Scare

Enchantment/Charm

Range:	1"	**Components:**	V,S,N
Duration:	3 -12 (3d4) rounds	**Casting Time:**	2 segments
Area of Effect:	One creature	**Saving Throw:**	Negates

Level 2 Magic-User

Shatter

Alteration

Range:	6"	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	2 segments
Area of Effect:	One object	**Saving Throw:**	Negates

Level 2 Magic-User

Stinking Cloud

Evocation

Range:	3"	**Components:**	V,S,M
Duration:	1 round / level	**Casting Time:**	2 segments
Area of Effect:	2" x 2" x 2" cloud	**Saving Throw:**	Special

Level 2 Magic-User

Description

When this spell is directed at any creature with fewer than 6 levels of experience/hit dice, it must save versus magic or fall into a fit of trembling and shaking. The frightened creature will not drop any items held unless it is encumbered. If cornered, the spell recipient will fight, but at -1 on "to hit" and damage dice rolls and all saving throws as well. Note that this spell does not have any effect on elves, half-elves, the undead (skeletons, zombies, ghouls, shadows, ghasts, wights, wraiths), larvae, lemures, manes, or clerics of any sort. The material component used for this spell is a bit of bone from an undead skeleton, zombie, ghoul, ghost or mummy.

Description

The shatter spell affects non-magical objects of crystal, glass, ceramic, or porcelain such as vials, bottles, flasks, jugs, windows, mirrors, etc. Such objects are shivered into dozens of pieces by the spell. Objects above 100 gold pieces weight equivalence per level of the spell caster are not affected, but all other objects of the appropriate composition must save versus a "crushing blow" or be shattered. The material component of this spell is a chip of mica.

Description

When a stinking cloud is cast, the magic-user causes a billowing mass of nauseous vapors to come into being up to 3" distant from his or her position. Any creature caught within the cloud must save versus poison or be helpless due to nausea from 2 to 5 rounds (d4 + 1). Those which make successful saving throws are helpless only for as long as they remain within the cloud, and for the round after they emerge, because of its irritating effects on visual and olfactory organs. The material components of the spell is a rotten egg or several skunk cabbage leaves.