## Audible Glamer

Illusion/Phantasm

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| **Range:** | 6" + 1" / level | **Components:** | V,M |
| **Duration:** | 2 rounds + 1 round / level | **Casting Time:** | 2 segments |
| **Area of Effect:** | Hearing Range | **Saving Throw:** | Special |

Level 2 Magic-User

## Continual Light

Alteration

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|---|---|---|---|
| **Range:** | 6" | **Components:** | V,S |
| **Duration:** | Permanent | **Casting Time:** | 2 segments |
| **Area of Effect:** | 6" Globe | **Saving Throw:** | None |

Level 2 Magic-User

## Darkness 15' Radius

Alteration

| | | | |
|---|---|---|---|
| **Range:** | 1" / level | **Components:** | V,M |
| **Duration:** | 1 turn + 1 round / level | **Casting Time:** | 2 segments |
| **Area of Effect:** | 1 1/2" radius glove | **Saving Throw:** | None |

Level 2 Magic-User

## Description

When the audible glamer spell is cast, the magic-user causes a volume of sound to arise, at whatever distance he or she desires (within range), and seeming to recede, close, or remain in a fixed place as desired. The volume of sound caused, however, is directly related to the level of the spell caster. The relative noise is based upon the lowest level at which the spell can be cast, 3rd level. The noise of the audible glamer at this level is that of 4 men, maximum. Each additional experience level adds a like volume, so at 4th level the magic-user can have the spell cause sound equal to that of 8 men, maximum. Thus, talking, singing, or shouting, and/or walking, marching or running sounds can be caused. The auditory illusion created by an audible glamer spell can be virtually any type of sound, but the relative volume must be commensurate with the level of the magic-user casting the spell. A horde of rats running and squeaking is about the same volume as 8 men running and shouting. A roaring lion is equal to the noise volume of 16 men, while a roaring dragon is equal to'the noise volume of no fewer than 24 men. If a character states that he or she does not believe the sound, a saving throw is made, and if it succeeds, the character then hears nothing, or possibly just a faint sound. Note that this spell is particularly effective when cast in conjunction with phantasmal force (see below). The material component of the spell is a bit of wool or a small lump of wax.

## Description

This spell is the same as the third level cleric spell continual light, except that the range is only 6", not 12", and it cannot be reversed by the caster.

This spell is similar to a light spell, except that it lasts until negated (by a continual darkness or dispel magic spell) and its brightness is very great, being nearly as illuminating as full daylight. It can be cast into air, onto an object, or at a creature. In the third case, the continual light affects the space about one foot behind the creature if the latter makes its saving throw. Note that this spell will blind a creature if it is successfully cast upon the visual organs, for example. Its reverse causes complete absence of light.

## Description

This spell causes total, impenetrable darkness in the area of its effect. Infravision or ultravision are useless. Neither normal nor magical light will work unless a light or continual light spell is used. In the former event, the darkness spell is negated by the light spell and vice versa. The material components of this spell are a bit of bat fur and either a drop of pitch or a piece of coal.