Fool's Gold

Alteration

Range:	1"	**Components:**	V,S,M
Duration:	6 turns / level	**Casting Time:**	1 round
Area of Effect:	1 cubic foot / level	**Saving Throw:**	None

Level 2 Magic-User

Forget

Enchantment/Charm

Range:	3"	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	2 segments
Area of Effect:	2" x 2"	**Saving Throw:**	Negates

Level 2 Magic-User

Invisibility

Illusion/Phantasm

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

Level 2 Magic-User

Description

Copper coins can temporarily be changed to gold pieces, or brass items turned to solid gold for the spell duration by means of this dweomer. Note that a huge amount of copper or brass can be turned to gold by the spell - assume 4,000 g.p. are equal to a cubic foot for purposes of this spell. Any creature viewing fools gold is entitled to a saving throw which must be equal to or less than its intelligence score, but for every level of the magic-user the creature must add 1 to his dice score, so it becomes unlikely that fools gold will be detected if it was created by a high level caster. If the "gold" is struck hard by an object of cold-wrought iron, there is a slight chance it will revert to its natural state, depending on the material component used to create the "gold": if a 50 g.p. citrine is powdered and sprinkled over the metal to be changed, the chance that cold iron will return it to its true nature is 30%; if a 100 g.p. amber stone is powdered, there is a 25% chance that iron will dispel the dweomer; if a 500 g.p. topaz is powdered, the chance drops to 10%; and if a 1 ,000 g.p. oriental (corundum) topaz is powdered, there is only a 1% chance that the cold iron will reveal that it is fools gold.

Description

By means of this dweomer the spell caster causes creatures within the area of effect to forget the events of the previous round (1 minute of time previous to the utterance of the spell). For every 3 levels of experience of the spell caster another minute of past time is forgotten. Naturally, forget in no way negates any charm, suggestions, geases, quests, or similar spells, but it is possible that the creature who caused such magic to be placed upon the victim of a forget spell could be forgotten by this means. From 1-4 individual creatures can be affected by the spell, at the discretion of the caster. If only 1 is to be affected, the recipient saves versus magic at -2 on the dice; if 2 are spell objects, they save at -1; and if 3 or 4 are to be made to forget by this dweomer, they save normally. A clerical heal or restoration spell, specially cast for this purpose, will restore the lost memories, as will a wish, but other means will not serve to do so.

Description

This spell causes the recipient to vanish from sight and not be detectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced with respect to noises normal to it. The spell remains in effect until it is magically broken or dispelled, or the magic-user or the other recipient cancels it or until he, she or it attacks any creature. Thus, the spell caster or recipient could open doors, talk, eat, climb stairs, etc., but if any form of attack is made, the invisible creature immediately becomes visible, although this will allow the first attack by the creature because of the former invisibility. Even the allies of the spell recipient cannot see the invisible creature, or his, her or its gear, unless these allies can normally see invisible things or employ magic to do so. Note that all highly intelligent creatures with 10 or more hit dice, or levels of experience, or the equivalent in intelligence/dice/levels have a chance to automatically detect invisible objects. The material components of the invisibility spell are an eyelash and a bit of gum arabic, the former encased in the latter.