Locate Object

Divination (Reversable)

Range:	2" / level	**Components:**	V,S,M
Duration:	1 round / level	**Casting Time:**	2 segments
Area of Effect:	Special	**Saving Throw:**	None

Level 2 Magic-User

Magic Mouth

Alteration

Range:	Special	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	2 segments
Area of Effect:	One object	**Saving Throw:**	None

Level 2 Magic-User

Mirror Image

Illusion/Phantasm

Range:	0	**Components:**	V,S
Duration:	2 rounds / level	**Casting Time:**	2 segments
Area of Effect:	6' radius of caster	**Saving Throw:**	None

Level 2 Magic-User

Description

This spell is the same as the third level cleric locate object (q.v.) except that its range differs.

This spell aids in location of o known or familiar object. The cleric casts the Spell, slowly turns, and knows when he or she is facing in the direction of the object to be located, provided the object is within range, i.e. 7" for 1st level clerics, 8' for 2nd, 9" for 3rd, etc. The casting requires the use of o piece of lodestone. The spell will locate such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. By reversal (obscure object), the cleric is able to hide an object from location by spell, crystal ball, or similar means. Neither application of the spell will affect a living creature.

Description

When this spell is cast, the magic-user empowers the chosen object with an enchanted mouth which suddenly appears and speaks the message which the spell caster imparted upon the occurrence of a specified event. The magic mouth can speak any message of 25 words or less in a language known by the spell caster, over a 1 turn period from start to finish. It cannot speak magic spells. The mouth moves to the words articulated, so if it is placed upon a statue, for example, the mouth of the statue would actually move and appear to speak. Of course, the magic mouth can be placed upon a tree, rock, door or any other object excluding intelligent members of the animal or vegetable kingdoms. The spell will function upon specific occurrence according to the command of the spell caster, i.e. speak to the first creature that touches you - or to the first creature that passes within 30'. Command can be as general or specific and detailed as desired, such as the following: "Speak only when an octogenerian female human carrying a sack of groat clusters sits cross-legged within 1"" Command range is %" per level of the magic-user, so a 6th level magic-user can command the magic mouth to speak at a maximum encounter range of 3", i.e. "Speak when a winged creature comes within 3'." Until the speak command can be fulfilled, the magic mouth will remain in effect, thus spell duration is variable. A magic mouth cannot distinguish invisible creatures, alignments, level or hit dice, nor

Description

When a mirror image spell is invoked, the spell caster causes from 1 to 4 exact duplicates of himself or herself to come into being around his or her person. These images do exactly what the magic-user does, and as the spell causes a blurring and slight distortion when it is effected, it is impossible for opponents to be certain which are the phantasms and which is the actual magic-user. When an image is struck by a weapon, magical or otherwise, it disappears, but any other existing images remain intact until struck. The images seem to shift from round to round, so that if the actual magic-user is struck during one round, he or she cannot be picked out from amongst his or her images the next. To determine the number of images which appear, roll percentile dice, and add 1 to the resulting score for each level of experience of the magic-user: 25 or less = 1 mirror image, 26-50 = 2, 51-75 = 3,75 or more = 4. At the expiration of the spell duration all images wink out.