## *Blink*

Alteration

| | | | |
|---|---|---|---|
| **Range:** | 0 | **Components:** | V,S |
| **Duration:** | 1 round / level | **Casting Time:** | 1 segment |
| **Area of Effect:** | Personal | **Saving Throw:** | None |

Level 3 Magic-User

## *Clairaudience*

Divination

| | | | |
|---|---|---|---|
| **Range:** | Special | **Components:** | V,S,M |
| **Duration:** | 1 round / level | **Casting Time:** | 3 segments |
| **Area of Effect:** | Special | **Saving Throw:** | None |

Level 3 Magic-User

## *Clairvoyance*

Divination

| | | | |
|---|---|---|---|
| **Range:** | Special | **Components:** | V,S,M |
| **Duration:** | 1 round / level | **Casting Time:** | 3 segments |
| **Area of Effect:** | Special | **Saving Throw:** | None |

Level 3 Magic-User

## Description

By means of this spell, the magic-user causes his or her material form to "blink" out and back to this plane once again in random period and direction during the duration of each minute the spell is in effect. (Cf. ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL, Blink Dog.) The segment of the round that the spell caster "blinks out" is determined by random roll with 2d4, and during this same segment he or she will appear again 2' distant from his or her previous position. (Direction is determined by roll of d8: 1 = right ahead, 2 = right, 3 = right behind, 4 = behind, 5 = left behind, 6 = left, 7 = left ahead, 8 = ahead.) If some object is already occupying the space where the spell caster is indicated as "blinking" into, his or her form is displaced in a direction away from original (round starting) position for any distance necessary to appear in empty space, but never in excess of an additional 10'. If that extra distance still dictates the magic-user and another solid object are to occupy the same space, the spell caster is then trapped on the ethereal plane. During and after the blink segment of a round, the spell caster can be attacked only by opponents able to strike both locations at once, e.g. a breath weapon, fireball, and similar wide area attack forms. Those not so able can only strike the magic-user if they managed to attack prior to the "blink" segment. The spell caster is only 75% likely to be able to perform any acts other than physical attack with a hand-held stabbing or striking weapon during the course of this spell. That is, use of any spell, device, or item might not be accomplished or accomplished in an incorrect manner or in the wrong direction. Your referee will determine success/failure and the results thereof according to the particular action being performed.

## Description

The clairaudience spell enables the magic-user to concentrate upon some locale and hear in his or her mind whatever noise is within a 6" radius of his or her determined clairaudience locale center. Distance is not a factor, but the locale must be known, i.e. a place familiar to the spell caster or an obvious one (such as behind a door, around a corner, in a copse of woods, etc.). Only sounds which are normally detectable by the magic-user can be heard by use of this spell. Only metal sheeting or magical protections will prevent the operation of the spell. Note that it will function only on the plane of existence on which the magic-user is at the time of casting. The material component of the spell is a small silver horn of at least 100 g.p. value, and casting the spell causes it to disappear.

## Description

Similar to the clairaudience spell, the clairvoyance spell empowers the magic-user to see in his or her mind whatever is within sight range from the spell locale chosen. Distance is not a factor, but the locale must be known - familiar or obvious. Furthermore, light is a factor whether or not the spell caster has the ability to see into the infrared or ultraviolet spectrums. If the area is dark, only a 1" radius from the center of the locale of the spell's area of effect can be clairvoyed; otherwise, the seeing extends to normal vision range. Metal sheeting or magical protections will foil a clairvoyance spell. The spell functions only on the plane on which the magic-user is at the time of casting. The material component of the spell is a pinch of powdered pineal gland from a human or humanoid creature.