

Tenth Book of Magic

Herein this Tenth Book of Magic is written the spells of Aethelwulf, first Archmage of the Eastlands, Witch of Deception and Punisher of the Black Dwarves.

Witches by their nature are lone, secretive beings, meeting only periodically with other members of their coven. A witch coven consists of thirteen individuals, male or female, who share similar specializations or purposes. Most covens consist of individuals of identical alignments. The coven is led by a master witch with twelve initiates, often of varying levels of expertise. The coven is bound as a group to their survival and swear an oath of life-long allegiance. Killing a witch always brings down the wrath of the remainder of the coven. Upon the death of one witch, a new initiate is recruited from those with appropriate talent and inclination. The witch of deception is a master of all forms of mental persuasion, illusion, and alteration of reality.

Spell Descriptions

Alter Minor Reality

Casting Time: 1 turn

Casting Range: 0

Saving Throw: none

Spell Duration: permanent

Area of Effect: special

By means of this powerful spell, the caster is able to make permanent minor alterations to the physical reality of the world. Such changes may not undo past event (e.g., bring a character back to life, or prevent a war which has already happened) or prevent future events (e.g., make a character immortal, or guarantee an army victory in war). Mundane objects or structures may be created, although they may not possess magical abilities. Hence, the caster could create a bridge across an unpassable canyon but cannot create a vorpal weapon. Likewise, the flow of a river could be altered, but it could not be made to run uphill. The caster must rest for one day following the casting of this spell.

Alter Other

Casting Time: 1 round

Casting Range: 0

Saving Throw: none

Spell Duration: 1 turn per level

Area of Effect: one creature

This spell completely alters the form of the recipient to appear as desired by the caster. The form assumed cannot be of greater than twice the mass of the caster, nor of less than half the caster. This transformation does not alter the abilities or material possessions of the recipient, only the exterior physical characteristics. This spell does not require a system shock roll. A saving throw is allowed for any unwilling creature.

Alter Self

Casting Time: 1 round

Casting Range: 0

Saving Throw: none

Spell Duration: 1 turn per level

Area of Effect: caster

This spell completely alters the caster's form to appear as desired by the caster. The form assumed cannot be of greater than twice the mass of the caster, nor of less than twice the caster. This transformation does not alter the abilities or material possessions of the recipient, only the exterior physical characteristics. This spell does not require a system shock roll. A saving throw is allowed for any unwilling creature.

Tenth Book of Magic

Anti-Anti-Magic Sphere

Casting Time: 1 turn
Casting Range: 0
Saving Throw: none
Spell Duration: 1 turn per level
Area of Effect: caster

This very powerful spell provides the caster with protection against all devices which dampen or eliminate the use of magical spells. This includes protection against standard spells (e.g., Dispel Magic, Globes of Invulnerability, etc.), as well as non-standard devices created by other wizards and highly intelligent beings. The effect of the Anti-Anti-Magic Sphere covers the caster and a 2' aura surrounding the caster. It does not provide any protection against standard magic spells, nor against magical weapons. The caster is able to cast spells that have an effect an area outside of the aura, allowing for normal saving throws.

Avatar Hero

Casting Time: 1 turn
Casting Range: 0
Saving Throw: none
Spell Duration: 1 turn per level
Area of Effect: one hero

When in a place of special significance (e.g., the site of a famous battle, a dead wizard's study or the tomb of a hero), this spell allows the caster to summon and speak with a fallen hero or historic figure. This avatar is bound to answer 2d4 questions without lying, although the avatar (if it is part of their nature) may try to mislead if the questions are poorly worded. The avatar hero can only answer questions about subjects personally known to them. Only one avatar may be summoned from each site.

Battle Blink

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: 1 round per level
Area of Effect: caster

This spell causes the caster's material form to "blink" in and out to the Ether. The caster blinks out during his action phase in the round and may reappear at any point up to 10' distant during the action phase of the next melee round. As the blinking phase requires only an instant, the caster may conduct an action (e.g., swing a weapon or cast a spell) on his return round. However, no action may be performed in the Ether, so no additional actions may take place during the initial blinking out.

Bind Demons

Casting Time: 1 turn
Casting Range: 0
Saving Throw: yes
Spell Duration: 666 years
Area of Effect: one demon

This powerful spell allows the caster to create an unbreakable prison within the Void and send one demon into that prison for the duration of the spell. Any demon whose True Name is not known is allowed a saving throw against the effects. If the caster uses the demon's true name in casting the spell, there is no saving throw. At the end of the binding period, the demon returns to point at which it was bound. While thus imprisoned, the demon is in a semi-conscious stasis, unable to act but aware of its surroundings.

Tenth Book of Magic

Compulsion

Casting Time: 1 round
Casting Range: 100 feet + 10 feet per level
Saving Throw: yes
Spell Duration: 1 round per level
Area of Effect: one creature

When cast successfully against an opponent, this spell causes the victim to begin to act in a manic compulsive manner and is highly vulnerable to suggestions from the caster which can trigger the compulsive behavior. For example, the caster may note that the opponent's armor is dirty and requires cleaning and the victim will immediately remove his armor and start cleaning it compulsively without regard for potential danger, even death. A successful saving throw indicates that the spell has no effect.

Conjure Demon

Casting Time: 1 turn
Casting Range: special
Saving Throw: no
Spell Duration: one task
Area of Effect: one demon

The Conjure Demon spell series allows the caster to bring forth a subservient demon. The demon will obey without fail the command of its summoner, carrying out to the best of its ability whatever task that the summoner requests. Each hour spent on the same plane of existence as the summoner brings increasing pain to the demon, so demons will attempt to complete tasks as quickly as possible. Tasks must be carefully worded as demons will also try and pervert the intentions of the caster. All demons possess certain innate abilities: fly, invisibility, teleport, polymorph self, comprehend languages and tongues. They are masters of disguise and deception and frequently pass undetected among mortals. Demons have at least one attack spell and higher level demons are proficient fighters. Demons are able to locate (and teleport) to their master at all times. They are immune to most magical spells, including dispel magic.

Demons are commonly classed into five groups. Imps are first level demons of low intelligence. Imps have 6 hit points per level of the caster. Foliots are second level demons of moderate intelligence. Foliots have 8 hit points per level of the caster. Efreet are fourth level demons of high intelligence. Efreet have 10 hit points per level of the caster. Djinn are sixth level demons of very high intelligence. Djinn have 12 hit points per level of the caster. Greater Demons are ninth level demons of genius intelligence. Greater Demons can only be summoned by name and are exceptionally difficult to control. Greater demons have 20 hit points per level.

Conjure Rope

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: permanent
Area of Effect: one rope

By means of this spell, the caster can conjure a 100' rope of exceptional quality and strength. This rope will hold up to 500 encumbrance points of weight. While magically conjured, this rope is still vulnerable to mundane and magical damage, such as cutting and burning.

Conjure Spectral Steed

Casting Time: 1 round
Casting Range: 0

Tenth Book of Magic

Saving Throw: none
Spell Duration: 1 day
Area of Effect: one creature

By means of this spell, the caster can conjure a spectral light riding horse which can carry the caster and a normal load of equipment. The steed will appear with harness, saddle, saddle bags and other tack. The rate of movement for a Spectral Steed is 24. The horse does not require rest, food, or water for the duration of the spell. While of otherworldly origin, the Spectral Steed has the normal number of hit points and other characteristics of a light riding horse and is subject to physical and magical damage.

Conjure Will-O-The-Wisp

Casting Time: 1 round
Casting Range: 100 feet + 10 feet per level
Saving Throw: no
Spell Duration: 1 turn per level
Area of Effect: one creature

By means of this spell, the caster conjures a will-o-the-wisp, a small spectral ball of light which appears in the distance, similar to a lantern light. The caster can command the will-o-the-wisp to move in any manner within the casting range or, if desired, send the will-o-the-wisp on a straight line path away from the caster for the full duration of the spell.

Counterspell

Casting Time: 1 round
Casting Range: 100 feet + 10 feet per level
Saving Throw: no
Spell Duration: instantaneous
Area of Effect: one spell

This spell allows the character to counter a spell cast by another spellcaster. If the caster wins the initiative, then he may counter a spell cast on that round. If the caster loses the initiative, then he may counter a spell next round. The caster may choose to name the specific spell, in which case the counterspell is 100% effective. Otherwise, if the spell is known to the caster, the chance of success is 50% + 1% per level. If the spell is unknown, then there is a 50% chance of success. The spellcaster to be countered must be within the casting range.

Curse

Casting Time: 1 turn
Casting Range: 100 feet + 10 feet per level
Saving Throw: yes
Spell Duration: permanent
Area of Effect: one creature

Curse is a powerful spell which places a specific curse on a single creature or character. The curse may take any form but must involve a long-term effect (e.g., the slow deterioration of a characters' health, a shift in their alignment or their gradual transformation into another species). Furthermore, the caster must also determine a means by which the curse may be broken. Curse spells cannot be dispelled, even through a Wish spell, and can only be lifted through the completion of the conditions laid down by the caster. The victim is not compelled to undertake any action in order to lift the curse.

Deathtouch

Casting Time: 1 round

Tenth Book of Magic

Casting Range: 0
Saving Throw: yes
Spell Duration: 1 turn
Area of Effect: caster

By means of this spell, the caster is able to reflect an amount of physical damage back onto the attacker. This spell does not negate the damage taken by the caster, nor does it reflect non-physical damage (i.e., it only affects hit point damage). Damage taken by the opponent is calculated on base damage, before any absorption, etc. For example, if an opponent deals 600 points of damage, but the caster takes only 300 points due to absorption, then the opponent takes 600 points (minus whatever protections he has in effect at the time).

Deceptive Aging

Casting Time: 1 turn
Casting Range: touch
Saving Throw: yes
Spell Duration: permanent
Area of Effect: one creature

By means of this spell the caster can make any character, including himself, appear to be of a chosen age. For example, an 80 year old crone could appear as a young woman of 15. The effects can not be detected by magical means as they change the cellular structure of skin, bones, etc. This spell does not affect life expectancy, health, or abilities, only appearance. The effects are permanent, or until cancelled by the caster. Unwilling targets are allowed a saving throw.

Dimensional Anchor

Casting Time: 1 round
Casting Range: 100 feet
Saving Throw: yes
Spell Duration: 1 turn
Area of Effect: one opponent

The Dimensional Anchor allows the caster to prevent an opponent from travelling through other dimensions, effectively anchoring them in their current dimension. This applies to travel through the aether (e.g., Teleport, Shadowwalk, Big Step), and travel between the Realms of the Living, the Shades, and the Dead.

Disarm Glyph

Casting Time: 1 round
Casting Range: 60 feet
Saving Throw: none
Spell Duration: 1 turn per level
Area of Effect: one glyph

This spell discharges the magical power of a glyph of warding, rendering it harmless or ineffective. The spell is in effect for 1 turn per level of the caster or until it is used. The base chance of success is 50% plus 1% per level to succeed.

Disguise Party

Casting Time: 1 turn
Casting Range: touch
Saving Throw: none

Tenth Book of Magic

Spell Duration: 1 turn per level

Area of Effect: up to ten creatures including the caster

Disguise Party allows the caster to magically alter the appearance of up to ten willing party members. The disguise alters their appearance and equipment, but does not affect the abilities of either the character or his equipment. Hence a fighter with a Cloak of Displacement wielding a +3 Sword can be disguised as a half orc farmer with a tattered Tunic of Displacement carrying a +3 Pitchfork. Characters can be disguised as any creature up to half as small or twice as large. The caster can be included as one of ten affected creatures. This spell does not confer any language or knowledge abilities on the party. This spell allows the party to move while disguised.

Displace Self

Casting Time: 1 round

Casting Range: 0

Saving Throw: none

Spell Duration: 1 round per level

Area of Effect: one cloak

By means of this spell, the caster can transform any cloak into a temporary Cloak of Displacement, similar to the well-known magic item. The cloak gives the wearer a shimmering appearance which causes the wearer to be displaced from their normal position. Most creatures and attacks will miss on the first melee round. In addition, the wearer gets both a +2 on armor class and a +2 against all saving throws.

Doppelganger

Casting Time: 1 round

Casting Range: 0

Saving Throw: none

Spell Duration: 1 turn per level

Area of Effect: one creature

This spell conjures an exact duplicate of the caster which is not distinguishable from the original by normal or magical means. The doppelganger is completely under the control of the caster. It can fight, cast spells and do any other actions that the caster is able to do. Note that this spell creates duplicate, but non-magical, versions of all physical equipment. Only one doppelganger can exist at one time, otherwise the doppelgangers will fight each other until only one survives.

Ethereal Banishment

Casting Time: 1 turn

Casting Range: touch

Saving Throw: yes

Spell Duration: 1 year

Area of Effect: one creature

This complex spell creates an extradimensional cage in the aether in which an opponent is imprisoned for one year (calculated in the realm in which it is cast). The opponent so imprisoned is in a state of semi-consciousness, aware of their surroundings but unable to act. The location of the cage is known to the caster and is "fixed" within the aether. At the year's end, the opponent returns to their position at the time of imprisonment. The banished opponent can not be harmed while in the cage, nor does he require food, water, or air. The caster must concentrate while casting the spell.

Ethereal Gold

Casting Time: 1 round

Tenth Book of Magic

Casting Range: 0
Saving Throw: none
Spell Duration: 1 hour
Area of Effect: pile of gold

This spell brings into existence a pile of gold (up to 10,000 GP per level of the caster) for exactly one hour. At the end of the spell duration, the gold pieces disappear.

Ethereal Presence

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: 1 turn per level
Area of Effect: one creature

By means of this spell, the caster can project himself or herself into the ether. While in the ether, the caster can communicate and move within the physical realm, but does not have any substance there. In other words, communication is possible, but the caster is unable to cast additional spells, handle objects, swing a weapon etc. while in ethereal form. Likewise, the caster can not be damaged by normal means or through standard magical spells or items. The caster is able to move at a normal rate ignoring all physical and magical barriers such as walls, doors, mountain cliffs, water, etc. The caster is thus able to walk below the surface of the ground while in ethereal form. The caster does not require air to survive, nor can he be crushed by being surrounded by material. At the end of the spell duration, or at will, the caster returns to the mundane physical realm.

Ethereal Stronghold

Casting Time: 1 turn
Casting Range: 0
Saving Throw: none
Spell Duration: permanent
Area of Effect: one construction

This complex spell creates an extra-dimensional stronghold in the aether. The stronghold appears as a 15 foot wide by 20 foot deep by 10 foot high box of a smooth black stone-like material (although it is not normal stone). It has no windows and no doors and can only be entered by use of a password established at the time the stronghold is cast. The location of the stronghold is known to the caster and is "fixed" within the aether. Only creatures which dwell within the aether can find the stronghold, as those that simply pass through (e.g., via various teleportation spells) are unable to detect it. Even for ethereal dwellers, the stronghold has a vague, shadowy outline and appears dim and hard to detect. The interior dimensions are the same as the exterior ones as the smooth black substance of which the stronghold is constructed is indestructible, but very thin.

Exorcism

Casting Time: 1 round
Casting Range: 100 feet + 10 feet per level
Saving Throw: yes
Spell Duration: instantaneous
Area of Effect: one creature

By means of this spell, the caster is able to banish a conjured person or creature. The conjured being is returned to the place from which they came.

Tenth Book of Magic

Flip

Casting Time: 1 round
Casting Range: 100 feet + 10 feet per level
Saving Throw: yes
Spell Duration: 1 turn
Area of Effect: one creature

By means of this spell, the caster forces a non-corporeal creature (e.g., a vampire) to take corporeal form so that it can be attacked by normal means. This spell affects both creatures that are permanently non-corporeal, as well as those that can assume non-corporeal form at will.

Gnome Sight

Casting Time: 1 round
Casting Range: 60 feet
Saving Throw: none
Spell Duration: permanent
Area of Effect: one creature

By casting this spell, the caster allows the recipient to see magically hidden structures and illusory terrains which have been obscured by the the caster only. This spell has permanent effects.

Hallucinatory Artifact

Casting Time: 1 round
Casting Range: 60 feet
Saving Throw: none
Spell Duration: 1 day per level
Area of Effect: one artifact up to 200 cubic feet in volume

By means of this spell, the caster causes an illusion of an artifact to magically appear. The caster may specify the details of the artifact (e.g., size, shape, color, texture, smell, taste, etc.) There is no saving throw unless a character ignores the illusion in which case he cannot be affected by its presence and it disappears for him. This spell does not affect creatures without souls.

Hallucinatory Structure

Casting Time: 1 round
Casting Range: 60 feet
Saving Throw: none
Spell Duration: 2 days per level
Area of Effect: one structure

Same as above, Hallucinatory Artifact, except that the size of the illusion is much greater. With this spell, an illusion the size of a modest house can be called forth. There is no saving throw unless a character ignores the illusion in which case he cannot be affected by its presence and it disappears for him. This spell does not affect creatures without souls.

High Noon

Casting Time: 1 round
Casting Range: 100' + 10' per level
Saving Throw: none
Spell Duration: instantaneous
Area of Effect: 100' globe

Tenth Book of Magic

This spell causes a bright explosion of light to erupt at a point determined by the caster. The Sunburst causes no physical damage or heat, only light. The light is equivalent to that caused by staring directly into the noonday sun and is capable of temporarily blinding light-sensitive creatures or distracting opponents with normal light sensitivity.

Improved Invisibility

Casting Time: 1 round

Casting Range: 0

Saving Throw: none

Spell Duration: 1 turn per level

Area of Effect: 10 foot diameter globe centered on caster

The spell is similar to standard invisibility spell except that the caster does not become visible if he/she commits an offensive attack.

Improved Mirror Image

Casting Time: 1 round

Casting Range: 0

Saving Throw: none

Spell Duration: 1 turn per level

Area of Effect: 1d4 illusions

Similar to existing spell Mirror Image except that the images do not disappear when struck. Rather, the images are only dispelled by taking damage equivalent to the hit points of the caster. Example: a 100 hp magic user can create d4 images with 100 hp each.

Improved Silence

Casting Time: 1 round

Casting Range: touch

Saving Throw: no

Spell Duration: 1 turn per level

Area of Effect: caster or one creature

This spell is similar to the existing spell Silence except that the caster or enchanted creature is able to hear through the silence. The caster still cannot make noise, so speech and spellcasting is not possible.

Invisibility from Undead

Casting Time: 1 round

Casting Range: touch

Saving Throw: none

Spell Duration: 1 round per level

Area of Effect: one creature

This spell causes the recipient to vanish from sight and not be detectable by the Undead. The invisible creature can still be smelt and heard. If the spell is cast with onlookers (friendly or not), then those creatures will be able to see a dim shadow (and be able to attack at -4 "to hit"). If the invisible creature makes any attack (by missiles, hand-to-hand, or spell combat), then he remains mostly invisible but again a vague shadow can be seen (again a -4 "to hit"). Invisibility usually gives the recipient a surprise attack. While an invisible creature is able to see himself, he is not able to see other invisible creatures. This makes it almost impossible for an invisible party to function, because each member would continuously be running into each other.

Tenth Book of Magic

Lie

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: 1 turn per level
Area of Effect: caster

This spell negates magical attempts to determine whether the caster is telling the truth, e.g., through a Detect Lie spell. It does not prevent the caster from betraying his lies through mundane means.

Long Distance

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: 1 turn per level
Area of Effect: caster

This spell allows for the caster to double the casting range of a subsequent spell. The spell to be augmented must be cast within the spell duration of Long Distance.

Loosen Bonds

Casting Time: 1 round
Casting Range: 200'
Saving Throw: none
Spell Duration: permanent
Area of Effect: 1 binding

This spell allows the caster to loosen the bonds that hold a creature, human, or himself. Hence, a party member tied tightly with rope or with chains, can gain enough wiggle room to escape. Loosen Bonds can not affect locked or barred doors, although simple locks on chains can be unlocked using this spell.

Luck

Casting Time: 1 turn
Casting Range: 0
Saving Throw: special
Spell Duration: special
Area of Effect: caster or one creature

This spell raises or lowers a character's or creature's chance of making a saving throw by d6. The caster must declare whether the spell is for good luck or for bad luck. The spell remains in effect until the character is required to make a saving throw, at which point Luck is enacted and the appropriate number is added or subtracted directly from the die roll of the creature. Luck affects only the next saving throw roll. When luck is cast directly on a character or creature, an unwilling victim is allowed a saving throw (without modification) against Luck. Willing recipients do not require a saving throw. If luck is cast as part of a curse or trap, however, there is no saving throw allowed.

Major Transmogrification

Casting Time: 1 turn
Casting Range: 60 feet
Saving Throw: none

Tenth Book of Magic

Spell Duration: up to one year
Area of Effect: 100 cubic feet per level

This spell allows the caster to change the nature of extremely large inanimate objects for up to one year, or until the caster dismisses the spell. Objects (or sets of objects) can be changed in appearance, size, weight, and other measurable attributes. For example, a stone tower could be transformed into small wooden shack, or a huge pile of copper pieces could be transformed into a bag of peanuts. This spell cannot be used on magical items or on living creatures.

Mask Alignment

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: 1 turn per level
Area of Effect: caster

By means of this powerful spell, the caster masks his or her own true alignment from detection magical or otherwise. The caster may choose to either project an aura of a given false alignment, or simply to project no alignment whatsoever. This spell does not allow for the caster to use alignment-specific magic or weapons.

Mask Magic

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: variable
Area of Effect: caster

Mask Magic allows the caster to mask the use of one magical spell or charge from any form of detection. This masking includes the use of spells and magical devices (e.g., wands, staves, swords and magical artifacts). The Mask Magic spell itself is not detectable and cannot be effectively countered by Dispel Magic.

Mass Suggestion

Casting Time: 1 round
Casting Range: 100 feet + 10 feet per level
Saving Throw: yes
Spell Duration: 1 turn per level
Area of Effect: 10' per level diameter globe

This spell is identical to the spell Suggestion, except that the number of creatures which can be affected is determined by an area of effect, rather than by a limit to a single or limited number of creatures.

Memory Loss

Casting Time: 1 round
Casting Range: 0
Saving Throw: yes
Spell Duration: 1 day per level of the caster
Area of Effect: one creature

By means of this spell, the caster completely erases the short-term memory of a target character or creature. While the victim of this spell will remember their name, identity and long-term past, their short-term

Tenth Book of Magic

memory will be completely unrecoverable. The effects are strongest on events happening within one week of the casting of the spell, which are completely forgotten. At one month earlier, some memories will persist. At six months earlier, there will be annoying gaps in memory. All memories one year in the past are unaffected.

Mimicry

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: 1 turn per level
Area of Effect: caster

By means of this spell, the caster may assume the form of any other character or creature. The degree of believability is proportional to how well known the character or creature is to the caster. A well-known acquaintance is a virtually perfect duplicate. A casual acquaintance has 10-20% chance of being noticed while a poorly known figure may have a 20-30% chance of detection. While the spell duplicates equipment without attendant magic, it does not confer additional knowledge on the caster.

Miniaturize

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: 1 turn per level
Area of Effect: one creature

By means of this spell, the caster is able to shrink in mass any willing person. The amount of reduction can be a little as a few encumbrance points, or as much as down to the size of a hummingbird. Armor and other equipment is likewise reduced, although hit points, strength, and other basic characteristics remain unaltered. Miniaturized characters attack and defend as size "very small" and their movement rate is reduced appropriately (i.e., a six inch high elf moves proportionally less than a full-sized elf). There is no system shock roll required to return to normal size, which occurs at the end of the spell duration, or when the caster decides to terminate the spell.

Minor Transfiguration

Casting Time: 1 turn
Casting Range: 0
Saving Throw: none
Spell Duration: permanent
Area of Effect: one object

By means of this spell, the caster can change the very nature of a substance of up to 100 encumbrance points. This spell enables him to shape an object out of any substance, or to transform one substance into another. Precious metals and gems can not be created with Minor Transfiguration. Hence, a large lump of clay can be transfigured into an iron sword, or a bale of hay into a ladder. The quality of the object is limited by the skill of the caster. Hence an transfigured iron sword might be slightly unbalanced and of inferior quality to a properly forged weapon.

Mirror

Casting Time: 1 round
Casting Range: 0
Saving Throw: no
Spell Duration: 1 turn/level

Tenth Book of Magic

Area of Effect: caster

This spell creates a shiny force field to fall over the eyes (or spectacles) of the caster. The Mirror works like a two-way mirror. The caster is able to see out, but those outside the shell see only their own reflection (and that of their surroundings) when they look at the caster. The field does not provide any protection from physical attacks, but reflect all gaze weapons back at their wielder and the caster is immune to their effects for the duration of the spell. Mirror can be used in conjunction with gaze-based attacks.

Misdirect

Casting Time: 0

Casting Range: 0

Saving Throw: none

Spell Duration: 1 round

Area of Effect: one spell

Misdirect is an add-on spell, whose casting cost is added onto the cost of a second spell also being cast in the same round. Misdirect allows the caster to appear to cast an ineffective or failed spell, while actually casting a potential potent spell. For each, in melee, a caster may choose to cast a Misdirected Fireball (which does no damage despite any saving throw) while actually casting an illusion spell, thus increasing the chance that the victim does not notice or disbelieve the illusion.

Nightmare

Casting Time: 1 round

Casting Range: 100 feet + 10 feet per level

Saving Throw: none

Spell Duration: 1 turn per level

Area of Effect: one creature

The spell Nightmare allows the caster to create entire dream sequences and project them into the sleeping dreams of recipients. The dreams can be elaborate or simple, obscure or straightforward, as determined by the caster. There is no saving throw against a nightmare. Although such dreams cannot compel characters or creatures to undertake a certain course of action or to adopt a particular frame of mind, this spell is highly influential and works to control behavior. It has no effect on undead.

Orb of Sauron

Casting Time: 1 turn

Casting Range: unlimited

Saving Throw: none

Spell Duration: 1 round per level

Area of Effect: special

Casting the Orb of Sauron requires as a spell component a magical crystal ball used for scrying. The caster of the Orb of Sauron is able to observe the world through the eyes of any known character or creature without saving throw (thus eliminating various restrictions placed on most common crystal balls). Furthermore the caster may cast spells through the orb to affect the world seen by the victim. Thus, a general observing his army can be used by the caster to gain information on troop location and strength and the caster may also cast spells through the orb in order to destroy, influence or disrupt the army being inspected. Each casting of the Orb of Sauron requires charges from the crystal ball as follows: a well known victim is 1 charge; a casual acquaintance costs 2 charges; a complete stranger costs 3 charges.

Perfect Disguise

Casting Time: 1 turn

Tenth Book of Magic

Casting Range: 0
Saving Throw: none
Spell Duration: 1 turn per level
Area of Effect: one creature

This spell negates the effects of spells used to reveal disguises. In particular, Perfect Disguise “fools” the following common spells: Detect Disguise, Clear Sight, Detect Illusion, and True Seeing. Similarly, it provides partial protection from other magical means of penetrating disguises.

Phantasmal Army

Casting Time: 1 turn
Casting Range: 100 feet + 10 feet per level
Saving Throw: none
Spell Duration: 1 turn per level
Area of Effect: 100-400 creatures

This spell is similar to the existing spell Phantasmal Force with the following exceptions. Rather than a single creature, an army of 100d4 creatures are created. The individual creatures can not be larger than human-sized, although they may be as small as desired. If a character ignores the illusion, it cannot hurt him. Unbelieving creatures take regular damage from the spectral army. However, the army has a combined hit point total equal to that of the caster (all fractions are rounded up). So for a caster with 120 hit points casting an army with 200 creatures, each spectral soldier will have 2 hit points ($200/120 = 1.67$, rounded up to 2).

Phantasmal Dragon

Casting Time: 2 rounds
Casting Range: 100 feet + 10 feet per level
Saving Throw: none
Spell Duration: 1 turn per level
Area of Effect: one dragon

Similar to the spell Phantasmal Force except that the creature conjured is a mature dragon. Saving throws are not allowed, although a character/creature may choose to ignore the phantasmal dragon and take no damage from it. This high level spell allows for the dragon to be of sufficient power to have spell casting attacks in addition to standard breath weapon, claw and bite attacks. The DM determines the specifics of the dragon when cast and a single caster may never have more than one phantasmal dragon at one time, since its operation requires the caster's concentration to control.

Philosopher's Stone

Casting Time: 1 day
Casting Range: 0
Saving Throw: none
Spell Duration: permanent
Area of Effect: up to 100 encumbrance points worth of metal

One of the most powerful transfiguration spells, this spell allows the caster to transmogrify up to 100 encumbrance points of base metal (copper, bronze, lead, tin, etc.) into gold. This effect is permanent and the gold created is indistinguishable from gold formed in nature. Due to the strenuous nature of this transformation, the caster must rest for six days following the completion of the Philosopher's Stone spell.

Possession

Casting Time: 1 round

Tenth Book of Magic

Casting Range: 0
Saving Throw: special
Spell Duration: permanent
Area of Effect: one creature

Possession allows the caster's spirit to permanently leave his physical body and inhabit the body of another living being. Upon successful casting, the body of the caster dies forever and the memories, thoughts and experience of the caster is transferred to a new host. Physical attributes of the caster are not transferred (strength, dexterity, constitution) but rather become those of the new host body. Mental attributes are transferred (talent, piety, education, languages). Hence a caster possessing an ogre's body would be an ogre (although the ogre-witch would have previous spell-casting abilities). Material items such as armor, robes, etc. are not transferred automatically. The victim's spirit is destroyed. The base saving throw is 50% modified by 5% for each point of talent difference between caster and victim. A caster with an 18 talent would have an 80% chance of success against a victim with a talent of 12. Non-sentient living beings (e.g., birds, reptiles, fish, trees) get no saving throw.

Preview

Casting Time: 1 turn
Casting Range: 0
Saving Throw: none
Spell Duration: 1 round
Area of Effect: caster

By means of this spell, the caster temporarily breaks down the barrier between temporal dimensions and is able to view events which will occur in the future given a particular course of action. During the casting of this powerful spell, the caster must specify the conditions of the vision (e.g., if our party does X, what events will likely occur). The spell may be used to predict the actions or reactions of individual characters or to expose potential hidden threats. Due to the strenuous nature of the spell, the caster may cast no more than one Preview spell every month.

Protection from Shades

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: 1 turn/level
Area of Effect: caster

This spell functions only in Oblivion, the Land of the Shades, and provides the caster with complete protection from physical attacks by the shades who dwell there. This protection does not extend to magical spells.

Protection from Undead

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: 1 turn/level
Area of Effect: caster

This spell provides the caster with complete protection from physical damage from attacks by undead creatures. Additionally, Protection from Undead provides a bonus of +10 to all saving throws versus special attacks (e.g., aging, life drain, etc.). A failed saving throw halves damage due to the power of the Protection spell; a successful saving throw negates any damage that would have been done that turn.

Tenth Book of Magic

Psychic Crush

Casting Time: 1 round
Casting Range: 100 feet + 10 feet per level
Saving Throw: yes
Spell Duration: 1 day per level
Area of Effect: one creature

This spell lowers one attribute (at the discretion of the caster) of a character by 1d6 for one day per level. Thus, a magic user can lower the talent of another wizard by 1d6, with an immediate reduction in beans, etc. and an increased chance of spell failure.

Reflecting Shield

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: 1 round
Area of Effect: caster

This spell creates a shield of pure energy around the caster. When the caster is attacked with a physical weapon, he takes no damage and the Reflecting Shield inflicts an equal amount of damage on the attacker. In this way, the caster is protected from all forms of physical attack. The Reflecting Shield also reflects special abilities inherent in a physical weapon (e.g., an attacker with a vorpal weapon can cut off his own head), but has no effect on spells cast off a weapon. So, a staff used to cast a fireball would do normal damage, while the same staff used as a blunt club is useless. The Reflecting Shield does not work against mundane (i.e., non-magical) weapons.

Regal Aura

Casting Time: 1 round
Casting Range: 0
Saving Throw: yes
Spell Duration: 1 turn per level
Area of Effect: caster

By means of this aura, the caster takes on the bearing and charisma of a king or queen. Those not making a saving throw are very likely to take reasonable suggestions, even mild commands from the caster without question. One saving throw is allowed against this spell, modified by the Education score for the victim. All creatures who encounter the caster during the spell duration may be affected.

Reverse Time Step

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: 1 round per 10 levels
Area of Effect: caster

The spell causes the caster to step backwards in time 1 round per 10 levels. Such an action does not negate events that have already happened (e.g., going back in time does not undo damage or actions undertaken previously). In effect, the time shifted caster will, for the rounds he is back in time, be running a parallel existence with his non-time shifted self. Furthermore, time is not "stopped" for other characters or opponents; they will simply be carrying out the actions they previously undertook. However, any action taken by the time-shifted self can modify the resolution of events. For example, if the caster is caught in a glyph trap, he may go back in time and attempt to disarm the glyph. If successful, then the effects of the

Tenth Book of Magic

glyphs are undone. In complex melee, the DM will determine which actions would require melee to be resolved a second time. Only those melee elements directly affected by the time-shifted self need be redone. Once the spell duration is over, the time shifted self joins with the non-time shifted self in the merging of normal time-flow. The use of this spell requires the caster to rest for one day after its conclusion.

Scrying Pool

Casting Time: 1 turn

Casting Range: 0

Saving Throw: yes

Spell Duration: 1 round per level

Area of Effect: one creature

This spell enchants any still body or pool of water (or beer) and turns it into a scrying device. The caster, while concentrating on a person, is able to see what the person is doing at that moment as if viewing them from a few yards in front. Likewise, the caster may concentrate on a place or even an object to see what is happening in that place, or to that object, for the duration of the spell. The spell does not confer sight abilities beyond those possessed by the caster. So, a caster who cannot normally see in the dark, will see nothing if the person, place or thing being scryed is in complete darkness.

Sleep of the Dead

Casting Time: 1 turn

Casting Range: 0

Saving Throw: no

Spell Duration: 8 hours

Area of Effect: the caster

This spell allows the caster to triple his bean recovery rate by placing the caster into a coma-like slumber for up to 8 hours. The caster under the effects of this spell requires a full turn to reach complete awareness, being disoriented and slow to react after just waking.

Sliver Party

Casting Time: 1 turn

Casting Range: 0

Saving Throw: none

Spell Duration: 1 round per level of the caster

Area of Effect: 60' radius around the caster

This spell allows the caster to share one attribute or bonus he has with the members of his party (maximum 10 persons). Thus a spell caster with a talent of 24 can temporarily raise the talent of his party, or he may add to their saving throws, or give them infravision. Only one Sliver Party spell can be in effect at any one time. Sliver Party can not be used to share spell-based abilities (i.e., the caster cannot cast a spell on himself and then share the advantages with his party).

Stinging Bees

Casting Time: 1 round

Casting Range: 0

Saving Throw: none

Spell Duration: 1 round

Area of Effect: ½ mile radius

Tenth Book of Magic

This powerful spell causes an immense cloud of stinging bees to issue out from the caster, stinging all opponents within a half mile radius. Each opponent takes one point of damage. There is no saving throw against the Stinging Bees.

Summon Coven

Casting Time: 1 turn

Casting Range: 0

Saving Throw: no

Spell Duration: until dismissed

Area of Effect: all living coven members

In cases of the most dire situations, the coven member can summon all the members of his coven to render assistance to the caster. Due to the strong bonds developed within any coven, the members are compelled to come if possible and are brought to the location of the caster by instantaneous teleportation. Coven members can be dismissed at any time, or may chose to leave once summoned (although the latter is rare).

Summon Shade

Casting Time: 1 turn

Casting Range: 0

Saving Throw: no

Spell Duration: until dismissed

Area of Effect: one shade

This spell functions only in Oblivion, the Land of the Shades. This spell summons one shade to the caster. If a particular shade is named, that shade is compelled to attend to the caster. If no specific shade is mentioned, the DM will determine which shade is summoned. The shade is not compelled to assist or help the caster, but is prevented by the spell from any hostile actions against the caster for one turn.

Tattler

Casting Time: 1 round

Casting Range: 120'

Saving Throw: no

Spell Duration: 24 hours

Area of Effect: one tattler

This spell brings into existence for one day, a tiny creature about the size of a tick with large red ears and a jet black body called a tattler. The tattler crawls like an insect and has poorly developed wings which also allow for short flight. The tattler crawls near a victim's ear and allows the caster to hear anything that the victim can hear for life of the tattler. The tattler does not allow the caster to understand languages beyond those already known to him.

Teleport Other

Casting Time: 1 round

Casting Range: 0

Saving Throw: none

Spell Duration: instantaneous

Area of Effect: one creature

This spell functions like an ordinary teleport spell except that it allows the caster to teleport another creature rather than himself. Unwilling creatures are allowed a saving throw to negate the effects of Teleport Other.

Tenth Book of Magic

Trap

Casting Time: 1 round

Casting Range: 0

Saving Throw: no

Spell Duration: permanent until trap is sprung

Area of Effect: one artifact

This spell creates a powerful and undetectable trap (except by magical means). The trap includes any collection of spells (although the number of “trapped spells” cannot exceed the level of the caster) which are held suspended until the trap is sprung. When the trap is sprung (e.g., when a trapped sword is touched), all the trapped spells fire simultaneously. While there is no saving throw against the trap spell itself, normal saving throws can be made against the trapped spells as they fire. The caster may designate the order in which the spells come into effect, although the sequence is compressed into a less than a segment and are, in effect, simultaneous. Thus, a trap may include the sequence Luck (bad) -- Quest -- Fear set upon a sword. The victim touching the sword first suffers the effect of bad luck (which has no saving throw as a trap). Then, they save (at minus d6 on their roll) against Quest. Finally, they can save against Fear (without penalty).

Traveller

Casting Time: 1 round

Casting Range: 0

Saving Throw: none

Spell Duration: instantaneous

Area of Effect: caster

This spell functions like an ordinary teleport spell except that it allows the caster to teleport himself across any distance. This spell does not allow the caster to travel between other dimensions, but the spell can be used to teleport within other extradimensional realities (e.g., Aether, Oblivion, Realm of the Dead, Void). The same possibilities for spell failure exist for Traveller as for a standard Teleport spell.

Treasure Trove

Casting Time: 1 turn

Casting Range: 0

Saving Throw: none

Spell Duration: permanent

Area of Effect: mass of up to a 10 foot cube

This spell teleports a large volume of mundane treasure (gold, silver, jewelry, gems, etc.) from any location to a predetermined lair. The lair must have been ensorcelled prior to the casting of Treasure Trove. Living material cannot be teleported.

Weapon Immunity

Casting Time: 1 round

Casting Range: touch

Saving Throw: none

Spell Duration: 1 turn per level

Area of Effect: creature touched

Using this dweomer, the caster is able to touch one creature and make him immune to the effects of one type of weapon (i.e., battle axes). This immunity must be for an explicit weapon type, and the immunity lasts for the entire spell duration, regardless of how much damage that weapons of the type protected does.

Tenth Book of Magic

This immunity extends to normal and magical weapons. Only one weapon immunity can be in effect on one creature at one time.