## Strength

Alteration

| | | | |
|---|---|---|---|
| **Range:** | Touch | **Components:** | V,S,M |
| **Duration:** | 6 turns / level | **Casting Time:** | 1 segment |
| **Area of Effect:** | Person touched | **Saving Throw:** | None |

Level 2 Magic-User

## Web

Evocation

| | | | |
|---|---|---|---|
| **Range:** | 1/2" / Level | **Components:** | V,S,M |
| **Duration:** | 2 turns / level | **Casting Time:** | 2 segments |
| **Area of Effect:** | Special | **Saving Throw:** | Negates or 1/2 |

Level 2 Magic-User

## Wizard Lock

Alteration

| | | | |
|---|---|---|---|
| **Range:** | Touch | **Components:** | V,S |
| **Duration:** | Permanent | **Casting Time:** | 2 segments |
| **Area of Effect:** | 30 square feet / level | **Saving Throw:** | None |

Level 2 Magic-User

## Description

Application of this spell increases the strength of the character by a number of points- or tenths of points after 18 strength is attained and the character is in the fighter class. Benefits of the strength spell last for the duration of the magic. The amount of additional strength accruing to a character upon whom this spell is cast depends upon his or her class and is subject to all restrictions on strength due to race, sex or class.

| Class | Minimum-Maximum Strength Gain |
|---|---|
| CLERIC | 1-6 (d6) |
| FIGHTER | 1-8 (d8) |
| MAGIC-USER | 1-4 (d4) |
| THIEF | 1-6 (d6) |
| MONK | 1-4 (d6) |

If a fighter (paladin or ranger as well) has an 18 strength already, from 10% to 80% is added to his extraordinary strength roll. All Strength addition scores above 18 are likewise treated as 1 equalling an extra 10% on the extraordinary strength rating. The material component of this spell is a few hairs or a pinch of dung from a particularly strong animal -ape, bear, ox, etc.

## Description

A web spell creates a many-layered mass of strong, sticky strands similar to spider webs, but far larger and tougher. These masses must be anchored to two or more points-floor and ceiling, opposite walls, etc. - diametrically opposed. The web spell covers a maximum area of 8 cubic inches, and the webs must be at least 1" thick, so a mass 4" high, 2" wide, and 1" deep may be cast. Creatures caught within webs, or simply touching them, become stuck amongst the gluey fibers. Creatures with less than 13 strength must remain fast until freed by another or until the spell wears off. Far every full turn entrapped by a web, a creature has a 5% cumulative chance of suffocating to death. Creatures with strength between 13 and 17 can break through 1' of webs per turn. Creatures with 18 or greater strength break through 1' of webs per round. (N.B. Sufficient mass equates to great strength in this case, and great mass will hardly notice webs.) Strong and huge creatures will break through 1' of webs per segment. It is important to note that the strands of a web spell are flammable. A magic flaming sword will slash them away as easily as a hand brushes away cobwebs. Any fire - torch, flaming oil, flaming sword, etc. - will set them alight and burn them away in a single round. All creatures within the webs will take 2-8 hit points of damage from the flames, but those freed of the strands will not be harmed. Saving throw is made at -2. If the saving throw versus web is made, two results may have occurred. If the creature has room to escape then he is assumed to have jumped free. If there is no room to escape then the webs are only % strength. The material component of this spell is a bit of spider web.

## Description

When a wizard lock spell is cast upon a door, chest or portal, it magically locks it. The wizard-locked door or object can be opened only by breaking, a dispel magic, a knock spell (qq.v.), or by a magic-user 4 or more levels higher than the one casting the spell. Note that the last two methods do not remove the wizard lock, they only negate it for a brief duration. Creatures of extra-dimensional nature do not affect a wizard lock as they do a held portal (see hold portal).