

Wizard Spells

Volume 1

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Mourngrim's Instant Lighter

Class/Level:

Wizard / 1

School:

Conjuration, Evocation

Range:

Touch

Components:

V

Duration:

Special

Casting Time:

1

Area of Effect:

Caster's Fingertip

Saving Throw:

None

Description: When this spell is cast, a small flame sprouts out from one of the caster's fingertips. The flame is the equivalent to the flame of a candle. The spell lasts as long as the caster concentrates on it (the caster cannot cast spells, fight or move at greater than half his movement, he suffers -2 penalty to surprise checks), and cannot be snuffed out by lack of oxygen (it does not use any) or wind.

Mourngrim's Wizard Walk

Class/Level:

Wizard / 1

School:

Alteration

Range:

0

Components:

V, S

Duration:

1 day per level of caster

Casting Time:

1 turn

Area of Effect:

The caster

Saving Throw:

None

Description: This spell allows the caster to float in the air, about 4" above the surface, and move at his normal movement. This spell does not allow the caster to cross terrains that he could not normally cross (quicksand, water etc.). If the wizard would normally be required to use his hands to assist with movement (when climbing etc.) the spell is temporarily cancelled until the hands are no longer used.

This spell is really just a show-of spell, and the boon of fat, lazy wizards, as the caster does not tire when using this spell.

Alter Appearance

Class/Level:

Wizard / 2

School:

Alteration

Range:

Touch

Components:

V, S, M

Duration:

12 hours / level of caster

Casting Time:

3 rounds

Area of Effect:

Creature Touched

Saving Throw:

Neg.

Description: This specialized polymorph spell allows the caster to disguise himself or any other humanoid creature touched. This spell does not cause the subject to grow new appendages, gain new organs, lose old ones, or to otherwise alter its body structure. This spell does, however, allow the caster to rearrange body mass to make the subject up to 10% shorter or taller, thinner or fatter. This spell could, for example, turn an elf into a human, a kobold into a halfling or turn a dwarf into a high-elf. It would, however, be impossible to turn a human into a lizard man, because of the lizard man's tail, or the other way around.

If the caster wishes to duplicate the exact features of a particular person, he must possess the disguise non-weapon proficiency and roll a successful check (with modifiers based on the quality of the material component, see below).

An unwilling subject receives a saving-throw (vs. polymorph) to resist the spell's effects.

Because the effects of this spell are cosmetic only, no system shock roll is needed. The subject does not radiate magic because of this spell, but a True Seeing, Unmask or a Dispel Magic works normally. The caster can also cancel the spell by a silent command while touching the subject. The material component for this spell is a bit of a disguise makeup. It can be fashioned from simple herbs but if the fashioner does not have the herbalist non-weapon proficiency, the disguise check (if required) suffers a -2 penalty. If the caster uses professional makeup (fashioned by a person with the alchemy non-weapon proficiency) he receives +2 bonus to the disguise check (if required).

Blinding Strike

Class/Level:

Wizard / 2
Scool: Alteration, Enchantment
Range: Touch
Components: V, S
Duration: 3 rounds / level of caster
Casting Time: 2
Area of Effect: Creature Touched
Saving Throw: None

Description: When this spell is cast, the recipient strikes faster in a hand-to-hand combat. The recipient (that must be a warrior, priest or a rogue) gains a +1 bonus to initiative rolls for the duration of the spell.

Once, during the spell's duration the recipient can choose to move with even more speed, doubling his attacks in a single round. This must be announced before the initiative is rolled in the round, and cannot be saved for a later time, if, for example all enemies in reach are gone. This spell does not double other moves than attacks.

Mourngrim's Flaming Missiles

Class/Level: Wizard / 2 Scool: Evocation Range: 60 yards + 10 yards / level of caster Components: V, S, M Duration: Instantaneous Casting Time: 2 Area of Effect: 1 or more creatures in 10' cube. Saving Throw: None

Description: Casting this spell creates up to five flaming missiles of magical energy that dart from the caster's fingertips and unerringly strike the target (or targets). This includes enemy creatures in melee. The target creature must be seen, or otherwise detected to be hit, however, so a near-total concealment (90% or better), such as those offered by arrow-slits can render this spell useless.

Against a normal creature each dart causes 1d4+1 impact damage and 1d4+1 fire damage, totaling in 2d4+2 for each dart. The wizard fires one dart at 3rd level, 2 at 4th level, 3 at 6th level, 4 at 8th level and finally 5 at 10th level.

The material component for this spell is one miniature gold dart for each missile used. Each dart costs 5 gp and weighs 0,1 lb.

This spell functions in all other respects as a magic missile spell.

Protection from Hold Metal

Class/Level: Wizard / 2 and Priest / 2
Scool: Abjuration
Sphere: Elemental (Earth), Protection

Range:
10' / level of caster
Components:
V
Duration:
1 turn / level of caster
Casting Time:
2
Area of Effect:
10 lb's of metal / level of caster
Saving Throw:
None

Description: Casting this spell protects the metal affected from the very annoying Hold Metal spell from Undermountain II. It requires only verbal components and can thus be cast even while under the effect of the Hold Metal spell.

This spell has no other purpose than to protect metal from that terrible spell Hold Metal and has no other function.

Burst of Flame

Class/Level:
Wizard / 3
Scool:
Evocation
Range:
15 yards / Level
Components:
V, S, M
Duration:
Instantaneous
Casting Time:
5
Area of Effect:
Special
Saving Throw:
1/2

Description: When this spell is cast an explosive burst of flame detonates with a low roar and delivers 1d4 hp damage per level of the caster (to the maximum of 10d4).

The spell fills an area equal to 8000 cubic feet. The height is 20' and reduction in height does not add to other dimensions of the area of effect. Thus normal casting of this spell is a 20-foot cube. The caster can, however shape the area of effect as he wishes, be it a 40 x 10 x 20-foot cube or a 400 x 1 x 20-line. The caster can also reduce the area of effect at will, for example if he wishes to set the troll on fire, but not his two companions, one charging to meet the troll and the another sneaking up behind it to backstab it. This spell can also be shaped to ignite the two attackers and leave the troll unharmed, going around the troll in the process. If a person affected by this spell makes a saving-throw vs. spells he (or she) has managed to dodge, fall flat or get out of the area of effect and suffers only half damage. If the saving-throw failed, the person takes full damage and all items on the person must make a saving throw vs. normal fire with a +2 bonus or be destroyed in the Burst of Flame. This spell is not nearly as hot as a Fireball- spell and does not melt soft metals.

Note that the Burst of Flame is not considered magical fire, it is, for all purposes considered normal fire, thus a person protected by an item of fire resistance (such as a Ring of Fire Resistance) would not be harmed by this spell.

The relatively long casting time of this spell reflects the time the caster uses to decide the area of effect. The caster could still cast this spell without seeing the area it is cast in, but then he would have to guess the dimensions of the area and the burst's location would be much more imprecise.

The material component for this spell is a pinch of sulphur rubbed in the palms of the caster's hands and then blown in the direction of the area of effect. The sulphur changes into a streak of blue flame that bursts into the Burst of Flame when it gets to its destination. Because of this, this spell cannot be cast through walls and other solid objects.

Improved Charge

Class/Level:

Wizard / 3

School:

Conjuration, Abjuration

Range:

0

Components:

V, S

Duration:

Special

Casting Time:

5 rounds

Area of Effect:

1 object

Saving Throw:

Special, 1/2

Description: When this spell is cast an electrical charge is placed on an item. This spell is identical to the original Charge spell except for the changes detailed below.

The damage becomes 1d6 plus 1d6 for every two levels of the caster above the first, thus a 5th level caster does 3d6 hp damage, 7th level caster does 4d6 hp damage etc.

The spell is dormant until a command word (chosen when the spell is cast) is spoken within one foot of the item charged, thus if cast on a dagger, it could be used several times, then as the command word is spoken the charge is activated and the dagger does normal damage plus the charge damage. Note that after the spell is activated it can't be put dormant again. Note also that while dormant the item charged does not detect as magical, but when active it detects as faintly magical, with a combination of Conjuration and Abjuration aura.

During the casting, the caster can specify which (if any) individuals, apart from himself, are to be immune to this particular spell, thus avoiding causing the lightning damage to allies if used in a particularly chaotic melee etc. If the charged item is touched by an individual specified, other than the caster, the charge spell is dispelled and has no effects. If the caster specifies any individuals to be unharmed by that particular spell, he needs a personal object, a hair, bit of cloth, or any item belonging to the person. This item is not destroyed in the casting.

Mental Guard Dog

Class/Level:
Wizard / 3
Scool:
Abjuration, Divination
Range:
Touch
Components:
V, S
Duration:
1 day / level of caster or Special
Casting Time:
3
Area of Effect:
1 person
Saving Throw:
None

Description: When this spell is cast the subject becomes instantly aware of any psionic "Contact" attempted against him. For the duration of the first contact used successfully the caster becomes aware of what powers the psionicist is using against him, and what he could possibly do to resist it. The subject is treated like it's actively resisting contact, even if it takes other actions, resulting in a -2 penalty to the psionicist's power check (and making power-score impossible). The recipient also gets a +4 to saves vs. all effects of psionic powers that are channeled through this contact (because he knows what is happening). If no save is normally allowed, the caster gets a saving-throw vs. paralysis with a -2 penalty to resist the effects totally.

The duration of this spell is one day per level of caster or until the first successful contact used against the subject is ended. This spell does not give any information about who is trying to contact him, so this spell applies even if a friend of the subject is contacting him.

Norman's Instant Item Conjunction

Class/Level:
Wizard / 3
Scool:
Alteration, Conjunction
Range:
1 mile / level of caster
Components:
V, S, M
Duration:
1 day / level of caster
Casting Time:
5 rounds
Area of Effect:
One item, 2 lb's / level of caster
Saving Throw:
None

Description: When this spell is cast, a small item (no more than 2 lb's per level of caster) can be affected. Any time during the spell's duration the caster can picture the item in his hand and it is

instantly teleported to him. The item must be within 1 mile per level of caster when called for (but he may have traveled out of range and then come into range and call for the item), and must not be in an extradimensional area, if it is in a Bag of Holding, or in a Portable Hole, this spell will not function.

Once the item is in the caster's hand the spell is spent, and must be recast if the caster wants it to function again. Otherwise the spell's duration is one day per level of the caster. Only one such spell can be in effect for the caster, and he cannot cast this spell for another, so to speak, he can only make the item teleport to his hand, not anybody's else.

This spell is commonly used to, for example appear unarmed, to have one's favorite wand in hand when you need it or to be able to get back that fumbled or lost dagger. The time it takes the item to get to the caster is only one segment and the caster can use the item in the same round it appeared in.

This spell is commonly used by the Watch-Wizards of Waterdeep and Cormyr.

Ogre's Strength

Class/Level:

Wizard / 3

School:

Alteration

Range:

Touch

Components:

V, S, M

Duration:

1 turn / level of caster

Casting Time:

3

Area of Effect:

One creature

Saving Throw:

None

Description: When this spell is cast the caster gives any creature incredible strength. The exact strength score given is determined by a random die roll, based on what class receives the strength, wizard roll 1d3, rogues roll 1d4, priests roll 1d6 and warriors roll 1d8. The rolls are compared to the following table:

Roll:

Strength:

1

16

2

17

3

18

4

18(01-50)

5

18(51-75)

6

18(76-90)

7

18(91-99)

8

18(00)

This, of course results in wizards only getting as far as 18, rogues only to 18(01-50), priests only to 18(76-90) and only warriors can get the superhuman strength of 18(00). If the creature affected has strength greater than the spell bestows the spell is wasted.

The material component for this spell is a tiny bit of an ogre's muscle.

Mourngrim's Hellfire

Class/Level:

Wizard / 4

School:

Evocation

Range:

10 yards + 10 yards / level of
caster

Components:

V, S, M

Duration:

Instantaneous

Casting Time:

4

Area of Effect:

20' radius ball

Saving Throw:

1/2

Description: When this spell is cast the caster creates an acid ball that strikes where the caster wants it to strike, within the range of the spell. The acid causes 1d6+1 hp damage for every level of the caster (up to 10d6+10 at 10th level) to every creature in the area of effect, unless the creature rolls a successful saving-throw vs. spells, in which case the victim suffers half damage. Any creature caught in the ball must also roll a successful saving-throw vs. breathweapon or lose 1d3 points of comeliness (or charisma where comeliness is not used) permanently due to the acid. If the creature rolls the first saving-throw successfully, he gets a +4 bonus to the breathweapon saving-throw. If the victim fails the save vs. breathweapons, he must also roll item saving-throws for every item in his possession.

The material component for this spell is a tiny bit of Ankheg's mandibles.

Viper Hand

Class/Level:

Wizard / 4

School:

Alteration

Range:

5 yards / level of caster

Components:

V, S, M

Duration:

1 round / 2 levels of caster
Casting Time:
4
Area of Effect:
Victim's hand
Saving Throw:
Neg.

Description: When this spell is cast the caster transmutes one of the victim's hands into a living viper. The victim receives a saving-throw to resist the effects, and if he makes it, he feels only a slight tingle in it's palm. If he fails the saving-throw the hand is transformed into a viper. The victim must roll a successful system shock roll or suffer 3d4 hp damage (one-time only) and suffer a -2 penalty to all attack and saving throw rolls for the duration of the spell because of the pain the metamorphosis caused.

The viper attacks twice per round (with the speed of 1) with the Thaco of a 5-HD monster (Thaco 15), and the victim loses all dexterity bonuses to AC. A successful hit from the viper does only 1d2 hp damage but also injects a paralytic poison, forcing the victim to save vs. poison or be paralyzed for 1d10 rounds plus one round per level of caster. The viper will not attack a paralyzed victim, but will attack any person within range (usually 2-3') except for the caster. The viper has half the caster's hit points (in full health) and any damage dealt to the viper is dealt to the victim as well. Cutting the viper off reverts it to a hand again, but of course the hand has been severed just like the viper was. A dispell magic spell will work normally and revert the viper into an arm.

The material component for this spell is a viper's tooth.

Mourngrim's Falcon Flight

Class/Level: Wizard / 5 School: Alteration Range: Touch Components: V, S, M Duration: 1d8 + 1 turn / level of caster Casting Time: 5 Area of Effect: Creature touched Saving Throw: None

Description: This spell allows the wizard to bestow the power of magical flight. The creature affected is able to move vertically or horizontally at the movement rate of 36 (half that if ascending, twice that if descending in a dive). Note that this spell does not cause the recipient to grow wings, this spell allows a creature to fly as naturally as it can walk.

The maneuverability of the creature is A. Using this spell requires about as much concentration as walking, so most spells can be cast while hovering (max move 6 or 18 if the Agility Casting non-weapon proficiency is used). Possible combat penalties are known by the DM (in the "Aerial Combat" section of the DMG). The exact duration of this spell is always kept a secret from the player, as the 1d8 is always rolled by the DM.

The material component for this spell is a wing feather from a falcon.

Mourngrim's Lightning Armor

Class/Level:
Wizard / 5
School:
Abjuration, Evocation
Range:
Touch
Components:

V, S, M
Duration:
Special
Casting Time:
1 Hour
Area of Effect:
1 creature
Saving Throw:
None

Description: When this spell is cast the affected creature gains a virtual immunity to any attack by a cut, blow, projectile, or the like.

Even a Sword of Sharpness cannot affect the creature protected by this spell, nor can a boulder hurled by a giant, a snake strike, etc. However, magical attacks from spells like Fireball, Magic Missile, Melf's Acid Arrow, and so forth have their normal effects.

This spell does not affect the AC of the creature affected, but like the first level spell Armor it has got hit points. The spell has got hit points equal to the caster's level times three (a 9th level wizard would create a $9 \times 3 = 27$ hp armor, a 10th level wizard would create a $10 \times 3 = 30$ hp armor, etc.). When the creature protected by this spell is struck in combat by an attack the armor protects against the Mourngim's Lightning Armor spell takes the hit points damage and the caster is unharmed, unless the armor had fewer hit points left than the attack caused, in which case the caster would suffer the damage that the armor did not take. For example, take Argol the Protector, a 9th level Mage. His armor would have $9 \times 3 = 27$ hp. Argol is struck by an arrow that does 3 hp damage. Argol takes no damage but the armor has only $27 - 3 = 24$ hp left. If the armor had only two hp's before the attack, it would be destroyed and Argol would suffer the 1 hp damage left from the arrow.

This spell protects only from physical attacks, not from spells, breath weapons and alike. The exceptions from this are lightning attacks, Lightning Bolt, Shocking Grasp and Blue Dragon's breathweapon. They do no damage to the person protected and are absorbed into the armor. The hit points of damage the lightning attack would have done are added to the total hit points of the spell, up to twice the hp's the armor had when created ($27 \times 2 = 54$, $30 \times 2 = 60$, etc.) If the lightning attack would have done more damage than the the armor could take, the rest is reflected straight back to it's source.

Note also that if Argol with his 27 hp armor fell a victim to a Fireball or a Magic Missile the armor would not be damaged, but Argol certainly would.

This spell lasts until all the hit points are gone or until it is successfully dispelled. The caster can also dispel the armor by concentrating while touching the armor. The material component for this spell is a tiny bit of a Blue Dragon or a Behir scale.