ounce dose requires 1,250 G.S. in materials to make and the manufacturing time will always be 88 days regardless of the amount involved. The maker needs to be present only during the first and last 4 days only. Once completed, this potion will retain its potency for up to 300 years if it is kept cool and away from direct sunlight (which will, over a period of a few days, render the potion inert). The materials are never available in amounts of more than 1D10 doses' worth each year in Arduin and the actual making is so hard as to require an Alchemist of at least EL 17 to even attempt it.

## **Bhad-Bhyll's Mindfast Potion or Thinkfast Wine**

This potion looks, smells, and tastes just like a good red wine but is extremely rare in the Arduinian multiverse. When a small glass full (about 6 ounces) is drunk, the imbiber has his mental functions sped up ten fold. He can think ten times faster for 1D100 minutes less one minute per STR point (1 point minimum). So the stronger you are, the less time it works for you. Strange, isn't it? Consequently, the user has more time to make decisions in melee and other "fast" situations. Note however, that the drinker's physical speed and reflexes are absolutely unchanged! Note also that it takes a lot of practice to talk at a normal rate of speech while one's mind is whizzing along so fast! Lots of practice! Also, if it is used more than five times in one day, there will be a 15% cumulative chance per each such use that the drinker will become helplessly insane permanently. Each dose costs 500 G.S. in rare materials to concoct though batches of any size desired can be made. Once brewed it has a shelf life of about three years but must be kept in tightly sealed glass containers to keep from spoiling. The production process takes about 30 hours, but once the actual mixing is finished (about an hour), it can be left to ferment on its own.

## **Bhillagharn's Blue-Goo or Glass Gulp**

A brilliant phosphorescent-blue, viscous liquid that has a very strong odor of rotted fish. Each three ounce dose will, when drunk, cause any living being of up to 40 HP in size to become totally transparent (like glass). Duration of this effect is one hour per dosage taken. Its usage is obvious. Each dose needs some 80

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G.S. in fairly common materials and some 6 hours to make. It can be made in any amount desired and has a shelf life of up to 7 years if properly stored in airtight ceramic jars. Only alchemists of EL 3 or more should be able to learn this process and to do so requires 66 days of intense study and 1,860 G.S. in materials. Retail price is 300 G.S. per dose at a 45% availability chance.

## **Black Brian's Brew or Swamp Tea**

This inky black, sewer smelling (and tasting!) thick liquid must be drunk to be of any effect. Once imbibed, the brew roils and foams in the stomach for about 1D20 minutes (with a 5% chance each minute, separately rolled for, of the hapless drinker vomiting it all back up again!). If he doesn't throw up, then at the end of that time, he is 100% immune to all poisons and venoms for one hour per each CON point he has. This is without regard to the toxicity or the origin of the toxin. 1 HP or 1,000, it doesn't matter. If, on the other hand, he does vomit, he will then be *more* vulnerable, taking double damage from such toxins for 1D20 hours! Note that it can only be drunk once per each 25 hours by any single living person (more often and it acts as a 13D8 potency poison!) and it takes a full pint to affect each 200 pounds of personage. Each single pint needs 981 G.S. in materials, most of which are extremely rare, and 16 hours to produce. Any amount can be made at one time and once done it has a shelf life of 11-20 years if kept tightly sealed (no light!) in ceramic or glass crocks. Any light at all of more than 30 seconds duration causes the stuff to spoil and become 3D8 poison per pint.

## **Calicraxes' Wax**

This deep purple colored wax is also called "Ever Wax" and "Glo-coat". Simply put, any candle made from it will burn for twenty times the normal duration and at triple the brightness of an ordinary one. The ingredients needed to make this special wax (not including the purest of beeswaxes) are very common and easily obtainable by alchemists of any rank. It normally costs no more than 1 G.S. per pound to make, and once the actual two hour mixing is completed the maker need not bother with it again at all until it has properly "set" some 23 days later. Once set, it will last for unlimited time without losing its efficacy.

## **Calimahr's Puissant Potion of Dragon Repelling**

A bright cherry red liquid, this has a consistency and taste like "cough syrup". It even smells like it and when imbibed will cause the drinker to acquire, over a 1D20 minute period, a "smell so repugnant to all Dragonkind that they cannot stand to even be close to it!" To a human nose the aroma is sort of a cross between rancid butter and old sewage sludge (*Phew!*). It has a duration of 100 hours less one hour per each 5 HP more than 45 HP the drinker is. Note that even after it has stopped its effect, the aroma will linger for days in the person's clothes, etc. Of course it will have a much reduced effectiveness (GM adjudicated), but every little bit helps as they say! So effective is the potion that all Dragonkind approaching to within a 21'-30' radius of the drinker will immediately and reflexively, no save, pull up short, clamp their jaws shut, squinch their nostrils as closed as possible and retreat away as fast as possible! It also causes their eyes to water and their stomachs to "heave and boil" with instant nausea. Look out! Dragon vomit! (33% chance, rolled for each melee round!) Dragonkind simply cannot tolerate the smell this stuff produces from a humanoid being after being imbibed. However how each individual Dragon will handle such an encounter is as varied as they are. A scorching blast of Dragon's flame to "cleanse the area"; a quick, whirling tail smash to bat the "offending object" as far away as possible; even a very hasty retreat could result. The only certainty is that they won't get close (or downwind) from such smelly folks! And as noted above such an odor is not exactly "sweet" to humanoids either. Still, if you're afraid of Dragons... This potent concoction requires 450 G.S. in relatively common materials over a 30 hour alchemical process to produce. Any amount may be made and it has a shelf life of 100 years or thereabouts. It can be stored in any non-porous container except glass. Glass ruins it rather quickly. To learn the process requires the alchemist be at least EL 3 and to spend 1,450 G.S. in materials over a relatively easy 100 days of study.

## **Chambruse's Sentry Sand**

This stuff has the look, color, and feel of ordinary sand but is, in fact, very remarkable. When stepped upon (by a weight of 30 pounds or more) it "snaps, pops, and bangs" while giving off flashbulb-equivalent flashes of blue-white light. The noise is louder than a barking dog and is guaranteed to wake even those deeply asleep. It can be made in any sized batch, each pound being able to cover 10' square and using 18 G.S. of very common materials. Each batch takes 2 hours to make and has an indefinite shelf life. Note



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however that once activated, it used up and should be replaced. Learning to make this material takes only 11-20 hours (roll) and 116 G.S. in materials. Retail price is 50 G.S. per pound on a 40% availability chance.

## **Chyp's Cataclysmic Cacophony Crystals or Boom Glass**

These beautiful crystals of rainbow-hued near transparency are actually "grown" by the alchemist over a 13 day period and always 13 crystals grow in each batch, each about 2"-3" long by 7/8 - 1 1/8" thick. Each crystal has the ability to absorb and store all sound it "hears" within a 90' radius. It can then release this sound in one single cataclysmic blast when broken! Voices, thunder, laughter, animal sounds, howls, Dragon roars, explosions - nothing is too much for it. Lethal levels of sound will issue if such have been "heard". Note too that if it hears a conversation lasting several hours, it will release same over several hours (i.e., real time) as if it was just then being spoken! Its one drawback is that it records over each old sound as each new one is heard. Each crystal seems to have a 13 minute "play time" and will go linearly along such to the end before "recording" over itself. However, stop anywhere along that 13 minute time span during its "hearing" and then restart, and it begins at the beginning once again. And all it hears (no known limit) is never lost until the crystal is broken. Simply put, it has a 13 minute "memory loop" but an endless listening ability. Thus it just adds over that 13 minute period all it hears - over and over! Each batch of crystals takes 1,300 G.S. in materials and 13 days to grow. Any moonlight touching them during that process will instantly destroy them. If more than a dozen different voices were heard at a dozen different times, they'd all babble forth without regard for clarity or any other factor. Its "hearing" is stopped by storing them tightly in a silver box for one minute. 2,572 G.S. in materials and 19 months of study are required for the learning of this technique.

## **Colibri's Fantastic Aerial Transport Spheres or Air Eggs**

Each of these purple egg-shaped objects weighs a hefty 50 ounces and has a sort of rubbery hardness. When kneaded vigorously between the hands for 1D6 seconds, they will suddenly inflate with great rapidity (1D3 seconds) to a translucent balloon some 15' high and 11' across the top! Tear-dropped shaped, the "tail" hangs down some 9' into a 4"x 3" stirrup or handle of that same hard rubbery material. This balloon is capable of lifting some 400 pounds at the rate of about 1' per second to an altitude of 10,000' to 12,000' or so. Lesser weights rise proportionately faster but not much higher (14,000' maximum altitude). The material in the balloon is tough enough to resist normal bird beaks and claws but certainly not arrows or other sharp objects wielded with any modicum of force. Each lasts 1D12+1 hours (1 hour minimum) and then begins to lose its lifting gas as the balloon skin deteriorates (GM adjudication required here). Each air egg takes 7 days of work and 1,582 G.S. in materials to create. Once made they have a shelf life of only 100 days but can be kept anywhere. It takes 1 year of study and 1,979 G.S. in materials to learn to make these items.

## **Delphenorn's Potion of Absolute Astral Passage**

This vile smelling crimson liquid of oily aspect will cause any living drinker to become "Astral in fleshly form" for a period of time equal to their own CON score multiplied by 3 minutes. The actual transformation requires one second of time per CON point from start to full Astral form. *Please note:* The fleshly body of the creature *only* (up to 100 HP size maximum per six ounce dosage) becomes Astral and not any of their clothing or other accouterments. This potion requires 6 days time (during which the make must be physically present always) and 1,345 G.S. worth of materials to manufacture. Said materials are moderately difficult to acquire and then only in moderate (GM adjudicated) amounts. It retains its potency for at least 45 Arduinian months (1,350 days) and is perfectly safe in all ways to use.

## **Delphenorn's Potion of Inestimable Ethereal Passage**

Essentially a potion very much like the one that makes the drinker become Astral. In this case the potion is a muddy brownish color, smells like raw sewage (tastes about like it too!) and each ounce costs 1,510 G.S. in materials and 9 days time to produce. However, the maker needs only be present during the first three and last one day of manufacture to do it right. The materials are a bit rarer than those required for the Astral potion but not over much. Finally, this potion has one possible side effect that, with each taking, has a non-cumulative 3% chance of causing the drinker to remain permanently and forever in the Ethereal state! Good luck.

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## **Diana the Golden's Elixir of Inestimable Value**

This viscous liquid looks like quicksilver, tastes like cinnamon-mint tea and has an aroma reminiscent of roses in full bloom. Each 10 ounce dose will render the imbiber totally (100%) immune to all forms of insanity and craziness. This is without regard to the source or power trying to drive said drinker mad. This protection lasts 51-100 hours but is instantly negated if any alcohol of any kind gets into the drinker's system - even a sip of weak beer will do it. It takes 1D20 minutes from the time imbibed until it is working fully but, in the interim, it gives lesser protection (GM adjudicated saves). Note however, that this alchemical potion is only a prophylactic (preventive) and absolutely will not work after the fact. This means it will not and cannot cure those already insane. It must be made in batches of no more and no less than seven doses (at a cost per dose of 1,415 G.S. in materials, thus a 9,905 G.S. total). The process takes seven days of closely watched work and, once it has been completed, the potion has a shelf life of exactly seven years if kept tightly sealed (airtight!) in brass containers. It is fairly rare and costly to obtain in most nations, and highly prized too.

## **Ezekial's Ectoplasmic Replacer Potion**

Unnaturally cold (40°F) at all times, this smoky grey liquid smells like honeysuckle blossoms and tastes like burnt tar. Each 12 ounce dose will cause any living being who has lost a "life level" (CON point) within the last 5 minutes to regain it on a 98% chance. Beyond this, each single minute's delay in taking the potion reduces by 5% the chance that the lost "life level" will return. Please note: No more than 4 such doses of this potion may be drunk in any 25 hour period without running the risk of fatal convulsions (15% cumulative chance per dose more than 4 during this time period). Thus no more than 4 such may ever be regained safely by any single person during one Arduinian day. Each dose needs 1,750 G.S. worth of moderately rare materials and 11 days' time to complete. The maker needs be there only on the first three and last 1/2 day (s) of manufacture and up to thirteen such doses may be made at once in a single batch. Expensive though. The stuff retains its potency for up to 12 Arduinian years.

## **Forkham's Fabulous Fast-Acting Memory Potion**

This greasy feeling and oily looking pearl grey, thick liquid has a smell reminiscent of rotten fish and a taste to match. Any living being drinking one of its three ounce doses will have the ability of "absolute photographic memory" for 25 hours. They will remember all they see and hear during this period without exception., these memories being retained for 6 hours per each RF point of the character. Many people use this to learn difficult languages, magik and so on because even though the effects fade, at least 50% of all is permanently retained by the user. Special note: this potion has the side effect of severe migraine headaches once the potion has worn off and the RF remembering time has expired. The pain will last for one hour per RF point of the user (yes, the smarter they are, the longer it hurts!). If it is used to excess, it can also lead to a possible brain hemorrhage (5% cumulative chance each time more than twice in a row without at least one month's time between uses). This hemorrhage has a fatality chance of 25%, insanity chance (permanent) of 25% and recovery chance (after a 1D20 month convalescence) of 50%. The materials for this potion are easily obtainable year round by any competent alchemist of EL 4 or better and in practically any needed quantity. Each single dose requires but 85 G.S. in materials and a mere six hours to manufacture. However, its potency lasts but 7 hours, so it should be drunk straight away.

## **Gyplossor's Glittering Lotion of Fantastic Effect**

A clear, gel-like substance with minute specks of real gold dust suspended throughout. When rubbed into living flesh, said flesh becomes utterly immune to any and all "stoning" effects of the "gaze" or non-contact-caused variety. This defense will last approximately 25 hours depending upon how vigorously the location is brushed against, dipped in water, rubbed, and so on. GM adjudication will be required here in most cases. It takes some 20 ounces of the lotion to totally cover an average sized human being and said amount requires 4,045 G.S. worth of materials and 62 days of continuously watched work to make. The materials for this (except for the gold) are extremely rare and very little of this lotion is ever available for any price. One of its nicer side effects is that the flesh rubbed with its alchemical potency will become equivalent to AC 2 for the duration of the effect! Finally, it retains its potency indefinitely, so far as is known.

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## **Harkness' Silver Globules of Infinite Sharpness**

This is a difficult and complicated material to make and only those of EL 10 or greater may even attempt to do so. The process of manufacture takes 12 Arduinian months (360 days) during which time the maker must be constantly there to monitor and adjust the process. The materials cost is 25,000 G.S. per pound completed because only some 40% of what is started with actually becomes the finished product. These materials are so rare that for any single alchemist to complete a single pound of it in all of Arduin in one year is a minor miracle in itself! GMs should limit its availability drastically. Any edged weapon such as a dagger, sword, or axe blade thrust into it completely will have millions of minute silver "globules" somehow adhered to the weapon, entirely coating it and turning it a shimmering silver color. Pretty, no? Well it also adds such a magikal edge to the coated weapon that it will be *forever* +7 in its attack and of such a sharpness as to be considered a "Weapon of Sharpness". Please note: it takes about two ounces to fully coat a normal sized dagger, some 10-12 ounces for a sword and up to a full pound or more for a bastard sword, double-bitted axe or other such large weapon. A two handed sword might be covered by a pound but probably needs 18-24 ounces, depending on size. Once made, it must be used within 25 hours as it loses its effect thereafter and "spoils".

## **Hunzagger's Ironsides Lotion**

This faintly orange-scented, reddish-yellow lotion is made from extremely rare ingredients. Each 4 ounces needs 8 hours and 2,840 G.S. of said rarities to make, but will cover up to 4 square feet. Any metal thus covered will become 4 times harder and twice as heat/cold resistant as it usually is. This lasts for 11-20 hours in normal climates (roll) but lasts up to 50% longer in dry climates. Note that the treated metal retains its normal tensile and ductile properties. This procedure requires 100 days of moderately difficult study and 1,205 G.S. additional costs to learn (4,045 G.S. total). It has a retail cost of 5,600 G.S. per 4 ounces, at a 55% availability chance. Any size batch may be concocted, and it has a shelf life of up to 13 years no matter how it is stored, so long as it is kept dry.

## **Hunzagger's Potent Potion of Inestimable Power**

This syrupy and semi-viscous liquid has a salmon-pink color and an aroma of strong, hot coffee. Each potent 1 ounce dose requires an intricate 100 day long production process which costs 4,798 G.S.! amounts of any size may be thus made, but as the cost is so high, little of this potion is ever made. Its shelf life, if stored in airtight containers of the purest silver (the only substance it cannot affect), is indefinite. What it does is rather startling: any solid material spread with the liquid becomes, in 13 seconds, "totally Ethereal and passable by any who dare!" Each ounce affects a 1 square foot area up to 13" deep/thick. Any substance at all! Only silver is immune to this effect. The duration of the Ethereal effect is variable depending upon the individual substance's hardness and density. As an example, wood (like hard oak) will stay Ethereal for 101-200 minutes but a dense metal such as gold will only do so for 2-11 minutes, adamantium for only 21-40 melee rounds (about 2-4 minutes) and so on. To affect a wider area, more liquid is needed. To affect a deeper/thicker area simply spread more over the same area. 2 ounces in a 1 square foot area would affect material up to 26" deep/thick and so on. So while some GM adjudication may be required, it won't be much and nothing that common sense can't handle. Rare and highly prized (especially by Thieves and Assassins for obvious reasons), to learn how to make this potion the alchemist must be at least EL 10. Then two solid years of experimentation and an expenditure of 13,500 G.S. in materials is mandatory. During this period, there is a base 20% chance (less 1% per each EL above EL 10 the alchemist is) that sometime during the trials and training, the experimenter will "become permanently, irrevocably Ethereal himself"! Those thus afflicted become "blown away into the Ethereal plane by the winds of limbo, never more to be known of again!" Never. Be warned....

## **Ishmael's Liquid Wind Potion**

This mildly fruity smelling, pale lavender liquid will become "air" about 1D20 melee rounds after its airtight container is opened. The air will be of sufficient force to blow leaves and other similar light materials about easily, up to 30' distant from the container's exit per each one ounce dose thus used. The air is of sufficient volume to totally fill a 10' diameter balloon with 15 pounds per square inch pressure (14.7 pounds is normal sea level atmosphere for Earth). The air exists immediately once it has been "catalyzed" and mixes with the surrounding atmosphere without further ado. The more released at the same time, the stronger the wind effect, but containers strong enough to withstand this must be used. Please

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remember also that “every action has an opposite and equal reaction”. The materials to produce this potion are fairly common and readily available in most any amount. Each ounce would cost 15 G.S. in materials and 100 hours time to “distill the air” regardless of the amount involved. The alchemist needs to be present throughout the entire process. Once produced, the liquid (if kept tightly sealed) will retain its full potency indefinitely.

## **Jhamma’s Quick Seal Salve**

This faintly banana-smelling, pale purple salve has an ingredient cost of 310 G.S. per one ounce dose. Its usage is as simple as it is important: six seconds after exposure to air it forms a translucent and “flesh-like” membrane that is permanently bonded to whatever surface it was smeared on. Each ounce can cover up to 18 square inches. This membrane has all the properties of human flesh and is most often used to seal RCH bleeding wounds or to cover burns. Any alcohol will cause it to dissolve. It can be stored in any manner so long as it stays dry. In such a state, it has an indefinite shelf life. Any size batch may be made from the common materials needed to make it. Learning to create this highly useful potion requires 99 days of hard study and 645 G.S. in materials. It has a retail price of 700 G.S. per ounce at an availability of 69%.

## **Jollander’s Special Potion #9**

This aromatic, lemon scented, brilliant yellow potion causes any living drinker to immediately become “enamored” with the first person of the opposite sex that they set eyes upon/see so long as this person be of their own race or one very similar. This “love potion” has a duration of some 25 hours and is marked by the drinker’s continual efforts to “make love” to the object of their desire. However, once the effects have worn off, they tend to wonder just what in the name of whatever god they worship happened? Then they usually get pretty mad once they’ve figured it out. Note also that once used upon a person it may never work on them again, and in fact, should any other potion of another make/kind but with the same effects in mind be used upon the former drinker, said being will get a +6 save versus its effects. The manufacture of this potion is generally considered illegal in most civilized nations, even possession of it being a crime in many places. Each half ounce dose requires 555 G.S. in materials and 19 hours time to manufacture. The maker must carefully watch over the cooking process continually or it will fail to “come up” correctly. The ingredients are so common as to be ridiculous and, once the actual formula is known by an alchemist, they often wonder why they never figured it out sooner! The potion will last up to one Arduinian year (455 days) without losing its potency if kept in a tightly sealed silver container. Otherwise it lasts only 3 hours.

## **Karatorque’s Chameleon Paint**

This clear liquid has the amazing property of letting whatever is coated with it assume the exact coloration and patterns of its surroundings! This transformation needs approximately 100 seconds for all subdued or dull colors and about 150 seconds for bright or metallic ones to fully “come up”. One ounce will permanently coat 4 square inches and once dry will remain potent and effective forever so long as it is not worn or scratched away. It is waterproof but needs a hard surface on which to set (it won’t work on cloth or other porous materials). It needs approximately 100 hours to completely set/dry in a normal climate and a damp atmosphere can lengthen this time considerably. Each 100 ounces costs 1,185 G.S. in materials and regardless of amount needs 12 days work to complete. The maker needs only to be present during the first 4 and last 2 days of the process. The materials are fairly easy to get but not in overly large amounts (no more than 500 ounces per year in Arduin from all sources).

## **Karatorque’s Kalamity Koins**

Each of these has the exact look, size and weight of any type of coin the maker wishes but this is because a corresponding amount of each metal is used in the alchemical process that makes them. If the maker wants a dozen G.S. look-alikes, he’ll have to use 12 ounces of gold (plus other materials) to do so. These “koins” are deadly Assassins’ tools which are under death-penalty edict and banned in Arduin and many other places. On the other hand, the Assassins prize them very highly and will pay premium prices for them, the law be damned! 1-3 seconds after they touch bare flesh, the suddenly glow “an unearthly blue” (for .01 second) and disappear! Actually they have just been absorbed into the flesh touching them, too fast for the human (and most others) eye to follow. Gone! Then .05 seconds later it converts into a highly potent blood poison of 10D10 toxicity. Their real danger lies in the fact that in “koin” form, they do not register as toxic/poison by any known means (mystik or scientific) because, until absorption/change, they are nothing

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more than real coins! The deadly potential is obvious. Only alchemists of EL 18 or greater may learn to make them, a process which takes 31 months and an expenditure of 27,000 G.S. in materials. Each “koin” (and they may only be made separately/singly) requires 1,245 G.S. (plus the value of the coins’ metal content) worth of materials and a complicated 13 hour process to manufacture. Once made they last forever....or until touched by bare flesh. The market value is never less than 10 times the production cost, and is frequently twice that.

## **Karatorque’s Powdered Ice or Polar Dust**

Only EL 6 or higher Alchemists are able to make this material. Each one ounce dose has a cost of 5,600 G.S. in materials over a 10 day period production. No more than 7 doses can be made in any single batch. When tossed into any water, each dose will cause 10 cubic feet of it to freeze solid, taking 1 second per cubic foot to do so. Note that to have 10 cubic feet of ice, one must have at least 10 cubic feet of water or thereabouts for it to work. Kept absolutely dry, it has a shelf life of 1000 years. Learning this puissant alchemical process takes 11 months of arduous study and 12,000 G.S. in materials. Retail price is 12,500 G.S. per ounce at 8% availability.

## **Lalamaluna’s Liquid of Lasting Luminescence**

This yellow-gold liquid glows brightly and continually for up to 20 Arduinian years after its manufacture. Anything soaked in it will also glow for so long as the liquid, which is water soluble, is not washed away. A torch-head sized object will have the luminescence of a 15 watt lightbulb. It takes some 6 ounces to thoroughly wet such an object. The larger the area, and the more liquid used, the brighter the results; but only up to a maximum point equivalency of a 60 watt lightbulb (on an area the size of a basketball). If larger areas are covered, there is no increase in the intensity in the area shedding the light. Each 100 ounce batch (which is the largest practical amount that can be manufactured at one time) has a cost of 145 G.S. in materials and 2 full days (50 hours) in time to complete. The materials are some of the most common available to the alchemist. It retains its potency up to 10,000 years if stored in sealed, air and watertight containers.

## **Maryzehll’s Elixir of Restorative Goodness**

This pale violet liquid, smelling faintly of lemon blossoms, is drunk in single 4 ounce doses only. Each dose will cause any living being up to 50 HP in size to immediately begin to “cast off” all their tiredness and exhaustion. All fatigue, sleepiness and physical weakness (caused normally, not by wounds) is utterly banished over a time period equal to one second per each HP in size they are. It doesn’t give extra strength, stamina or in any way increase a living creature’s own natural ability to function. However it does allow them to become as if they had just awakened from a good night’s sleep/rest. If used more than once in a 25 hour period there is a 20% cumulative chance the drinker will collapse into a catatonic, unconscious state lasting 1D100+10 hours. Dare to use it too often and you take such risk! Made from uncommon materials at a 98 G.S. per dose cost, it has nonetheless been the “pick-me-up” of choice for over 2,000 years of everyone from military men to magicians - if they could afford it. Batches of any size can be made and it always takes 18 hours to do so regardless of the amount involved. Once concocted it has an indefinite shelf life if kept in airtight containers of the purest silver. It takes 7 months of hard study and 4,500 G.S. in materials to learn to make it. Only those alchemists of EL 3 or above may do so.

## **Maryzehll’s Miraculous Potion of Awesome Allrightness**

This translucent golden liquid has a faint glow to it, an aroma like “wildflowers in bloom” and tastes like sweet cherry wine. Each one ounce dose, when ingested by any living being up to 45 HP in size, will cause said being to “throw out and cast up” all poisons, venoms and other “foreign and harmful matter” that might reside within them. The effect is instantaneous, will affect stuff up to 220 HP potency total and has absolutely no bad side effects aside from vomiting, sweating out of “nastiness” and so on. In a word, everything is “allright” again. It is such an advanced potion to make that only those alchemists of EL 20 or greater may do so. Each 7 ounce batch (no more, no less, each time) requires 100 months of work and 20,000 G.S. in materials to produce. During the manufacture, the maker needs to be present for the first 12 days and then for the last 3 days of each monthly period thereafter. The materials are extremely rare, not easily found, and when they are usually only enough for the one batch each year or two is present. On made, the potion will last forever if kept sealed tightly in an orichalcum container.

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## **Master Yee's Magnificent Marbles of Deception or Ghost Bringers**

These pale saffron-colored “marbles” will automatically imprint the physical likeness of whomever (any living critter will do if it meets the parameters) they touch first upon bare, living flesh. Once imprinted, a second bare-fleshed-touch by the same person/being/etc. Will cause it to immediately commence its primary function: they become a quasi-gaseous replicant of the imprinted being! This takes 1D6 seconds and has a duration of 1D100+10 minutes (11 minute minimum). This replicant or “Ghost” of the imprinted being is an exact outer copy, clothes and all, and will not be blown about by any wind of less than 30 mph. Even close up, it cannot be told from the real person except by direct handling (it only weighs 18 ounces). While it is non-mobile and will sit, stand or mimic (in a static way) whatever is imprinted (to include even the facial expressions at that time), said position is unchangeable. Each of these things need 112 hours of closely watched work and some 2,928 G.S. in material costs (very rare ones) to produce. Once made, they will keep for only 7 months and even then they must be kept in airtight gold containers or they will “spoil”. Remember! Only living flesh triggers the imprinting, and only those things of 800 pounds or less will it fully copy.

## **Montasohree's Mystik Mind-Expander Potion**

This pale purple liquid has the consistency of maple syrup, the aroma of dried oak leaves and a flavor reminiscent of lemonade. Each 4 ounce dose will, when drunk, add 1D20 INT points to the drinker's mind for 1D100 hours. It has two drawbacks: first, it affects only living beings of 50 HP size or less; second, it can only be used once every 750 hours (30 days). Each time above once it is used during that time span, there is a cumulative 15% chance that the drinker will fall into a cataleptic trance/sleep of 1D100 days duration! Each dose costs 185 G.S. in moderately available materials and 12 hours of time to concoct. Batches of any size can be made and once completed have a 100 year shelf life if stored in airtight silver containers. This liquid is a favored tool of young magicians cramming for their “finals” and of others needing a temporary intelligence boost. NOTE! It does not improve memory, give one “photographic” memory or otherwise make one know more than they did before drinking this potion. What it does do is to make people much smarter (more intelligent) so that they have a better chance of figuring out things for themselves.

## **Montebankh's Mystik Sticky Mist**

An ugly, vomit-looking-and-smelling, quasi-lumpy, viscous liquid that will, 1D10 melee rounds after exposure to normal air, erupt into a nauseating cloud of “nasty-colored” mist some 10' across its globular area per each 4 ounces used. This mist will persist for 1D6 melee rounds, coating everything inside its area with a sticky film. Suddenly the mist disappears totally and everything that was covered with the sticky film is now stuck together! Boots stuck to floors, clothes to clothes, armour glued tightly into place and so on! It would require a STR 25 to break this seal and one of 28 to be able to move freely, disregarding its effects. Note that mouths can be sealed shut (or eyes) if that's the way they were when the mist disappeared and the “glue set”. Arrows stuck to bows, people stuck together and so on and so forth! A fun alchemical trick! The duration of the effect is 31-60 hours, then it will commence to “unset” over a 100 melee round period, finally dissolving into a smelly smoke leaving no trace of itself behind! Each 4 ounce dose requires 4,455 G.S. in materials and a complex manufacturing process lasting 220 hours. No more than twelve ounces can be created in any single batch. Once made the stuff will remain fully operational forever as long as no air gets to it. You know what happens if that happens! Only those alchemists of EL 5 or greater may attempt its safe manufacture and to be absolutely safe, EL 10 or better is preferable. All materials are readily available in moderate amounts, enough so that within Arduin as much as 120 ounces in a year have been made (though 16-20 is more like it).

## **Mosharon's Emergency Habitat Spheres**

These metallic grey spheroids come in sizes ranging from that of a golf ball to nearly basketball sized. Weight ranges from 1-40 pounds. All have the somewhat “tacky” feel and consistency of raw rubber. They are hard, difficult to cut (AC 4), and will float. They are a variation of “Colibri's Fantastic Aerial Transport Spheres”. When kneaded quite vigorously for 60 seconds, they suddenly inflate into flat-bottomed hemispheres (sort of igloo like). These odd structures are actually emergency shelters! The smallest ones become 10' across by 5' high and have a 3.5' by 3' door with internal tie-down/closure flap. The largest ones become 100' across by 50' high and have a doorway 15' wide by 10' high, complete with 2 (i.e.,

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“split”) closure/flaps that tie down on the inside. Each has 1 to 10 “windows” (usually 24”-36” square) which are, in reality, no more than translucent patches on the structure. These allow light in but are too “murky” to allow vision through. All, regardless of size, have internal 2”-6” thick, seamless floors; vents in the roof allow airflow. Each floor has a brick red central area ranging in size from 1’ to 10’ in diameter which is fire proof enough to allow campfires safely. When opened or closed as the situation demands, this structure will either cool the interior by 35°F or warm it by 45°F. Needless to say these shelters are in great demand by world travelers. However, for each 10’ in diameter, they have a production cost of 1,250 G.S. in materials and take 3 days to make. Once produced they will store forever if properly handled (or until used) but, once opened they can never be recompact. Once “up” each will last about 4 years, depending upon climate. Because they are so difficult, time consuming, and expensive to make, fewer and fewer alchemists elect to make them each year and, thus, they are now quite rare and very, very expensive (figure 2,000-2,500 G.S. per each 10’ diameter!). Perhaps in a few years none will ever be made again. Still, to learn requires 11 months of hard study, and expenditure of 6,000 G.S. in materials and an EL 4 to even try.

## **Narquar’s Noble Simplex Pills**

These bright green, raspberry-smelling pills, about the size of marbles, will, when ingested by any living being, cause them to become “brave and noble” in battle or other dangerous situations. The user cannot be made “afraid” by any means normal or magikal and this is, in fact, the one known effective defense against Paradue’s Puissant Potion of the Mists of Panic and other such attacks (mystic or otherwise) causing fear and trepidation. The pill requires approximately one minute to become effective and has a duration of 60 minutes/less 1 minute per each STR point of the user. The stronger you are the less effective they seem to be. The ingredients for these efficacious pills are fairly common and easily gotten by any competent alchemist of EL 4 or greater. They are most often manufactured in batches of 13 and such a batch would require 5 days time and 567 G.S. worth of materials to complete. The maker needs only be present during the first ten hours and last twenty minutes of this process for it to succeed. The pills will maintain their potency for at least 13 years. Special Note: There is rumored to be a variation of this pill that works on horses and other non-sentient or semi-sentient animals which will make them run/fight/travel/etc., harder, faster, farther and so on. But this is only a rumor...

## **Osybarra’s Powder of Passive Resistance**

A talcum-power-fine substance that smells like lilacs and which is not water soluble (but will dissolve in alcohol). Each pound will cover an area approximately 10’ on a side completely. An area thus covered, so long as it is in tact, is totally incapable of being affected by any form of magikal effect. No “Torozon’s Slippery Field” or “Earth to H<sub>2</sub>O” and so on can happen there. Such things as “Tangletraps” can be conjured on top of the area but will not adhere to it. “Fire Walls” will not burn on its surface and even “Earthquake Conjurations” will have to work “around” powdered areas. The powder costs 13,000 G.S. per pound in materials to make and it takes 9 days to do so. The maker’s presence is necessary only during the first 28 days and last 19 minutes of the process. The materials are fairly common, though not in large amounts, so no more than 1D5 pounds of the potent powder are made in Arduin in any given year. Not also that the ability needed for this technique is a minimum EL 9 for an alchemist. Once produced the powder is potent for up to 10,000 years regardless of usage so long as it is never dissolved in alcohol, which destroys it.

## **Paradue’s Puissant Potion of the Mists of Panic**

This pale green, aromatic, ripe olive-scented liquid will, when exposed to open air, immediately erupt into billowing clouds of a pale green mist some 30’ around and in globular form. Said mist will cause all sentient *and* live creatures within itself to “save versus poison” or suffer immediate “panic and mind numbing fear of the first order”. The cloud will last approximately 1 hour in an enclosed and windless area and about 10 minutes in the open on a windless day. The effects will persist for each victim so long as they are breathing the mist and for 100 melee rounds, less one melee round per CON point thereafter. The mist will affect any creature within the above parameters up to 55 HP in size to full effect. For larger critters, the effects have a reduced capacity to actually cause fear at the rate of 1(save points) to each 10 HP in size above 55 (or fraction thereof). Its duration is also reduced by 10 melee rounds for each 20 HP in size above 55. Each dose requires some 450 G.S. in materials and 28 days of time to produce (though the maker needs only be physically present during the first three days and the last 20 hours of its making). The ingredients

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are sufficiently rare as to make it reasonably difficult to make more than 1D10 one quart doses of the stuff each year. The legendary alchemist Paradue supposedly had a much more potent variation of this mystik concoction, but its secret has been lost in the mists of time.

## **Partamore's Little Violet Pills or The Alchemist's Eyes**

These colorful, pea-sized pills give whomever swallows one 1D12 hours of "True Seeing". These work only for living beings of up to 72 HP size. Larger beings taking these pills just get a splitting headache! Akin to the True Seeing spoken magik, the effect needs 11-20 minutes after swallowing to come to full working power. No more than six of them may be taken in any given 30 day period. For each additional pill taken in that time period, there is a cumulative 20% chance of total and permanent blindness resulting! While as many as desired can be made in one batch, the cost per each finished pill is always close to 2,500 G.S. in rare materials. The making of them requires 1,000 hours of very closely supervised work. Very rare and exceedingly expensive are these little goodies!

## **Pharanore's Phumble Gas or Pharanore's Spasmodic Horror**

This opaque, metallic orange gas is generally carried in softball-sized glass or ceramic globes weighing about 13 ounces. Each contains enough gas to cover approximately a 30' spherical area in 1D20 seconds with a 3 second minimum spread time. It has a duration of about 5 minutes if there is no wind. This gas has the effect of causing random nerve impulses and loss of muscular control in all living creatures up to 48 HP in size. The effect lasts as long as the gas is present and for an additional 1D100 melee rounds, less one melee round per CON point of the victim (or each 10 HP, whichever is greater). This total loss of control results in complete dysfunction of the body in question. Everything that can move, *does* in jerky spasms. Eyes rotate, eyelids flutter rapidly, the tongue twists in a rapidly opening and closing mouth, fingers flex, fists clench and unclench while arms wave madly about, legs move back and forth, all bowel and bladder contents release messily and so on. In such a condition, most beings immediately fall over to lie flopping on the ground like a fish out of water. For each melee round of this "condition" there is a cumulative 1% chance the victim will die of massive body system failures. Beings of 49 HP or larger will suffer too, though not as badly. Figure them to be so shaky as to be at -50% to all attack/defense, less one per each 5 HP over 48 (-1 minimum). All movement is halved, less 5% capability per 10 HP over 48 (-5% minimum). Also, the effects only last 1D20 melee rounds outside the gas' effects (1 melee round minimum). Each dose requires 2,000 G.S. in materials of moderate rarity and 7 days time to prepare. Each must be separately made, and retain their potency up to 20 years if kept sealed airtight in metallic containers.

## **Quazatt's Quick and Sure Memory Enhancer**

A sweet smelling, rose colored liquid that tastes like mint tea and causes any living drinker to immediately remember whatever it is that they used to know or wanted to remember but had forgotten or couldn't. Do note the fact that this potion will not affect those people suffering from amnesia or other such memory blockage or loss (magikal or natural), only those people who have forgotten a bit of knowledge that they *do* know but can't remember due to the passage of time and so on. The effects last just as long as needed for the full memory(s) to surface but cannot go beyond three minutes in any case. If it is a long involved process to be remembered, well, it will help but not completely if you see what I mean. The potion may not be used more often than once each 25 hours without risking the cumulative 10% chance that the memory wanted will be totally wiped from the drinker's mind forever! Each 5 ounce dose needs but 45 G.S. in materials to make and requires but 2 hours of continuous mixing to do so. Its efficacy and potency will last up to 20 Arduinian years without any loss. The ingredients are simple and attainable by any EL alchemist.

## **Rharkmans' Absolute Answer to Needful Light**

Essentially a slow-burning, much brighter lantern fuel that looks like wine, smells like roast beef (greatly so while burning) and which will last 7 times longer than normal lamp oil while giving off twice as much luminescence. This fuel will not float on top of water (sinking to the bottom) and is 3 times as hard to smother/extinguish as regular lantern fuel. However, the fuel is only 1/2 as hot! Its components are easily obtainable and in most any quantity needed. Once produced, it remains usable indefinitely. The average cost to make the fuel is about 45 G.S. per pint and the time to do so regardless of amount involved is always 3 days (75 hours) during which time the alchemist need be present only at the first and last two hours.



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## **Saint David's Dragon(s)**

These black, tarry spheres, each about the size of a golf ball and weighing approximately 48 ounces, must be lit to function properly (by at least a match or candle flame). 1D4 seconds after being set aflame (and now afire all over), they erupt into a dense cloud of black foam-like substance that writhes, stretches and enlarges into the general size and shape of a Dragon! It has glowing red eyes, red-rimmed black "scales" and billows of smoke pouring from its flaring, fang-rimmed maw! 30'-50' long and 18'-25' high, this apparition is no more than a super scarecrow! It still weighs only three pounds and will crumble to the touch like the ash it truly is. Even a moderate wind will move these and a strong one will tear them apart. Still, they are quite effective harum-scarum devices (especially at night or in dark windless places). Each "Dragon's egg" needs 100 hours of constantly watched work and some 882 G.S. in materials to create. Once made, they will keep up to 13 years if sealed in airtight, copper closures (usually a hinged copper "egg"). They are quite popular in subterranean Dwarf-holts as "protectors".

## **Sanchuu's Serendipitous Liquid of Potent Allure**

A clear, though somewhat sticky liquid with an odd smell of crushed violets and oregano. Each single one ounce dose needs 40 hours and materials worth 450 G.S. to produce. However, batches of any size may be made. Once finished, it has a shelf life of 600 years if properly stored in airtight ceramic containers. What this liquid does is to attract and compel (the compulsion is to "find the source of the aroma and stay with it") any and all (all) "warm blooded animal life". It will do this over about a 100' radius or downwind for up to a mile or more, and with out regard as to type, kind, number or size involved. Everything from ground squirrels to buffalo herds will respond! Birds, bats, elephants, all the area has to offer will show up! The base chance of it doing so (rolled for each animal kind in the area separately) is 35%. This increases by 5% and +10' radius of effect, etc., per each additional 1 ounce dose employed. Thus 10 doses would have a 190' radius of effect, and probably close to 2 miles downwind, and a base 80% chance of effectiveness. Once in the area, the creatures will remain for 30 minutes, less 1 minute per each 10 HP more than 50 HP in size they are. As an example: a 70 HP bear would stay for about 28 minutes. The duration of the liquid's "allure" is about an hour and forty minutes to three hours and twenty minutes (101-200 minutes if you want to roll it up), give or take a minute or two. Rain and/or other such factors will reduce this effect and its range/effectiveness drastically. While prized very highly by poachers, it is truly hated by foresters, woods Elves, Entkynen and others attuned to/with "life in the wilds" who tend to be rather "harsh" to users of this stuff. It takes an EL 5 or better alchemist 4,850 G.S. in materials and six months of rather difficult study to learn this alchemical technique.

## **Sean "Micky" Finn's Super Slumber Drops**

These tiny, tear-drop-shaped, blue-white, crystalline "drops", the size of a small pea, will, when introduced into any liquid immediately dissolve into it without leaving any perceptible smell or taste (as far as the average humanoid(s) are concerned). Each single drop will affect a living creature of mammalian kind, up to 35 HP in size. The drinker of the liquid these drops are placed in will within 1D6 minutes fall into a deep slumber lasting for 1D20 minutes, during which time they are unwakeable by any mystik or mundane means known. Please Note: If too many drops are given to a creature too small, it will go into a coma from which it might not recover (i.e., it could die), thus these are unlawful to manufacture or use in most civilized lands and the mere possession of them is enough to beget their possessor severe punishment at the hands of the local law. Each drop weighs so little as to be inconsequential for game purposes, so figure that 10 drops weigh one half ounce and each half ounce needs 500 G.S. worth of materials and 20 hours time to manufacture. The alchemist must continually monitor the manufacturing process to insure their successful creation. They will retain their full potency for up to 6 Arduinian months (180 days), but are very susceptible to the least amounts of moisture - even the sweat from a hand can cause them to liquefy.

## **Shunsadohr's Last Gasp**

These dark, maroon-colored, pea-sized "pills", when swallowed by a live being of generally man-size proportions, provide him with all he "air" he may need for ten hours, plus or minus 10%. No more than one at a time can be safely taken, but as many as desired may be taken in series, ad infinitum. Bluntly put, the pills supply oxygen directly into the user's bloodstream and all other "needful places as required by a body". Each pill requires about 2 days time and some 1,235 G.S. in materials to manufacture. The

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ingredients are relatively common and readily attainable by even the lowliest of alchemists, if they've the money. Each pill retains its potency for approximately one Arduinian year after manufacture.

## **Sigestamundo's Silver Screammers or Banshee Stones**

About the size and weight of steel marbles, these silver-colored goodies detonate when sharply struck, thrown onto hard ground, etc. They then ignite and take off in random and crazy flight patterns (totally berserk!) trailing sparks and grey metallic smoke, all the while "screaming and wailing" like a burning dog! They fly for 1D8 seconds at about the speed of a thrown rock (doing 1 HP damage per impact) but if they hit something, they just ricochet off in another direction! Pelt a group of baddies with these, then duck and watch the fun! Each pellet is individually "set" over a 7 hour period in its own mold, however, batches containing as many as 100 can be mixed at one time (this takes 2 hours and 30 G.S. in materials per pellet). Once made, these last indefinitely... if not hit too hard! The ingredients for these little goodies are not common, so they are pretty rare and fairly expensive to boot.

## **Thunder Dust**

An alchemical equivalent to gun powder, each ounce of this granular powder can explode with 10 HP of force in a 3' radius. Each additional ounce only increases the blast radius by one foot but does still add 10 HP damage potency. For example, 13 ounces would explode in a 15' radius with a total blast force of 130 HP! The unique thing about the powder is that there are absolutely no fire or heat effects as there are for normal black powder explosions. Note also that nothing will cause this to detonate save for arcane (mystik/magikal) lightning/electricity of 13 HP potency or greater. You can pound on it, toss it in a campfire, zap it with a laser and it will just sit there, or melt into a puddle of useless grey slag! So, alchemically made, it needs specific magik to detonate, thus its usefulness is somewhat limited - safe, but limited. The process takes 13 days and allows for any amount to be made. However, each ounce costs 3,000 G.S. in materials to produce! Expensive stuff that, and the materials are very rare to boot! As a final note, most worlds consider the mere possession of this to be a major crime due to its great potential destructive power, so be warned.

## **Trisha-la's Perfume of Perfect Defense**

Due to the personalized nature of this alchemical essence, it requires close cooperation between the buyer and the creator to produce. Each dose costs 3,918 G.S. worth of exceedingly rare materials to manufacture and it will not work for anyone except the one who has provided a drop of his or her own blood, a drop of their perspiration and a drop of their saliva. Thus the essence is keyed to them and them alone! The perfume is rubbed on the body (about one ounce worth) and within 1D3 minutes is in full operation. It will last until the wearer bathes or for 12-24 hours, whichever comes first. The effect? Simple! It gives the wearer an aura of AC 3! It's as if armor were being worn, yet the wearer is absolutely free of any such iron-mongery/encumbrance. The skin is pliable and flexible as ever but just as resistant as armor! It can be made in any sized batch desired over a 10 day period and, once concocted, lasts indefinitely so long as it is kept tightly sealed in iron containers. If used more than 3 times in a row over a 3 day period, there is a chance that one's skin will become a permanent metallic iron-grey in color (30%, +10% per time more than four, cumulative)

## **Twokkman's Twofold Liquid of Terrible Effect**

This grey-green potion smells like orange peels and has a slippery or soapy feel. When exposed to normal air, it will, in 31-60 seconds, erupt (first) into an intense fire of 1D8 potency per ounce used/square foot covered, and then (one melee round after ignition) the fire will simply disappear instantly and the burned-over areas will immediately "frost over" with intense cold of 1D6 intensity per ounce used/square foot covered...so if you want it to spread, you'd better do it fast! Each ounce covers 1 square foot of surface and costs 2,000 G.S. in materials to create during a 99 hour manufacturing operation in which the maker must constantly participate. Once made, it will maintain its full potency up to 100 years if kept mixed together (i.e., shake the bottle every day) at all times. Failure to do this will allow it to separate into its primary components and become unstable - so unstable that if it is then later shaken, it will detonate! The materials are so scarce that no more than 51-100 ounces are ever made each year in Arduin. Note also that the process is so involved and complex that only those alchemists of EL 11 or greater can master it.

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## Utgaard's Ultimate Makeup

This flesh colored, putty-like substance can be formed into any shape, dyed, etc., and once set onto a face or other part of a living body, will be 99% indistinguishable from the real, living thing except under the minutest of examinations. It will move naturally, feel natural, warm and "lifelike", is not affected by water or other common liquids and, in all ways will appear "real". The problem with it is that it is actually a two-part item. The "pseudo-flesh" and the "setting spray" that makes it become permanently set in shape. It is this spray which also nearly permanently bonds it to the real flesh as well and only a soaking for 1D10 minutes in a slightly modified "un-setting" liquid will enable it to be removed. At that time, it begins to break down into its basic component substances and is never again usable (i.e., one use each time). This material costs 855 G.S. per pound to produce and needs about 3 days of continually watched work to do so. Once done it will last indefinitely or until used. The materials are fairly common and easily obtained in reasonable amounts. The setting and unsetting liquids cost about 500 G.S. per quart to make from readily available materials and may be made in any size of batch in 20 hours' work and potency it retained indefinitely. One ounce of liquid is used for each 6 ounces of the putty material.

## Viridian's Panic Buttons

These dime-sized-and-shaped small orange "buttons" are fairly difficult to manufacture. Only those alchemists of EL 7 or greater may safely attempt to do so. These little devices are extremely sensitive to pressure directly applied to them (as in being stepped/sat upon by even the smallest child) and, when so "agitated", will explode. The explosion is a five-fold effect within a 13' diameter area some 7'-9' in height. The first and most notable effect is the very loud "BOOM!" (equivalent to a modern grenade in loudness; the second, simultaneous with the first, is the "FLASH!" which is about the intensity of a large camera's flash bulb; the last three effects happen about one fifth of a second (1 CF count) later, simultaneously. They are: A horrid stench so intense as to cause all normal humanoids to immediately "gasp, gag and suffer stomach convulsions"; an intense itching that affects all living flesh as if "it were covered by thousands of crawling insects"; and lastly, the effect of the *illusion* that everybody in the blast area is melting! Each button requires some 1,235 G.S. in materials and 9 days time to manufacture. The maker must be there the entire time and no more than 3 such buttons may be made in any single batch without the danger of their exploding all on their own. Once made they will last indefinitely if handled carefully. The materials are not common but can usually be found by diligent and persistent alchemists in amounts enough to produce 6 to 10 of them each year on all of Arduin.

## Wookymaeyer's Wonderful Stuff

This mud-looking, semi-viscous liquid smells like sweaty feet and has a taste reminiscent of half-ripe persimmons. Each 6 ounce dose, when ingested by a living being causes said being to immediately have double their normal HP for 25 hours. Note, however, that there must be a 100 hour gap between each being's usage of this stuff or they will suffer the effects of having but half their normal HP for 100 hours! Once ingested it requires but 10 seconds to work and please note that it won't "raise the dead" and such. The party taking it must be alive and all wounds remain such (i.e., they don't heal). Each dose needs 1,205 G.S. worth of materials and 11 days time to concoct. It can be made in any sized batch and will remain potent if tightly sealed away from light up to ten Arduinian years (4,555 days). The materials are readily available in moderate amounts but the process is so complex that only those alchemists of EL 10 or better can do it correctly.

## Xudoe's Crawling Horror

This utterly harmless stuff can be manufactured in any color desired from black to day-glo orange. It is something that, once concocted, seems to have a life all its own as it will crawl, shudder, quiver and "wander about" leaving slimy trails everywhere. It is attracted to "life" and will always head towards the locus of the most life first. It moves about 3' per second/18' per melee round and, having no real life, cannot itself be killed. If you bash it or chop it up, the little pieces simply continue crawling towards the life source, eventually merging back together enroute! However, water will dissolve it and fire will dry it out into a non-functioning powder. One pound of it is about the size of a softball or small cantaloupe but the materials for its manufacture are so common that once an Alchemist has figured out the formula, they usually produce it in 100 pound, "man-sized" batches. Such a batch costs 100 G.S. in materials and 2 day's time to make, but the alchemist must stay awake and monitor the entire process lest the stuff attempt to

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crawl away at the wrong time and destroy itself! The materials are common enough that the alchemist shouldn't have any problem acquiring any amount they need up to 1,000 pounds in a year. This material and the learning of its manufacture is part and parcel of the learning process inherent in figuring out how to make Golems. Please Note: There is no control over the material and it will remain active for about 3 years if kept in a sealed container or about 3 days if left out to roam about on its own. When it dies it turns into a stinking pus-like mass practically instantaneously. There are legends of this stuff that becomes Vampiric in nature and sucks the life out of anything it manages to catch. But you know how legends are...

## **Yang's Mystik Potion of Massive Growth**

An amber colored, apple blossom-fragranced liquid that cost 235 G.S. per each 10 ounce dose to produce. The alchemical process takes 40 hours of closely supervised work to complete, but amounts of any quantity may thus be made. Any living, non-sentient thing that is bathed in this potion (or even sprinkled with it) will grow by 81-100% in size and mass. The growth begins 1D6 seconds after the potion's use and takes a further 1D6 seconds to complete. It can be used on anything from trees to mosquitoes and, regardless of their size/mass, one full dose must be expended. Then again, it affects any sized living thing, so it's a trade off, smaller to greater as it were. The growth effect lasts 11-20 minutes and this duration cannot be increased in any manner. The more doses used will indeed cause more growth, but still will not increase duration. I.E., 3 doses will cause a growth of 243-300%, but the duration is still 11-20 minutes. But because of the systemic shock involved in such massive and rapid growth, no living thing can have this done more than once per every 100 hours. Thus if you used, say, 4 doses on a critter, then waited for its full growth to see how big it got, you couldn't then use more to increase its size. Not even 30 seconds later! To do so simply causes the creature/thing to immediately collapse back to its original size and become catatonic (where applicable) for 1D100 minutes and "woozy and disoriented" for another 6-10 hours thereafter. This powerful stuff requires the alchemist to be at least EL 6 and to take ten months and 10,000 G.S. in materials to learn. Once done though, you can create "mile high trees" or "twenty foot long ladybugs" if you like. It has a 100 month shelf life after being concocted, so long as it is kept sealed in airtight, brass containers.

## **Yellow Mellowness**

Of such ancient lineage, it is not now known who actually first invented this creamy yellow liquid that smells and tastes like over-ripe pumpkin. The stuff, when injected by any living creature (up to 30 HP in size per ounce ingested), causes them to become exceedingly receptive to most any suggestion (if they are sentient) made to them for the 1D100 melee round duration of its effects. Non-sentient creatures simply lay or sit down and don't feel like moving or doing much of anything so long as they are not bothered in any way. This stuff affects everything from mammals to reptiles to insects but will not affect fish, Dragons, Demonkind or other similar creatures of an alien or highly magikal nature. The duration does not increase with quantity and once used upon a creature, it will thereafter never again have any effect on them. A curious side effect of this material is that when it has worn off, the recipients tend (75% chance) to go into stark raving mad berserk rages lasting 1D100 minutes. Each ounce costs 1,240 G.S. worth of materials to manufacture and the process of doing so, regardless of the amount, takes 130 hours from start to finish. The maker must be present at the first thirty and last five hours of this time to successfully finish the product. The materials are, while not really rare, not overly abundant within Arduin either. Thus only some 11-20 ounces of the liquid is produced there every year. Once made it lasts up to 1,000 years without any loss of potency.

## **Zartan's Outfire Fog**

This material is concocted inside sealed glass containers at a cost of 98 G.S. per each 6" diameter jar or sphere. Said container holds enough "fog" to saturate a disk-shaped area some 15' in diameter by 3' thick. It takes 1 second to cover this area. The strongly cinnamon-scented lavender fog is heavier than air so will always "flow" to the lowest point of any area. The fog put out all fires of a non-magikal nature in 1 second per each 1,000°F in temperature it is. A 3000°F fire would need 3 seconds to extinguish and so on. Duration of the fog is 13 seconds, so it does have a limit to the temperature it can handle. Magikal flame takes 3 times as long to put out, and once out it will re-ignite as soon as the fog dissipates. Mundane fires stay extinguished. Retail price is 330 G.S. per 6" sphere at a 58% availability chance. To learn how to make it takes six (6) weeks of moderate study (less one week per each EL more than EL 10 the alchemist is). It

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also takes 1,050 G.S. worth of materials but once made it has an indefinite shelf life so long as it is kept totally sealed.

## **Zookie's Zoom Zoom Liquid**

This alchemical liquid looks, feels, and weighs like quicksilver but has a taste like fresh carrots, but no smell at all. Each 12 ounce dose, when taken orally by any living being, causes them to have all physical movement (ground speed, CF, etc.) increased by 1D6 times their normal speed! This effect lasts for 1D20 hours and is dangerous in the extreme to use as it functions continually without pause or control from the time it is taken (starting within 10 seconds) to the time it suddenly quits. Once the effects quit, the being that has used it immediately collapses into uncontrolled muscle and nerve spasms lasting 1D100 minutes. These spasms are excruciatingly painful and have been known to drive people mad (15% chance). However, its main danger is that the body, released from the relentless superspeed will simply go into systemic shock and cause the immediate death of the unfortunate user (25% chance). This chance of death is reduced by one percent per CON point more than 20, but is always a minimum 3% chance regard less. The liquid requires 1,500 G.S. per dose to manufacture and any amount may be made at one time during this 2 day (50 hour) process, during which the maker must always be present. The materials are easily had and once made remains potent up to 7 years if kept sealed in a silver container.

## **Zorn's Instant Armor**

These 1" grey metallic-looking cubes had a red "button" on one side. If that button is pushed with enough force (say a thumb), it will cause the cube to unfold in 1D3 seconds into a simple shield! It will be 20" on each of its square sides with a simple loop handgrip in the center. As hard as seasoned oak, it is about 2" thick and weighs only 15 ounces. 1D100+100 minutes after it has been unfolded it begins crumbling away over a 1D100 second period like old stale bread. Each shield cube needs only 9 hours work and an expenditure of 48 G.S. in materials to make. Once done they last indefinitely or until used. There are legends of much larger versions of this alchemical magik. The retail price is about 185 G.S.

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It is rather well known that the several races of Orc-kind have managed to acquire not a little ability in the alchemical field, mostly in the way of medicinal or healing items, though other things are occasionally encountered. The general specifics for all Orcish things of this type are only two: they are highly effective and they taste so bad that few races except Orc-kind can ever manage to swallow them. Those things rubbed on/in and not taken internally have a stench so bad as to “gag a maggot” at 80 paces! Thus few outside their race ever use them. Still, for those souls brave enough to want to try, here then are a few such alchemical items.

## ORC ALCHEMY

### **Bandroog’s Baleful Blasting Mixture**

This stuff is essentially an Orc equivalent to black powder (gun powder) and will vary in its potency and reliability according to who made the stuff. As a general rule, figure it to be from 60% -90% as potent and about 45% -75% as reliable as normal black powder. The ingredients are very, very difficult to get hold of, so this stuff is quite rare. It has one main advantage over black powder in that being wet won’t affect it! It can even be used under water! The powder is a sort of metallic lavender in color and has a strong odor of crushed violets (sickeningly sweet). For game purposes figure that there are almost never enough ingredients available to make more than about a pound of it every 10-15 months and don’t forget to vary its effectiveness, etc., each time. The cost per pound will approach some 2,000 G.S. or so in materials and it will require about 8 days of constantly supervised work to make that amount. It is a potent, though generally unreliable weapon in the arsenal of Orc kind and should never be treated lightly. And remember that it is too valuable to Orcs to be used frivolously. But when it is, and it works, then look out!

### **Blughar’s Good Stuff**

An ochre colored paste that smells like a “garbage dump at high noon on a hot summer’s day”. Supposedly it tastes worse than it smell - if that’s possible! It is produced from some of the most common, available (to Orcs) ingredients around. Each 1 ounce dose costs about 50 S.P. and takes 6 days to make, but no more than 100 doses may be thus made at any one time. Once made, it will last up to 7 years in any container so long as its temperature is never allowed to reach 100°F or more. About an hour’s worth of such heat renders the concoction utterly ineffective and worthless. When applied to any stiff and/or hard (non-metal) substance, like wood for instance, it renders it as pliable and flexible as soft leather of equal thickness! Just paint it onto anything. 1 ounce will “work” up to 15 square inches of material up to 1” thick. More area or greater thickness simply means you use the appropriate amount as required. The pliability lasts 101-200 minutes but heat (i.e., drying out) reduces this time drastically. This is commonly used by Orcs to shape wood into useful or fanciful shapes. The shapes are permanently “set” once the “good stuff” dries. This is another of the few goodies that Orcs will sell to non-Orcs, though at a dear price! And even so, no non-Orc has ever managed to replicate its many rare ingredients. Some 88 days of difficult study and a cost of 945 G.S. in materials are needed to learn this useful technique. If you’re an Orc.

### **Fafflefang’s Fire Water**

This iodine-orange liquid has as smell closely akin to that of a five-day-old elephant carcass stewing in fermented cat’s intestines! Phew! However it is one of the all-time favorites of Orcish medicine men and alchemists and they use it whenever they have even the slightest excuse. Simply put, it bursts into instant and intense flame upon contact with water. Being lighter than water, it quite naturally floats atop it and spreads quite rapidly wherever the water is. Each 1 ounce dose will ignite into flame and cover an area approximately 3’ diameter on land, 3 times that on water! The brilliant orange flames rise as high as 5’-7’ and do 1D8 potency damage each second they touch an object. The flames will burn for 3-8 seconds and are totally smokeless, though they do leave a dirty, soot-like residue of “skum” on the water’s surface wherever it has burned. This potent concoction is reported to cost about 75 G.S. in material per dose to manufacture over a 10 day time period per batch. Each batch must contain enough for at least 10 one-ounce doses, though it must never exceed 100 doses. One Orc shaman tried to make a 500 dose batch and blew up his whole village! It looked like a napalm strike had happened there. Once made it will keep indefinitely so long as it is kept dry and watertight. The materials are fairly rare, even for Orc kind, so it is uncommon to

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run into it no matter how popular it may be. Oh, by the way, this liquid spread across the water at the rate of about 3' in radius every 1/10th of a second! And brother, that's very, very fast.

## **Farglaag's Glow Goo**

A cheery, brick red color and play-dough-like consistency are the trademarks of this smelly stuff. Its "burnt pig fat" odor is another unmistakable hall-mark of this Orcish light casting substance. Each pound of it has a glow equal to 1/4 daylight intensity in a 13' radius around itself. A pound of it is about the size of a tennis ball. It will glow merrily for about 2 Arduinian years (901-1000 days) if not allowed to dry out. Treat it like modeling clay to keep this from happening. Made of the cheapest materials available to Orc kind, it only costs about 30 C.P. per pound to make. The process takes about 4 days from start to finish. After the first hour's mixing, it can safely be left unattended as it "sets" during the next 99 hours. Batches of any size may be made. It is used as "torches" on the end of a stick, or to light Orc hovels like a "lantern". It is so common-place that many non-Orc alchemists acquire large amounts of it each year. So far though, none have been able to duplicate the "Glow Goo" satisfactorily, so the Orcs retain a monopoly on it and literally sell tons of it each spring. Note that adding to the mass does not increase the intensity of light, it just increases the area thus dimly illuminated. As a final caution, read the entry entitled "Xudoe's Crawling Horror" and see what can happen when a non-Orc attempts to copy this "simple" concoction. About 100 hours of study and an expenditure of 105 G.S. in materials are required for Orcs to learn how to make this interesting alchemical substance.

## **Firemouth Elf Eater's Thunderdarts**

This entry is somewhat strange in that it is a solid object in the shape of a 10" long by 2½" diameter, finned "DART". This 1¼ pound object has the hardness and feel of jade though it is yellow-gold in color. Each such dart is cast from a concoction of boiling hot alchemical ingredients by pouring into a special mold and then cooling over a 3 day period until "set". Each mold is used only once as they are shattered to get the dart out. Add to that the 30 hour mixing time and the 580 G.S. in materials cost per dart and you have an extremely rare Orc alchemical item indeed. When thrown forcefully or sharply struck against a hard surface the dart will detonate in an explosion of 31-50 HP damage potential at the point of contact/detonation. There is also a concussive/blast zone 30' in radius from the detonation point. The damage, etc., etc., is as follows: 1'-10' radius = 2D8, 11'-20' radius = 1D8, 21'-30' = 1D4. This damage is for each creature in that radius to a total damage not exceeding 5 times the damage base listed. I.E., in the 1D8 damage zone, up to 5D8 damage is the potential for harm, but only at a maximum of 1D8 per individual target. Learning this technique takes 2 full years of arduous study (which explains *some* of the reason it's so rare. They are Orcs, after all!) and at an experimenter's cost of 10,000 G.S. in materials. But, as only Firemouth and two other Orcs have ever mastered this process, it is doubtful anyone else would get a chance to learn it.

## **Gumjukk's Fabulous Disease Dissipator**

This stuff has an odor very like rotten turnips mixed with week-old sewage. The taste of this lumpy, yellow-brown, semi-liquid reputedly matches said smell. Bleearch! Anyways, each 6-8 ounce "dose" will when drunk (eaten?) have a 91-100% chance of totally curing any disease relevant to Orc kind. For non-Orcs this drops to 51-70% efficiency, so long as the imbiber is humanoid. It only works 31-50% of the time for non-humanoids. Note however that any non-Orc drinker who misses that cure percentage will then have a cumulative 1% chance per each CON point less than 30 he has (1% minimum) of being poisoned at a 13D8 potency. The ingredients used to create this concoction are relatively common for Orcs and cost 188 G.S. per dose. Learning the 100 hour production process requires 38 days of tough study and an outlay of some 1,300 G.S. in materials. It has a shelf life of about 13 years so long as it's kept in a container and out of sunlight which dries it out rapidly.

## **Gumjukk's Potent Potion of Absolute Healing**

Resembling something close to semi-congealed buffalo blood with lumps of rock salt in it, this thick and lumpy liquid is used to heal critical wounds only. It smells like rotten onions and old sweat socks and reportedly tastes like sour milk mixed with boot polish - nasty. At any rate this potion must be taken internally but, once done, will heal all wounds of a critical nature, regardless of kind or severity. While it supposedly works for all known living things, it will not regenerate lost tissue, replace ruined eyes and so

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on. It will seal off severed arteries and reattach limbs (if pressed together) that have been severed. To do that it must knit bone as well. Scarring is massive but at least you'll still be alive. It heals at a rate of 3 HP per second (18 per melee round) to a maximum of 54 HP worth per 5 ounce dose taken. This healing potion lasts for 13 years once made, so long as it is kept in any sort of container and not allowed to mix with water of any kind, which will cause it to become ineffective. Each dose supposedly requires some 230 G.S. worth of hard to find (even for Orcs) ingredients and about 8 days worth of work to concoct. It is also rumored that at least 13 doses must be made each time as a minimum or the batch won't coalesce properly... but only the Orc alchemist knows for sure.

## **Haggadarg's Ointment of Immaculate Immersion**

This petroleum jelly-like ointment has an odor reminiscent of mounds of rotten garbage and a color of muddy water mixed with maggots. The lumpy mess, when applied liberally to every part of a body renders said body absolutely waterproof! It also renders it acid proof versus acids up to 95 HP in potency. Each full 10 HP of acid also removes 5% of the ointment which usually lasts 25 hours under normal, everyday usage. A 6' tall, 200 pound Orc would need at least 12 ounces to cover himself entirely. As Orc kind generally dislike water (acid even more so), this is one of the more commonly encountered Orcish alchemical items. Each ounce needs but 3 G.S. worth of fairly common materials and about a day to make, or so the Orcs say. Any amount can be made at one time and once done it keeps indefinitely. Note that some versions (30%) of this goo are nearly as flammable as lantern oil! Now that's something I'd really be careful about putting on my body!

## **Ironeye Thunderfang's Fabulous Fog Dust**

This is a pearlescent, glittery powder, very fine and almost talcum-like in its consistency. It has an odor somewhat reminiscent of rotten peaches mixed with limburger cheese. Each small (1/10 ounce) pinch of this powder will, when introduced into water, immediately commence to form a fog-like cloud of grey-green color. Visibility within the 9'-14' diameter cloud will vary from 1'-3' as long as the fog lasts. The duration is for 21-40 minutes unless blown away by wind or magik. Of course, the more powder that is used, the more fog is produced. Note that for the best effect, at least 10 gallons of water should be present per each pinch used. If less water is used, the size and duration of the fog will be less at the GMs discretion. The cloud/fog expands and covers the area at a rate of 3' radius from point of origin in the water per second. This fast-acting powder is expensive to manufacture, requiring at least 100 G.S. of moderately rare materials and will keep indefinitely if kept dry and in waterproof containers. Strangely, even though popular amongst Orc shamen and medicine men, few non-Orcs ever encounter it.

## **Ironeye Thunderfang's Mysterious Air Ink Powder**

This stuff is odorless, as light as powdered cork and looks like talcum powder made from coal. When exposed to air it instantly "erupts into an inky black cloud that is totally, 100% impervious to light". For instance, a lantern lit 6" away from one's eyes in this cloud, could not be seen! A single 1 ounce pinch would form a 13' diameter area of this inky black darkness. Duration is 13 minutes and once set cannot be dispersed by any wind or such. It can be moved along, totally intact (like some black balloon), by those winds. When it dissipates (taking 1D10 seconds at the end of its duration) it collapses back into a powder (this time charcoal grey) that coats everything inside its area of effect. Try to wash it off and it becomes real liquid ink! What a mess! The rarity of its component materials and their 150 G.S. cost per ounce make this a rare item indeed. The 3 hour production process, during which any amount may be made, takes 22 days of hard study and 480 G.S. in materials to learn.

## **Jamma's Orc-Guzzle**

Well, heh, heh.....what's to say about this one? Orcs eat it, but few other folk care to! A sort of alchemical "trail mix", super-condensed down into a thick, blue-black "paste". It smells like a 10 day-old corpse and tastes so bad to non-Orcs that no words could ever do the stuff justice! A single 4 ounce portion of the noxious goop will keep a full-grown Orc "full" and going strong for one whole day (25 hours). It has all vitamins essential to an Orc's health and is a very complete "food". Actually, it will feed most humanoids just as ably but few can stomach it or keep it down. It will "keep" for about a year (15 months) if kept reasonably cool (under 90°F) and dry. Higher heat (or high humidity) reduces its shelf life drastically and



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heat of 130°F or more causes it to rot in a very short time (4-6 hours). Orc-Guzzle thus spoiled becomes poisonous to a potency equal to 1D8 per each 4 ounce portion. It costs a paltry 15 C.P. per 4 ounces to make and all ingredients are easily obtainable by any Orc. It requires 16 hours to “cook” each batch and can thus be made in any amount desired. The process only takes 101-200 minutes to learn and at the laughably tiny cost of 8-11 C.P. in materials!

## **Pruhngnuhtz’ Potent Bug-Killer**

When exposed to air, this emerald green liquid will instantly billow into a dark green “cloud” of gas/mist. It will be approximately 9’ in diameter (wind allowing) per each 4 ounces used/exposed. The liquid and the cloud both have very strong odors of rancid butter-fat and fried red onions. Quite a stomach churning stench for most folk! It will disperse in a “zero wind” condition at the rate of 11-20% per melee round until it has totally dissipated into nothingness. Yet while still in existence it is a very potent, insect specific, “bug fumigator”. A typical 9’ cloud has the capacity to kill, instantly, up to 25 HP worth of any single type of insect it was made to destroy. As it disperses, it loses as much damage potential each melee round as it loses of its size/substance (11-20% per melee round). Note I said it is fully potent each and every melee round any of it remains in whatever percentage/potency, but only affects the bug-kind it is “keyed” for. Any bugs not killed outright (5% chance) will still become “spastic, disoriented, and totally incapable of any sort of controlled function”. When used versus “bigger bugs” (i.e., Phraints, Spigas, etc.) the degree of loss of functional control is equal to the damage they’ve suffered from the cloud. For example, a 30 HP Phraint is hit by a 25 HP cloud, so will suffer about 85% damage and motor/mental loss of control. Also note that while tiny bugs (gnats, bees, mosquitoes, etc.) get no save versus poison, larger ones, like Phraints do. GM adjudicate accordingly. Originally intended as a “fumigant” to rid huts and villages of ticks, fleas and other such pests, the liquid was soon discovered to be effective against other, “big” insectoids (like Phraints). Oddly enough however, it was also discovered that scorpions, spigas, and arachnids only suffered half as bad as more conventional six-legged bugs. The liquid will only keep in thick glass containers of a dark brown or dark blue color (to keep the sunlight out), and has a shelf life of about 4 years. Direct sunlight will rapidly turn it into a sticky, smelly, utterly harmless goo in 11-20 minutes. Each 4 ounce portion costs about 15 G.S. in common materials to make over an 11 hour process of some considerable danger (it tends to explode if “over-cooked” on a 15% chance). It’s so easy to make that it’s one of the most widely used of all Orc concoctions. They even sell it to non-Orcs at about 25 G.S. per 4 ounces) in its “small bug” form, but never sell their “Big Bug” stuff to non-Orcs. As it is totally non-toxic/reactive to anything and everything except bugs, it is extremely safe to use if you can stand the smell. Phraints have a standing 500 G.S. bounty out on anyone who even carries the “Big Bug” version and a 5,000 G.S. bounty on those who make it! Collectable through any Phraint hive so long as you’ve the proper proof. They hate this stuff!

## **Pruhngnuhtz’ Salubrious Saving Salve**

A brilliant “rescue orange” in color, this thick, sticky salve has an odor strongly reminiscent of “squashed skunk”! It takes about one ounce of the stuff per each 1 foot in height of the person using it to cover them completely. Thus a 6’ Orc would need 6 ounces to cover themselves completely. Once applied, it will last 8-10 hours (roll). Within this duration the wearer cannot sink in water or other similar liquids; in fact, they’ll float like a cork! And yes, inanimate objects can be coated just like people can. It can be manufactured in any amount needed during a process requiring 13 hours of easy work at a cost of only 8 G.S. in materials. Once made it will keep for up to 30 years so long as no moisture contacts it. Moisture activates it and “uses it up” in 8-12 hours. The materials needed are relatively easy to obtain, though not common by any means. The technique itself requires an initial outlay of 300 G.S. in materials and a moderately difficult study time of 8 days to properly learn it.

## **Quagga’s Puissant Potion of Regenerative Properties**

This pale, flesh colored liquid has a consistency akin to warm glue, an aroma like a well used “out house”, and reputedly tastes like “chocolate covered ants wrapped in burnt leather”! Each 16 ounce dose must be drunk rapidly (within 10 seconds) to work properly. In spite of its appearance, texture and odor this potion is quite powerful indeed. When imbibed it causes all missing flesh, limbs, or other organs (from toes to eyes) to begin to regenerate/regrow. It will do so at a rate of 1 HP per hour until all has been re-grown or it’s 35 HP per dose limit has been reached. Yes, it re-grows such large limbs as entire arms/hands/legs/feet.

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Bone, blood vessels, nerves and all are reconnected properly and fully functional. Its sole drawback (besides taste!) is that it cannot regrow anything lost more than 6 hours prior to drinking it. So it must be used relatively soon after such a loss. Note also that if a person has suffered a RCH (Random Critical Hit) that, say, lopped off a leg, and is bleeding to death, this stuff works too slow to stop the death from occurring. And once dead all re-growth, etc., stops. Still, as it is one of the few “after the fact” magiks/concoctions, it is highly prized and much sought after/coveted by Orc-kind and others. Orcs never willingly let non-Orcs have it. It can be made in any amount desired in a process that takes 20 hours of constantly watched work and 998 G.S. in materials for each 16 ounce dose. Its shelf life is up to 60 years if properly stored and proper storage is in a blue (only) basalt-carved jar, sealed/shut up (airtight) by beeswax. Any other method of storage will result in it going bad and becoming useless in very short order. It takes 130 days of hard study and some 888 G.S. in materials to learn and as most of the ingredients are fairly uncommon, and known only to Orc-kind, non-Orcs have little chance of so learning it (2%).

## **Quagga’s Slime-Away Salve**

This stinking, sewer-smelling black goo has a consistency like petroleum jelly and is always 10 degrees warmer than the ambient atmosphere around it. Approximately 6 ounces of the icky stuff is needed to liberally coat all surfaces on a normal sized Orc or man. Once thus applied it will last, during normal daily activities, from 6-10 hours (roll and/or adjudicate according to daily routine). Once on, no “slime, ooze, jelly” or other such critter will touch or “eat” the person under the coating. At least 90% of the time anyway! Those creatures simply find the goo totally unappetizing and will, in fact, actually do their level best to avoid contact with it after their first touch. It can be made in any amount desired over an 18 hour closely supervised process that also requires a mere 15 G.S. in materials for each ounce thus made. The materials are rare and difficult to obtain, even for an Orc. Once made though, it has a shelf life of up to 100 years as long as it is stored in any airtight container. The learning process requires 44 days of tough study and 1,080 G.S. in materials to acquire. All smeared with this pungent salve are at -10 CHA for its duration!

## **Skuzzbukehett’s Elixir of Purging**

A foul-smelling (like a mixture of sulfur and rancid fish guts), greenish-brown liquid that is drunk in 16-20 ounce doses. The imbiber immediately (within 1D10 seconds) begins “purging” themselves from every orifice of his body! Everything is upchucked or otherwise spewn from their convulsing, bucking, squirming, shaking and heaving bodies. This purging will last 31-60 seconds per each CON point of the drinker. This purging will totally get rid of all poisons, venoms, or other toxic substances in the body. 100% gone. This is without the kind or potency of said toxicity. However, the purgative is so powerful that there is cumulative 2% chance per each CON point less than thirty the drinker has that the induced convulsions will kill him from a total nervous system dysfunction and cardiovascular shut-down. For example: an Orc with a CON 18 has a 24 % chance of death ( $30-18 = 12 \times 2\% = 24\%$ ). On the other hand, people already fatally poisoned and dying will think it’s a pretty good deal anyway. I know I would! Note too that those thus surviving the purge will be weak ( $\frac{1}{2}$  STR and CON) for one hour per each CON point they have less than 20, with a 20 minute minimum anyway. This stuff can be made in any amount desired but is usable only up to 13 days afterward. It deteriorates into worthless goo beyond that time. The materials are somewhat rare, so each dose has a manufacturing cost of 185 G.S. the process is 100 hours long, very involved and requires constant supervision. Learning the technique is also difficult, requiring 36 days of attentive study and an expenditure of 840 G.S. in materials. One final note: this potion is lethal to hobbits almost instantly (equivalent to 101-200 HP in potency against them only).

## **Skuzzbukehett’s Stupendous Elixir of Ineffable Value**

This very beautiful elixir looks like quicksilver with gold dust suspended throughout its mass. Ooo! Pretty! But, boy what a stench! The odor is so terrible that unsuspecting Elves have been known to actually pass out when unexpectedly exposed to it! The nasty-smelling liquid is quite useful, though badly misnamed. For each full hour any living creature lies fully submerged in the liquid, their natural AC will increase by +1 to a maximum of AC 2+7. Said AC increase has a 25 hour duration which is not extendable in any manner save for additional submersions. For each hour more than 10 the submergence lasts, add another 10 hours of duration for the AC increase. Of course the submerged being must wear nose clips, keep their eyes closed and ears plugged as they breathe through a hollow tube or reed. Also note that for each hour a “soaker” spends submerged, he (himself) will stink for 100 hours..... and that stench is enough to “gag a

# ALCHEMICAL KNOWLEDGE

maggot” as they say! Most humans, Elves, and other such types getting a whiff of the soaked-one’s smell will have a base 75% chance of immediately becoming ill/nauseous enough to vomit uncontrollably for 1D100 melee rounds. Really, it’s that bad - though Orcs don’t seem to notice it in the least. So they use it before a battle as an “advantage”. Expensive to make, each 100 gallons (enough to fully submerge/soak a full sized Orc) costs a big 7,850 G.S. in materials. Not only are the materials hard to come by, even for Orcs, but the 12 day long manufacturing process needs constant supervision and hands on fussing about to work properly. Once made, regardless of amount, it must be used within 60 hours or it will become inert and totally useless. And no, I don’t know why and Orc or anyone else lying down in it will stop it from spoiling. What can I say, it’s magik. It takes 180 days of difficult study and some 13,000 G.S. in materials to learn this alchemical process.

## **Tamma’s Tireless Sentinel Pills**

These almond sized/shaped “pills” are a bright, shocking pink in color and have a faint aroma of horse manure. The taste is “decidedly manure-oriented”, so they say. Strongly so. Each such pill will cause the chewer (yes, you eat them!) to be unable to sleep for 21-40 hours and to be very “nervous, jumpy and paranoid” as a side effect. Sort of a super coffee-high as it were. Once the effect wears off, there is a 3% chance per each hour more than 20 that they have been awake, that they’ll instantly fall into a coma-like sleep lasting 11-30 hours. So deep is this sleep that nothing short of their being eaten alive (really!) will wake them. Note as well that each pill taken requires a rest period equal to that period of wakefulness, etc., caused by the pill. Failure to do so causes a 5% cumulative chance per pill eaten without such a rest period of the eater’s sudden death through sudden heart failure. Needless to say, most Orc chieftains just love shoving these things down the throats of their guards. Each pill has a production cost of only 3 S.P. and they can be made in any required amounts. The simple process only takes about 2 hours and needs not be supervised beyond the initial 16-20 minutes. The Orcish ingredients are very common and once made the pills will last literally forever unless broken or smashed. The process to make these favorite Orc trade items takes 2 days of easy study and a cost of 88 G.S. in materials to learn.

## **Tarzarhang’s Tasty Potion of Efficacious Healing**

This blue-black semi-liquid resembles crude oil very closely, though it has a smell very much akin to that of putrescent fish mixed with burnt almonds. The taste, as reported by the few non-Orcs ever to taste the stuff, is said to be like re-ingesting one’s own vomit! Pyyuukk! At any rate, each 3 ounce dose will heal any non-critical wound at the rate of 1 HP per second to a maximum of 12 HP worth. It is highly effective, so far as is known, for any living creature. The closest guess as to cost to manufacture is about 18 G.S. in materials per dose, in batches of any size, with a “cooking” time of 2 days. Many of the ingredients are unknown to any but certain Orcish alchemists and medicine men, so this potion must be considered hard to find anywhere - unless you’re an Orc, living in an Orcish community. And if you are, you probably can’t afford it anyway, so there!

## **Yhu-Hahr’s Fabulous Paints**

Essentially an alchemical paint of any color desired which always has the extremely strong odor of “rotten roses mixed with horse manure!” anything painted with it becomes 1/100 of its normal weight as soon as the paint dries (31-60 minutes). Sort of an “anti-gravity paint”! Note that the paint is not particularly sturdy or weather resistant. So even with careful handling during everyday usage, it will wear off at the rate of 2% per day after the first 30 days. As an example: A 100 pound cast iron anvil is totally painted on all surfaces, including the bottom; when it dries it will weigh, for the duration of the paint, only one pound! By day 31 it’s back up to 3 pounds (+2% of 100 lbs is +2 lbs). By day 32 it weighs 5 pounds; by day 33 it’s 7 pounds and so on and so forth until it’s all worn off and the weight is back to its original 100 pounds (about 79-80 days after it was painted). So closely has the secret of this stuff been guarded by Orc-kinds shamen and medicine men over the centuries that frequently only 1 such in only 1 tribe/clan may know the secret and, with its secret ingredients so rare, a single pint costs 5,000 G.S. to produce during a 29 day process of great complexity and difficulty! Thus very little is ever made, perhaps a gallon or so in the whole world. Still, each pint covers an area of 10 square feet, and that’s one heck of a lot of “lift”. Learning this process requires 15 months of arduous study and some 9,500 G.S. worth of materials.

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## **Zuggasugg's Potion of Preventive Curatives**

This purple-green viscous liquid (about the same consistency as 30 weight motor oil) smells like burning camel dung mixed with wet dog hair and reportedly tastes worse than it smells! It is a preventive medicine that must be drunk every 25 hours (a full pint dose) in order to maintain its efficacy. It also needs a full 12 hours from first drinking a dose to become wholly effective. Anyway, what it does is keep the imbiber totally, 100% immune to all diseases and viruses of any normal, non-magikal nature - everything from malaria to the "Gruesome Rot Fever of Malangapan" (don't ask, you don't want to know about this loathsome sickness!) is effectively prevented. It is supposed to be a fairly easy and cheap item to make, somewhere around 11 S.P. per dose in materials and 20 hours' "cooking time". The materials are easily obtainable by any Orc and amounts of any size can be brewed up. Once done it only has a shelf life of 2 years and even then only if kept in sealed, airtight containers. Note! Less than 30 minutes' exposure to air will cause it to lose its potency totally.

# HERBALISM

This classification is broken down into two sections. The first deals with herbal recipes utilized by the Herbalist character class, and are listed alphabetically by Order of Power. The second section deals with those herbal concoctions utilized by Druids, Medicine Men, and Shamen. These are the character classes which work with nature's own ingredients. Only the best known of these have been listed.

## HERBAL RECIPES

### FIRST ORDER OF POWER (OP 1)

#### **All-Purpose Skin Lotion (OP 1)**

Clears up minor skin inflammations of all sorts, from poison ivy to insect bites to hives. Takes about 15 minutes to work.

#### **Basic Tincture for Wounds (OP 1)**

This is an all-purpose disinfectant; used within an hour on any shallow wound or sore, it prevents infection and blood poisoning, though it does not protect against venom or poison per se. It stings when administered.

#### **Jarscimscen's Potion of Strength (OP 1)**

Adds 4 STR per dose for 6 hours. Base CF declines by the same amount unless a Potion of Dexterity is taken at the same time. Potions may be doubled or tripled, at risk of injury or death to the user. Quadruple use will result in massive heart failure in 1D6 minutes.

#### **Jarscimscen's Potion of Dexterity (OP 1)**

Just as for the Potion of Strength, but for DEX.

#### **Rhadacek's Poultice for Sniffles (OP 1)**

This poultice, placed warm on the bare chest, is a cure for the common cold. It usually has a variety of aromatic ingredients, and takes full effect after one hour, plus one hour for each CON point less than 12. This is one of the most popular herbalist wares, but must be prepared fresh to be effective.

### SECOND ORDER OF POWER (OP 2)

#### **Mitterling's Wartbane Salve (OP 2)**

Eliminates warts within 24 hours, less one hour per CON point over 11.

#### **Peyod's Cure for Colic (OP 2)**

This potion is used to cure colic in horses. It has no other use.

#### **Quaesleck's Potion of Lesser Truths (OP 2)**

Breaks any temporary delusional condition. Probably will intoxicate users not accustomed to drink.

#### **Rumbletummy's Potion of Soundsleep (OP 2)**

Puts anyone into a state of normal sleep for 2D6 hours.

# HERBALISM

## **Roendar's Poultice for Hangovers (OP 2)**

This cold poultice, applied to the forehead, eliminates the unpleasant effects of a hangover. However, the victim must lie still in a cool dark place for the same amount of time he would otherwise have been affected by the hangover. Failure to do so results in the return of the hangover within 2 minutes.

## **THIRD ORDER OF POWER (OP 3)**

### **Kersaint's Ointment for Farmers (OP 3)**

An aromatic compound used to soothe aching muscles. Effects include a warm sensation, and last about 4 hours.

### **Nytrim's Numbness Salve (OP 3)**

A local anesthetic, lasting about 30 minutes per application. Must be applied with protection for the hands, else they'll go numb too! One dose covers one square foot of skin. Toxic (4D8) if used internally.

### **Peyod's Horse Liniment (OP 3)**

Cures minor injuries, such as lameness or spavins, to horses, donkeys, mules, burros, cows, and most other four-legged herbivores, but ineffective on dogs, cats, monkeys and large predators.

### **Quaesleck's Potion of Perception (OP 3)**

Increases all perception roll parameters for the next full day by 2 on a D20 or 10% on a percentile roll as appropriate. Multiple doses are ineffective.

### **Rumbletummy's Potion for Tummy Rumbles (OP 3)**

Eliminates heartburn, simple indigestion, and lower tract distress arising from stomach flu or colitis. Ineffective where the causative agent is more virulent, as for example, cholera.

## **FOURTH ORDER OF POWER (OP 4)**

### **Feverbalm (OP 4)**

Reduces a fever towards normal at the rate of 1°F for every CON point of the character over 10, with a minimum reduction of 3°F. Effects take 15 minutes and last 4 hours. For victims over 45 HP, two doses will be needed, over 90 HP, three doses, etc. Does nothing for the underlying cause of the fever.

### **Quoh's Healing Salve for Burns of the First Degree (OP 4)**

Eliminates 1D8 HP of flame or caustic burns of the first degree, in 1D6 hours. The victim must be kept in a cool dark place and be at complete rest during the entire curative regime.

# HERBALISM

## FIFTH ORDER OF POWER (OP 5)

### **Peyod's Curative Salve (OP 5)**

Just like Golden Centaur Salve; refer to the proper Arduin Grimoire or to the Complete Arduin, Resources book, chapter 2.

### **Quaesleck's Potion of Greater Truths (OP 5)**

Literally a truth serum. The person to whom this is administered will always tell the truth as he sees it, no matter what the consequences may be for him or his loved ones. A save versus psychic attack is allowed at -20%; if the save is made, the potion is absolutely ineffective. Phraints are always poisoned by this potion in any of its forms (no save), and Deodanths are completely immune to its effects! Takes effect within 5 minutes and lasts for 1 hour.

### **Roendar's Toothnumb (OP 5)**

Used to temporarily remedy toothache. One batch of this salve will treat up to 6 teeth, for about 2 hours. Will make teeth so numb they can be removed without pain. Can be used continually for up to 2 days, after which there is a serious risk of liver damage.

## SIXTH ORDER OF POWER (OP 6)

### **Intermediate Tincture for Wounds (OP 6)**

Acts as the Basic Tincture for Wounds, but also prevents tetanus and other infections generally associated with puncture wounds.

### **Robillard's Curative Potion for Lesser Infectious Diseases (OP 6)**

This potion gives the user a percentage chance of being cured of any short-acting viral disease, base on the user's CON x 3%, to a maximum of 90%. Depending on the stage and severity of the disease, and the size of the patient, the actual cure and number of doses of the medicine needed may vary, but the cure chance is only rolled once.

## SEVENTH ORDER OF POWER (OP 7)

### **Kuryamurya's Potion of Protection Against Poisons and Venoms (OP 7)**

Adds a percentage equal to the user's CON to the existing save chance; if the user saves against poison, he takes no damage instead of the usual half damage. Each dose lasts one hour. Multiple simultaneous doses are ineffective, and there is a 50% chance of a major stroke for every dose taken after the first 2 in any 10 hour period.

### **Peshtoe's Salve (OP 7)**

The same properties as Dr. John's Salve, see the proper Arduin Grimoire or the Compendium of Treasures, Chapter 2, Complete Arduin, Resources Book, blah, blah, blah.

### **Quoh's Healing Salve for Burns of the Second Degree (OP 7)**

Reduces the severity of 1D8 HP of flame or caustic burns from second degree to first degree, in 1D6+6 hours, less one hour per 8 CON points of the victim. The victim must be kept in a cool dark place and be at complete rest during the entire curative regime.

# HERBALISM

## EIGHTH ORDER OF POWER (OP 8)

### **Advanced Feverbalm (OP 8)**

Reduces a fever towards normal at the rate of 2°F per minute, until normal temperature is reached. Effects last 4 hours. For victims over 45 HP, 2 doses will be needed, over 90 HP, 3 doses, etc. Does nothing for the underlying cause of the fever.

### **Robillard's Curative Potion for Greater Infectious Diseases (OP 8)**

This potion gives the user a percentage chance of being cured of any bacterial disease, based on the user's CON x 5%, to a maximum of 99%. Depending on the stage and severity of the disease, and the size of the patient, the actual period of cure and number of doses of the medicine needed may vary, but the cure is rolled only once.

## NINTH ORDER OF POWER (OP 9)

### **Acumna's Potion of Poison Reversal (OP 9)**

Restores 1D6 HP of damage suffered from poison or venom, at a rate of 1 HP per 10 minutes. Multiple doses may be administered safely up to a maximum of 6 in any 48 hour period.

### **Advanced Tincture for Wounds (OP 9)**

Acts like the Intermediate Tincture for Wounds, but also neutralizes up to 2d8 HP of venom or poison in the wound if not yet absorbed.

## TENTH ORDER OF POWER (OP 10)

### **Jarscimscen's Nerveknit Potion (OP 10)**

This potion regenerates damaged nerve fibers; a single dose will completely regenerate damaged nerve fibers in any being of 5 HP or less. For larger beings multiple doses are effective in 5 HP increments, up to a maximum of 10 doses, or 50 HP. Regeneration takes a week per dose administered. Victims over 50 HP can be adjudicated to gain partial recovery of nerve function by the GM.

### **Quoh's Healing Salve for Burns of the Third Degree (OP 10)**

Reduces the severity of 1D8 HP of flame or caustic burns from third degree to second degree, in 2D6+6 hours, less one hour for every 4 CON points of the victim. If the salve is administered within 25 hours of the infliction of the burn, and if enough salve is administered to completely negate the burn, there will be no scarring or loss of function. But, for every hour of delay over 25 before the burn is completely neutralized there is an equal percentage chance that the burn will permanently scar or impair the victim. The victim must be kept in a dark cool place and be at complete rest during the entire curative regime.



# HERBALISM

## ELEVENTH ORDER OF POWER (OP 11)

### **Sevchenko's Instant Healer (OP 11)**

A single dose of this potion will instantly regenerate up to 8 points of any injury that does not kill the user, and also limits progressive damage infliction, such as from slimes, to initial damage plus one melee round of progression, though this kind of damage is not healed. The potion must be in the system before the injury occurs, and only affects beings up to 45 HP; larger beings require multiple doses. Once injected, the effects last for one hour. Critical hit effects will be nullified only if the RCH inflicts 8 or fewer HP total damage, and will not correct sensory loss, such as sight.

### **Penelope's Unhappy Baby Ointment (OP 11)**

One application cures colic and other mysterious discomforts in very young infants, inducing a deep sleep lasting up to 4 hours. May be used once every 12 hours without adverse effect.

## TWELFTH ORDER OF POWER (OP 12)

### **Kuryamurya's Eye Balm (OP 12)**

This externally-applied balm restores the function and appearance of any eye that has suffered traumatic injury, so long as the eye is still in place. This balm will do nothing for eyes that have been torn out. One dose is necessary for each eye injured, and one dose is necessary for every 10 HP of the victim. Full restoration time is adjudicated by the GM, but can take as long as a couple of months, and generally requires complete rest in a dark environment.

### **Perkwod's Brighteyes Soap (OP 12)**

This liquid soap, applied to the skin with very cold water and rubbed vigorously, wakes up anybody from sleep or light unconsciousness, whether due to fatigue, drugs, a conk on the head or even some of the lesser sleep magiks. The person comes to consciousness fully refreshed and alert, and will be able to function without further sleep for 8 hours. After that time, a normal night's sleep is all he will need. A second application of this soap within 20 hours will have the same effect, but there is a 5% chance of a fatal heart attack and a further 50% chance one point of CON will be drained. Third doses within 20 hours are almost universally fatal.

## THIRTEENTH ORDER OF POWER (OP 13)

### **Robillard's Basic Angerlic Potion (OP 13)**

This potion, taken once a day, slows the rate of physical aging in the user by half. Multiple doses accomplish nothing more. If use of the potion is ceased at any time, the user reverts to the normal speed of aging, but the potion will be ineffective on him thereafter.

# HERBALISM

## FOURTEENTH ORDER OF POWER (OP 14)

### **Rhuth's Intermediate Angeric Potion (OP 14)**

This works just like the Basic Angeric Potion, except that it slows the rate of aging by two-thirds.

### **Robillard's Curative Potion for Intractable Disorders (OP 14)**

This potion may be used to halt the progress of varied diseases, including many cancers, lupus, psoriasis and some auto-immune disorders, but repeated doses will likely be necessary to cure any of these conditions. A favorable response is based on the user's CON x 3%, to a maximum of 75%.

## FIFTEENTH ORDER OF POWER (OP 15)

### **Peshtoe's Universal Vaccine (OP 15)**

This small lozenge, swallowed with one ounce of hard liquor of at least 100 proof, vaccinates the user against 95% of all viruses, irrespective of their virulence. The recipe is known to very few. One dose affects all up to 45 HP; two are needed up to 90 HP, etc.

## TWENTIETH ORDER OF POWER (OP 20)

### **Acumna's Advanced Angeric Potion (OP 20)**

This works just like the Basic Angeric Potion with two exceptions: first, it stops aging absolutely; second, if the potion is not taken every day thereafter, the user will age at triple rate until he is twice as old physically as he was when he began using the potion.

## HERBAL CONCOCTIONS

### **Ajheet or Golden Smoke**

This paste looks and feels like earthly, white library paste. Formerly made only by the Shamen of the southern deserts, it has become fairly common in the last 30 or so years. Each 4 ounce dose takes 8 hours to make and is made from relatively common materials (worth about 8-10 C.P.). Market price for one dose will run about 1 S.P. It is still much easier to find in areas surrounding that desert region so the cost elsewhere is 1-3 times normal, depending on supply/demand. The paste is set out in a room, up to 13' x 13' x 13', its crock or tin opened, then it is lit. It burns for 4 hours or so, with a bright golden glow, giving off a mist-like "golden smoke". Permeating every nook and cranny of the tightly closed off area, it is a very effective fumigator. All lice, fleas etc., are killed as are their eggs (100%). All small rodents such as mice, rats, bats, etc., are also killed (75%). Those not killed are stultified and will wander aimlessly about for up to 10 hours after the smoke dissipates (which is usually 51-100 minutes after it quits burning). All humanoids, etc., caught in it (with no escape) will have a 1% chance of asphyxiation per each HP in size less than 100 HP. So a character with 40 HP will have a 60% chance of choking to death. Time for this to happen is 1 minute per each HP of the victim. However, unconsciousness will overtake them during their last 5% of HP (or the last 2 HP of our 40 HP example).

# HERBALISM

## **Bandha-Jhak or Blue Cooler**

This aqua blue liquid is well-known world-wide because of its efficacy (99%). What it does is to lower the drinker's body temperature to its normal level. It takes effect in 1-3 minutes and is permanent in duration. Used for breaking killing fevers fast and for relieving (not curing) the dreaded "Brain Burn Fever", each 4 ounce dose costs about 6 S.P. to concoct and only takes 45 minutes to do so. Originally a Druid medicine, due to the commonality of its ingredients (95%) it is now made by just about everyone able to do such things. Figure market price at about 10-12 S.P. per dose.

## **Brucher or Tooth Taker**

This unusual herbal concoction is still made only by Druids who have managed to keep secret its numerous and rare ingredients. It is said that each 1 ounce dose takes 2 days to ferment properly before it can be used and must be used within 2 hours of its finished creation. Each 1/10 of an ounce, very carefully dripped onto a single tooth will, in 31-90 seconds, utterly and totally dissolve it out of the gums without harming the surrounding area. In fact it "cauterizes" the hole after the tooth is gone! A neat, fast way (though quite a bit painful during the dissolving of the nerves in said tooth) to get rid of bad teeth. Each ounce is good for up to 10 teeth, and costs 8-10 S.P. to make but will cost 4-6 G.S. on the open market, or more if in short supply.

## **Denvee or Foam-It**

This pale grey-blue powder, when put into water, has an odor reminiscent of barbecued beef. Each 2 ounce packet will work in up to 1 gallon of water. Once in the water it fizzes and foams mightily for 3-4 minutes. During this time only it is capable of neutralizing most glues (75% chance) and acids of up to 100 HP potency. It also causes such things as webs to become "unsticky". Each 2 ounces can be concocted with easily obtainable materials in about 45 minutes for a cost of 8-10 S.P. Market price usually runs about 1 G.S. per packet for this originally Druidic powder.

## **Pulquad or Greenlick**

This solid green stuff is most often seen in soap-bar-sized/weight units. It even has a texture and fragility close to a bar of soap. Originally of Druidic origins, now most shamen/medicine men make it as well. It only takes 20-30 minutes to mix up but then requires about 40 hours to properly set. Each such bar costs 3 S.P. to make from easy to find ingredients and has a shelf life of up to 30 years if kept dry. Dampness causes it to melt into a useless goo. What the material does is reminiscent of Quinine in that it prevents (75-85% effective depending upon quality of manufacture) most "fevers" (only). This is done by sucking on it or licking it for about 30 seconds each day. It tastes like sour green apples and is quite astringent. Each bar will last for about 30 days, plus or minus 5%, and has a market price of 6-10 S.P. depending on availability.

## **Yanoosh or Tummy Quiet**

This yellow-white powder is used to quiet upset stomachs, seasickness, flatulence and general queasiness. Unlike other remedies for such ailments (like "Moragrym", see AG 6, page 28, under medicines), it is also a preventative medicine (98% effective) with a 21-30 hour duration per each 8 ounce dose drunk. Up to 3 doses may be taken in any 100 hour period, but more than that will make you sick. Each dose is concocted of readily available ingredients in about 20 minutes and at a cost of some 25-30 C.P. market price is usually double that. And unlike Moragrym (which tastes like battery acid, by the way), it has a pleasant "rosy" odor and tastes faintly of coffee. Thus it is usually preferred to the cheaper stuff. If the user is already ill when taking it, it takes effect in 11-20 minutes. Originally used by wild tribal Shamen, it is now known almost world-wide.

## **Zyazyc or Ruby Relief**

Essentially a more effective venereal cure than "Mortyndahl" (AG 6 again), this is drunk in 12 ounce liquid doses over an 11-20 day period (GM rolled) and is 96% effective with a pleasant mint aroma and taste, making it a very popular cure - at least for those who can afford its stiff market price of 1-2 G.S. per dose. Made from fairly easy to find ingredients, each dose costs some 5-7 S.P. to make in a 2 hour process. Originally an Elven herbal remedy, it is now made by all with the smarts to do so.

# MAGIK RULES ADDITIONS

The following items are presented as rules additions / clarifications for the Arduin magik rules, whichever incarnation you choose to utilize. Just one catch: use one, use them all. Enjoy!

**MAGIK PROOF (MP):** A percentile roll which, if made, results in no effect whatsoever of a magik attack upon the person/creature/thing with this ability. Only Major Artifacts, Greater Demons, Dragons (not Drakes), *or that which the GM and his world makeup/history allows*, are or have Magik Proof as part of their make up. I.E.: The target of a magik attack is 30% Magik Proof. Roll 30% or less on percentile dice and the magik has no effect whatsoever upon the target. All other rules found elsewhere also apply.

**MAGIK IMMUNITY (MI):** The innate ability to be somewhat immune to magik effects due to extraordinary circumstances. I.E.: An Artifact which grants MI, construction techniques/magik involved in monster/creature creation, being “Decked”, etc. A percentile roll which, if made, results in that base percentile being deducted from the power of an incoming magikal attack. Example: A PC with a Magik Immunity score of 25% rolls a 25 or less on percentile dice. A successful roll indicates that the spell/magik attacking him is at 75% power/effectiveness rather than the normal 100% (100 - 25 = 75). MRS and saving rolls also apply and may be attempted.

**MAGIK RESISTANCE SCORE (MRS):** The innate ability of an individual being or item to be “resistant” to magik cast at or on him/it, based upon race, class, nature etc. A percentile roll which, if made, results in only 50% *or* 0% of the magik cast affecting the target, depending upon the type of magik involved. All other saving type rolls also apply. I.E., using the MI example above, the target, being successful with his MI roll, now attempts his MRS and is successful *again*. So the power of that incoming magikal attack is reduced from 75% (MI result) to 38% (37.5% rounded up) of its original effectiveness.

**SAVING ROLL:** A D20 roll based upon race, class, nature, etc. If made, the magik has no effect on the PC/target from that source, that turn. This roll is optional for the player after he makes his MRS roll (which must be a successful roll). Note: 1 attack = 1 save, 2 attacks = 2 saves etc., as applicable. Also, this roll may be attempted in lieu of the MRS roll in the event the target has no MRS score. *In that case* the MRS rule takes precedence over the Saving Roll rule in regards to percentage of effect, etc.

**SPECIAL NOTE:** Rolls are taken in order of power/benefit as presented here: MP, MI, MRS, Save.

## FINAL NOTES:

For those of you out there using the Battle Factor, the conversion is generally quite simple and straightforward. The ratio is 1 to 5. For example: a +1 broadsword would be +5% to the BF. The same ratio applies to the magik “save” rules, so a +4 save would be +20% MRS, etc., etc., ad infinitum.

G.S. stands for Gold Sovereign

S.P. stands for Silver Penny

C.P. stands for Copper Penny

If you can find no OP listing for a specific type of magik, it is because no spells of that OP are known outside of that specific magik circle of knowledge. Remember, the spells presented here are *only those that have been discovered* over the years by PC adventurers or those researched by PCs and accepted by the colleges and guilds in Arduin!

If there is anything else which is unclear to you or that you are uncertain of regarding the Arduin system, we suggest you hurry down to your local gamestore and try desperately to find all 8 of the Arduin Grimoires, the Complete Arduin, and the Arduin Adventure. With any or all of these, your every question will be answered, your world made whole, your game improved to perfection and all things will be as they should in your life. We sincerely hope you enjoy this work and all others by the MASTER: David A. Hargrave.

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