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CLONE

Range: 10'

Duration: Permanent

Effect: Grows one duplicate creature from a piece of the original creature

A clone is an exact duplicate of another living creature, grown from a piece of the original through the use of this spell. The piece need not be alive at the time the spell is cast. A human or demihuman clone is rare and may be very dangerous.

A clone of any other living creature is a more common thing called a simulacrum. A character can have only one clone at a time; attempts at making multiple clones of a single character automatically fail. Undead and constructs cannot be cloned, because they are not living creatures. (You could clone someone from flesh taken before that person became undead, but he would not be subject to the effects described below for situations where two examples of the same person exist.)

Human and demihuman clones: To create a human or demihuman clone, this spell must be cast on one pound of the person's flesh. This spell requires the caster to use up other materials costing 5,000. gold pieces per Hit Die of the original. The clone awakens only when fully grown; this takes one week per Hit Die of the clone. When completed, the clone is not magical and cannot be dispelled.

If the human or demihuman original is not alive when the clone awakens, the clone has all the features, statistics (abilities), and memories possessed by the original at the time the flesh was taken. This is a very important point. For example, a 20th level magic-user might leave a pound of flesh with a scroll of this spell, so that he might be restored if lost; but if the character gains another ten levels of experience and then dies, the clone will be the younger, less experienced, 20th level form.

If a clone duplicates a person still living, or if the original person regains life, a very hazardous situation develops. Each form instantly becomes aware of the other's existence. A partial mind-link exists between them; each can feel the other's emotions (but no other thoughts).

If either one is damaged, the other takes the same damage (but may make a saving throw vs. spells to take half damage). This effect does not apply to charm, sleep, cures, or other effects that do not cause damage.

The clone is immediately obsessed with the need to destroy its original and will do anything to accomplish this. From the time a clone becomes aware of its original, it has one day per level of its creator (i.e., the caster of the clone spell) to kill the original.

Example: A 25th level fighter dies. His friend the 34th level magic-user, who possesses a pound of the fighter's flesh for this precise purpose, bones him. Then someone else raises the fighter from the dead. The clone becomes aware of his original and is compelled to kill him. He has 34 days to do so—one day for every experience level of his creator.

If the clone succeeds in killing its original, it can continue with its life normally; but if it fails and does not immediately die, it becomes insane. When a clone goes insane, the original creature permanently loses one point of Intelligence and one point of Wisdom. The original may also thereafter become insane (5% chance per day, not cumulative). If this occurs, the victim and the clone die one week later, both forever dead and unrecoverable even with a wish.

Special Note: If the original and the clone are kept on different planes of existence, no mindlink occurs, and the clone is not compelled to kill its original. No ill effects occur, and the two remain completely unaware of their situation. If they ever occupy the same plane, the mind-link occurs and cannot be broken thereafter except by the destruction of the clone or its original.

Other clones: A clone of any other living creature (not a human or demihuman) is called a simulacrum. One percent of the original's flesh is needed, and the cost of other materials is 500 gold pieces per hit point of the original. As with a normal clone, the time required to grow a simulacrum is one week per Hit Die of the original. A simulacrum always obeys its creator (the spellcaster). It understands all the languages spoken by the caster. Within a range of 10' per level of the caster, it can receive mental commands if the creator concentrates on sending them.

A simulacrum is an enchanted monster. It can be blocked by a protection from evil spell and is magical; a dispel magic spell can (subject to normal chances of failure for that spell) cause it to vanish without a trace.

The simulacrum's alignment is the same as that of the spellcaster, regardless of the original creature's alignment. Its armor class, movement rate, morale, and number of attacks are the same as the original's.

A simulacrum has only 50% of the original's Hit Dice, hit points, and damage per attack. The DM rolls d100 for each special ability; it is present in the simulacrum if the result is 01-50. However, a freshly grown simulacrum never has any of the spells or spell-like abilities of the original.

If the original creature is alive, the simulacrum does not grow beyond this point. If the original creature dies (or is already dead), the simulacrum continues to increase in abilities, gaining an additional 5 % per week to a maximum of 90% of the original's statistics. When complete, the DM rolls again to see which special abilities previously missing are gained, including spells and spell-like abilities (using the 90% chance for each; all may be present).

CREATE MAGICAL MONSTERS

Range: 60'

Duration: Two turns

Effect: Creates one or more monsters

This spell is similar to the 7th level create normal monsters spell, except that it can create monsters with some special abilities (up to two asterisks). The range and duration are double those of the lesser spell.

All other details are the same: the creatures are chosen by the caster, appear out of thin air, and vanish at the end of the spell duration. The total number of Hit Dice of monsters appearing is equal to the level of the magic-user casting the spell (again, dropping fractions if the caster's level is not an exact multiple of the creatures' Hit Dice).

The spell does not create humans or demihumans, but can create undead. Creatures of 1 - 1 Hit Die count as 1 Hit Die; creatures of 1/2 Hit Die or less count as 1/2 Hit Die each.

Special Note: This spell can create a construct (as defined in Chapter 14) if the spellcaster uses the materials normally required for the construct's creation. Only one construct will appear, regardless of the caster's Hit Dice; but it is permanent, and does not vanish at the end of the spell duration-though it still may be dispelled at normal chances of success. This construct may have only two asterisks (special abilities) or less; see Chapter 14 for lists of the known types of constructs and the number of special abilities they have.

The cost of materials is a minimum of 5,000 gold pieces per asterisk (or more, depending on your campaign). Chapter 16 contains more rules for enchanting magical items (including constructs), and has suggestions regarding nondispellable constructs.

DANCE

Range: Touch
Duration: 3 or more rounds
Effect: Causes 1 victim to dance

This spell causes one victim to prance madly about, performing a jig or other dance, for 3 or more rounds. The magic-user must touch the victim for the spell to take effect (a normal attack roll). The victim gets no saving throw, and can not attack, use spells (or spell-like abilities), or

flee. While dancing, the victim suffers a -4 penalty to his saving throws, and a +4 penalty to his armor class.

The duration is three rounds for a caster of 18th to 20th level; four rounds for levels 21-24, five rounds at levels 25-28, six rounds at levels 29-32, and seven rounds at levels 33-36.

EXPLOSIVE CLOUD

Range: 1'

Duration: 6 turns

Effect: Creates a moving poisonous cloud

This spell creates an effect which looks identical to the 5th level cloudkill spell (a 20' tall cloud of greenish gas 30' in diameter appearing next to the caster). The cloud is only mildly poisonous; all victims within it must make a saving throw vs. spells or be paralyzed that round. Each victim within the cloud makes a new saving throw each round.

The cloud is filled with sparkling lights (visible only to those within it), which are small explosions. Each round, those within the cloud take damage from the explosions, with no saving throw allowed. This damage is 1 point for each two levels of experience of the magic-user, rounded down (9 points at 18th or 19th level, 10 points at 20th or 21st level, etc.). This explosive damage will affect any creature, including those immune to fire, gas, electricity, and other special attacks.

FORCE FIELD

Range: 120'

Duration: 6 turns

Effect: Creates an invisible barrier

This spell creates an invisible, immovable barrier or object of pure force. It has almost no thickness, but cannot be broken or destroyed by any means except a disintegrate spell or a wish; even a dispel magic spell cannot affect it. A force field's shape is limited to a sphere, hemisphere, a flat surface, a cylinder, a square or rectangular box with flat sides, or part of such a box. The sphere's radius can be a maximum of 20'. The flat surface of combinations thereof may be up to 5,000 square feet in total area. The force Field cannot be irregular in shape, and its surface must be perfectly smooth. It can be as small as the caster desires.

The force field will not appear within any solid or creature. Any part of it that would do so will not appear, leaving a hole in the force field-normally, a hole large enough for the victim to escape through. Furthermore, the edges of the field are blunt and cannot cause damage in any way. The force field will stay where it is put until it disappears, and cannot be moved by any means but a wish.

Creature(s) completely enclosed by a sealed force field will not starve, suffer from lack of air, or otherwise be harmed by the encasement. A sealed force field magically preserves any within it from natural death.

This does not prevent damage or death from attacks by others within the force field. Nothing can pass through a force field. Spells, missiles, blows, breath weapons, and all other attack forms merely bounce off it. However, a teleport or dimension door spell can bypass it; these spells allow the caster to travel into or out of the field without harming the field. The force field exists only on one plane of existence. Thus, planar travel (via gate or other means) can also bypass it.

Though most often used as a barrier or cage, a force field can easily be used to create an invisible floor, stairway, chair, or other object. A force field can be made permanent, but the permanence spell is still subject to dispel magic, and if removed, the force field disappears immediately. Even if treated with a permanence spell, a force field will always vanish if struck by a disintegrate spell or wished away.

MASS CHARM*

Range:120'

Duration: Special (as charm person spell)
Effect: 30 Levels of creatures

This spell creates the same effect as a charm person or charm monster spell, except that the spell affects 30 levels (or Hit Dice) at once. Each victim may make a saving throw vs. spells to avoid the charm, but with a -2 penalty to the roll. The spell will not affect a creature of 31 or more levels or Hit Dice.

The duration of each charm is determined by the victim's Intelligence (see charm person, above). If the magic-user attacks one of the charmed victims, only that one creature's charm is automatically broken. Any other charmed creatures seeing the attack may make another saving throw, but other creatures' charms are not affected.

The reverse of this spell, remove charm, will unfailingly remove all charm effects within a 20'x 20'x 20' volume. It will also prevent any object in that area from creating charm effects for one turn.

MIND BARRIER*

Range: 10'
Duration: 1 hour per level of the caster
Effect: Protects against mind-affecting spells and items

This spell affects one creature; an unwilling recipient may make a saving throw vs. spells to avoid the effect.

The spell prevents any form of ESP clairvoyance, clairaudience, crystal ball gazing, or any other form of mental influence or information gathering (such as by a contact higher plane or summon object) from working on the target creature. The caster or recipient simply does not exist for the purposes of those and similar spell effects for the duration of the mind barrier spell.

In addition, the recipient gains a bonus of + 8 to saving throws against mind-influencing attacks, such as all forms of charm, illusion and phantasms, feeblemind, and the like. (However, a roll of 1 always fails the saving throw, regardless of adjustments.)

The reverse of this spell, open mind, causes the victim touched to be vulnerable to all the mind-influencing attacks given above. All the victim's saving throws against such effects are penalized by - 8 for the duration of the spell. This reversed spell must be cast by touch, requiring a normal attack roll.

PERMANENCE

Range: 10'

Duration: Permanent until dispelled

Effect: Causes one magical effect to become permanent

By means of this spell, the magic-user can cause one other magic-user spell effect of 7th level or less to become permanent. This spell will not make permanent any spell which has an "instantaneous" or "permanent" duration (such as dispel magic, Fireball, lightning bolt, etc.); clerical spells and 8th or 9th level magic-user spells also cannot be made permanent.

The DM can declare that the permanence spell will not work with any other specific spell. Whenever a character wishes to cast the spell, the DM should carefully consider whether permanence will affect the other spell. Certain spell combinations could seriously affect a campaign's game balance, and the DM should carefully regulate all uses of this spell. A permanence spell lasts until dispelled by a dispel magic spell from either the caster or some higher-level spellcaster (at normal chances for success). When the permanence spell is dispelled, the other spell effect vanishes immediately.

Except for weapons, an item can only receive one permanence spell, and a creature can receive two at most. If a permanence spell is cast on an item or area that already has one in effect (or a creature which already has two, or a weapon which already has five), both permanence spells automatically fail. A weapon may have up to five permanent effects, but a 25 % (noncumulative) chance of failure applies to each permanence after the first. Furthermore, if

the permanence fails, it destroys the weapon completely.

Some spells used on a creature that are commonly made permanent are: detect magic, protection from evil, read languages, read magic, detect invisible, and fly. Some spells commonly made permanent on areas are light, phantasmal force, confusion, and cloudkill. A magic-user does not need a permanence spell to make any permanent magical item. Using permanence to bind a spell to an object is not the same as enchanting the object. Enchanted objects are more durable and permanent than objects which have merely had spells permanently placed upon them.

POLYMORPH ANY OBJECT

Range:240'

Duration: See below

Effect: Changes form of one object of creature

This spell is similar to the 4th level polymorph others spell, except that it will affect objects as well as creatures. If the object is part of a greater whole (such as a section of wall), the spell will affect up to a 10'x 10'x 10' volume. A creature may avoid the effects if it successfully makes a saving throw vs. spells is made at a -4 penalty to the roll.

The duration of the polymorph depends on the degree of the change. There are three basic kingdoms of all things-animal, vegetable, and mineral. If an object is polymorphed to one of a nearby kingdom (animal-vegetable, vegetable- mineral) the spell's duration is one hour per level of the caster. If the change is from animal to mineral (or the reverse), it lasts for one turn per level of the caster. If no change in kingdom occurs (for example, if a creature is polymorphed into some other creature), the change is permanent until removed by a dispel magic spell (at normal chances for success).

Note that creatures created by means of this spell are not automatically friendly. A polymorph cannot affect a creature's age or hit points. (See the 4th level polymorph self and polymorph others spells for other guidelines.)

This spell will not affect a creature which has more than 2 x the spellcaster's experience levels in Hit Dice. For example, a 20th level magic- user cannot affect a creature with 41 or more Hit Dice.

POWER WORD BLIND

Range:120'

Duration: 1-4 days or 2-8 hours (see below)

Effect: Blinds 1 creature with 80 hit points or less

With this spell, the caster may blind one victim within 120' (no saving throw). A victim with 1-40 hit points is blinded for 1d4 days; one with 41-80 hit points is blinded for 2d4 hours. The spell does not affect creatures with 81 or more hit points.

A blinded victim suffers penalties of - 4 on all saving throws and +4 on armor class. A cleric's cure blindness or cureall spell will not remove this blindness unless the cleric is of a level equal to or higher than the caster of the power word blind.

STEELFORM

Range: Touch

Duration: Permanent

Effect: Creates up to 500 square feet of steel.

This spell is effectively identical to the 7th level ironform spell. However, the material created is of weapon-quality; a swordmaker with this spell could cast the spell and create a finely- crafted, high-quality sword in 12 turns (two hours) or less.

Following the same general guidelines as iron- form, a steel wall will have an AC of -10(2) and about 20 hit points per 1" thickness.

SYMBOL

Range: Touch
Duration: Permanent
Effect: Creates one magical rune

This spell creates a written magical drawing (a "rune") of great power. There are six kinds of symbols; the caster must select one when the spell is memorized. The rune may be placed on an object (such as a door or wall) or placed in mid-air. The rune cannot move; if placed on a creature or moving object, it will remain at that point when the surface moves (possibly floating in mid-air).

When any living creature passes over or through the rune, or touches the object on which the rune is inscribed, or (foolishly) reads the rune, the rune's effect takes place immediately (no saving throw).

There is one exception: a magic-user, and any other creature which can normally cast magic-user spells (high-level thieves with scrolls do not count!), may make a saving throw vs. spells if he merely reads or touches (rather than passes) the symbol. If the saving throw is successful, the symbol has no effect.

All symbols look similar to normal writings.

Six symbols and their effects are given below; the DM may create others (such as polymorph, teleport, charm, geas, etc.).

Death creature with 76 hit points or less; does not affect a creature with 76 hit points or more.
Dispel level confusion. The effect is permanent until removed by a dispel magic spell (at normal cost).
Fear immediately runs away from the symbol, at his Running Speed, for 30 rounds (as the wand).
Insane may walk, but must be carefully tended or may run away. This effect is permanent until removed by a dispel magic spell.
Sleep The victim will sleep normally in 1d10+10 (11-20) hours or if dispel magic is used to negate it (at normal cost).
Stunning e with 150 or fewer hit points. The victim is stunned for 2d6 turns (as the power word stun spell).

TRAVEL

Range: 0 (caster only)

Duration: One turn per level of the caster

Effect: Allows aerial or gaseous travel

This spell allows the magic-user to move quickly and freely, even between the planes of existence. The caster (only) may fly in the same manner as given by the magic-user's spell, at a rate of 360' (120'). The caster can also enter a nearby plane of existence, simply by concentrating for one round. He may enter a maximum of one plane per turn.

The magic-user may bring one other creature for every five levels of experience (rounded down; for example, a 28th level magic-user could bring five other creatures on the journey). To bring others, he must touch them, or they must touch him, while the spell is cast and the shift is made. Any unwilling creature can make a saving throw vs. spells to avoid the effect.

The caster must take the others with him-he cannot send them while remaining behind. While this spell is in effect, the magic-user (only) may assume gaseous form by concentrating for one full round. (If he is interrupted, no change occurs.) Unlike the potion effect, all equipment carried also becomes part of the same gaseous cloud. In this form, the caster may travel at double the normal flying rate: 720' (240'). While gaseous, the magic-user cannot use items or cast spells, but also cannot be damaged except by magic (weapons or certain spells). Also, a gaseous being cannot pass through a protection from evil spell effect or an anti-magic shell.

ELÄMÄN SIEMEN

Kesto: 4 tuntia

Kantama: 0 (velho itse)

Vaikutus: antaa mahdollisuuden siirtää velhon itsensä

Kun tämä loitsu taivotaan, niin velho siirtää osan elinvoimastaan omiin siittiösoluihinsa (jos kyseessä on nainen, niin munasoluihinsa). Velholla on neljä tuntia aikaa loitsun taikomisen

jälkeen hedelmöittää vastakkaista sukupuolta oleva henkilö. Ainoastaan yksi nainen voidaan hedelmöittää, eikä kaksi tai useampi nainen voi kantaa velhon Elämän Siementä.

Jos velho onnistuu hedelmöityksessä, niin raskauden tuloksena syntyvä lapsi on fyysisesti ja osittain henkisesti identtinen kuin lapsen siittänyt velho. Lapsi kehittyy fyysisesti samalla tavalla kuten velho, mutta henkisesti lapsi kehittyy huomattavasti nopeammin: jakamalla velhon älykkyys ja viisaus 18:lla saadaan luvut jolla lapsen älykkyys ja viisaus kasvavat vuodessa. Esim. velhon älykkyys on 18 ja viisaus 13, joten 5 vuotiaan lapsen älykkyys on 8 (3+5) ja viisaus 6 (3+3,6), 16 vuotiaalla lapsella älykkyys olisi jo 18 (3+15) ja viisaus 12 (3+9,4). Lapsi perii myös kaikki velhon tiedot ja tiedot lukuunottamatta magiaa. Lapsi aloittaa ensimmäisen tason maagina saavutettuaan minimi älykkyuden 9 ja iän 40-velhon taso (minimi ikä 6 vuotta).

Lapsi saavuttaa iästä riippumatta I tason, kun hänen älykkyytensä on 13 (minimi ikä 10 vuotta). Saavutettua ensimmäisen tason, nuori maagi nousee normaalisti kokemuspisteitä hankkimalla. Lapsella 90% mahdollisuus muistaa velhon ensimmäisen tason loitsut, 80% mahdollisuus muistaa toisen tason loitsut ja 10% mahdollisuus muistaa yhdeksännen tason loitsut. Loitsut palautuvat mieleen ainoastaan silloin kun lapsi saavuttaa tarvittavan tason loitsujen taikomiseen. Loitsua taikova velho menettää yhden kokemustason taikomisen yhteydessä, jolloin velholle jää kyseiselle tasolle tarvittu minimi kokemusmäärä. Itse loitsu ei rasita velho muuten (toisin kuin käytännön suoritus). Jos velho on yhä hengissä lapsen syntyessä (9 kuukautta hedelmöityksen jälkeen), niin lapsi kuolee.

Jos velho saavuttaa Kuolemattomuuden yhdeksän kuukauden aikana, niin Kuolemattoman on päätettävä joko lapsen kuolemasta tai identiteetin vaihtamisesta. Jos velhosta tulee epäkuollut, niin lapsesta tulee tietoinen velhon tilasta ja hän yrittää kaikin voimin tuhota epäkuolleen velhon.

KIMMOITUS

Kesto: 1 pienkierros/taso

Kantama: 0 (maagi itse)

Vaikutus: Kimmoittaa velhoon kohdistetut loitsut takaisin loitsijaansa.

Tällä loitsulla velho suojaa itsensä loitsuja vastaan siten, että häneen kohdistetut loitsut kimpoavat takaisin heittäjäänsä. Kun kimmoitus -loitsulla suojattuun velhoon kohdistetaan loitsu,

niin velho voi tehdä pelastusheiton loitsuja vastaan. Jos pelastusheitto onnistuu niin loitsu kimpoaa takaisin heittäjäänsä normaalein vaikutuksin. Jos toinenkin velho on suojattu kimmoitus -loitsulla, niin loitsu kimpoilee velhojen välissä kunnes jompikumpi velhoista epäonnistuu pelastusheitossa tai loitsun teho lakkaa.

Loitsu menettää tehonsa silloin kun se on kimmonnut velhojen välissä niin monta kertaa, kun loitsulla on tasoja. Esim. pidätä henkilö -loitsu voisi kimmota kolme kertaa kummastakin velhosta ennenkuin se menettää tehonsa. Kukin kimpoaminen kestää puoli sekuntia.

ELBAHAZURIN NUORENNUS

Kesto: Pysyvä

Kantama: Kosketus

Vaikutus: Nuorentaa/vanhentaa kosketettua henkilöä kymmenen vuotta.

Koska muut ihmisrodut sekoittuivat alphetialaisiin, velhojen keski-ikä putosi huomattavasti. Tästä johtuen Ilman ja Tulen yliopistojen (sekä useiden pienten ja itsenäisten ryhmien) yhteistyöllä alettiin suunnittelemaan maagista keinoa iän pidentämiseen.

Ratkaisun saavutti viimein velho nimeltä Elbahazur, jonka loitsua ruvettiin opettamaan yleisesti kaikkialla alphetiassa. Loitsu taivotaan täydenkuun aikaan ja nuorennettavan henkilön on syötävä vasta kuolleen suden sydän. Nuorennuksen vaikutus on sama kuin papin nuorennus taivassa. Käännettyyn versioon ei tarvita täyttä kuuta eikä suden sydäntä.

PRISMAATTINEN SUIHKE

Kesto: silmänräpäys

Kantama: 0

Vaikutus: 20 m pitkä värisuihke, leveys äärip. 4,5 m ja lähtiessä 1,5 m.

Tämä loitsu lähettää illuusionistin kädestä prismaattisen suihkeen, jonka säteiden vaikutukset ovat samat kuin prismaattisessa seinässä. Heitä 1n8 selvittääksesi mitkä värit osuvat loitsun uhreihin.

1	Punainen	12 osumapistettä vauriota
2	Oranssi	24 osumapistettä vauriota
3	Keltainen	48 osumapistettä vauriota
4	Vihreä	Pelastusheitto myrkkyä vastaan tai kuolee
5	Punainen	Pelastusheitto kivettymistä vastaan tai muuttuu kiveksi
6	Keltainen	Pelastusheitto loitsuja vastaan tai joutuu toisella tasolle (50% mahd. kadota lopullisesti)
7	Vihreä	Pelastusheitto taikasauvoja vastaan tai pyörtyy ja tulee hulluksi.
8	Oranssi	Uhriin osuu kaksi sädettä, heitä uudestaan.

VAPAUTA ENERGIAA

Kesto: Silmänräpäys
Kantama: 18 metriä/taso
Vaikutus: Myrkyllinen räjähdys

Loitsun taikomista varten velholla täytyy olla varastossa radeja (säilytä voima-loitsu). Velho voi vapauttaa osan tai kaiken Säteilynsä tuhoavassa energia räjähdyksessä. Loitsu vaikuttaa vain ulkoilmassa ja vaatii yhden kierroksen taikomista varten. Räjähdys muistuttaa 20n6 tulipalloa aiheuttaen tupla vaurion koville materiaaleille (kivi ja metalli), normaalin vaurion pehmeämmille materiaaleille ja puolet vauriosta eläville olennoille.

Energian vapautus aiheuttaa valon välähdyksen, ukkosen jyrähdyksen ja sienimäisen pilven. Räjähdysten aiheuttama savu nousee taivaalle ja leviää 180 metriä halkaisijaltaan jokaista käytettyä radia kohden. Kaikkien alueella vuorokauden oleskelleiden täytyy heittää pelastusheitto myrkkyä vastaan tai he sairastuvat Säteilyn mädännyttävään tautiin. Pelastusheittoa modifoidaan +1:llä, jos altistuneet pysyttelevät puumökissä ja +5 jos altistuneet ovat linnakkeessa (luolissa oleskelevat onnistuvat automaattisesti). Pilvi katoaa vuorokauden jälkeen.

SIELUN PEILI

Kesto: Erikoinen

Kantama: Kosketus

Vaikutus: Velhon koskettava olento näkee sielunsa

Kun velho taikoo tämän loitsun, niin hänen täytyy koskettaa olentoa johon hän haluaa loitsun vaikuttavan (osumaheitto tarvittaessa). Jos velho onnistuu uhrinsa koskettamisessa, niin uhri näkee silmiensä edessä oman sielunsa kaikkine pahoine ja hyvine tekoineen. Vaikutuksen selvittämiseksi heitetään 2n4 ja tulosta modifoidaan seuraavasti

- Ryhmitys: hyvä -1/neljää tasoa kohden, paha +1/neljää tasoa kohden
- Älykkyys ja viisaus: -1/bonus
- Papit: -1/kolmea tasoa kohden

II Vaikutus

13 vaurio ja pelastusheittoihin sekä +4 moraaliin koko päivän ajaksi
4 sin selvillä sielunsa tilasta, eikä sen näkemisellä ole mitään vaikutusta
7 ja pelastusheittoihin sekä -4 moraaliin ja -1 tasoon koko päivän ajaksi
9 tasapainonsa ja todellisuuden tajunsa 3n20 pienkierrokseksi
16 västi katoilemiseen tilaan kykenemättömänä mihinkään tietoiseen toimintaan
24 uhrin elintoiminnot pysähtyvät ja sielu pakenee ruumiista

Loitsulla ei ole vaikutusta olentoihin joilla ei ole sielua (golemit ja epäkuolleet) tai joiden älykkyys on alle 4.