Lightning Bolt

Evocation

Range:	4" + 1" / Level	**Components:**	V,S,M
Duration:	Instantaneous	**Casting Time:**	3 segments
Area of Effect:	Special	**Saving Throw:**	1/2 damage

Level 3 Magic-User

Monster Summoning I

Conjuration/Summoning

Range:	3"	**Components:**	V,S,M
Duration:	2 rounds + 1 round / level	**Casting Time:**	3 segments
Area of Effect:	Special	**Saving Throw:**	None

Level 3 Magic-User

Phantasmal Force

Illusion/Phantasm

Range:	8" + 1" / level	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	3 segments
Area of Effect:	8 sq in + 1 sq in / lvl	**Saving Throw:**	Special

Level 3 Magic-User

Description

Upon casting this spell, the magic user releases a powerful stroke of electrical energy which causes damage equal to 1 six-sided die (d6) for each level of experience of the spell caster to creatures within its area of effect, or 50% of such damage to such creatures which successfully save versus the attack form. The range of the bolt is the location of the commencement of the stroke, i.e. if shot to 6", the bolt would extend from this point to n inches further distance. The lightning bolt will set fire to combustibles, sunder wooden doors, splinter up to 1' thickness of stone, and melt metals with a low melting point (lead, gold, copper, silver, bronze). Saving throws must be made for objects which withstand the full force of a stroke (cf. fireball). The area of the lightning bolt's effect is determined by the spell caster, just as its distance is. The stroke can be either a forking bolt 1" wide and 4" long, or a single bolt 1/2" wide and 8" long. If a 12th level magic-user cast the spell at its maximum range, 16" in this case, the stroke would begin at 16" and flash outward from there, as a forked bolt ending at 20" or a single one ending at 24". If the full length of the stroke is not possible due to the interposition of a non-conducting barrier (such as a stone wall), the lightning bolt will double and rebound towards its caster, its length being the normal total from beginning to end of stroke, damage caused to interposing barriers notwithstanding. Example: An 8' stroke is begun at a range of 4", but the possible space in the desired direction is only 3⅝"; so the bolt begins at the 3⅝" maximum, and it rebounds 8" in the direction of its creator. The material components of the spell are a bit of fur and an amber, crystal or glass rod.

Description

Within 1-4 rounds of casting this spell, the magic-user will cause the appearance of from 2-8first level monsters (selected at random by the referee, but whose number may be either randomly determined or selected personally by the referee, according to the strength of the monster randomly determined). These monsters will appear in the spot, within spell range, desired by the magic-user, and they will attack the spell user's opponents to the best of their ability until he or she commands that attack cease, or the spell duration expires, or the monsters are slain. Note that if no opponent exists to fight, summoned monsters can, if communication is possible, and if they are physically capable, perform other services for the summoning magic-user. The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Description

When this spell is cast, the magic-user creates a visual illusion which will affect all believing creatures which view the phantasmal force, even to the extent of suffering damage from phantasmal missiles or from falling into an illusory pit full of sharp spikes. Note that audial illusion is not a component of the spell. The illusion lasts until struck by an opponent - unless the spell caster causes the illusion to react appropriately - or until the magic-user ceases concentration upon the spell (due to desire, moving, or successful attack which causes damage). Creatures which disbelieve the phantasmal force gain a saving throw versus the spell, and if they succeed, they see it for what it is and add +4 to associates' saving throws if this knowledge can be communicated effectively. Creatures not observing the spell effect are immune until they view it. The spell can create the illusion of any object, or creature, or force, as long as it is within the boundaries of the spell's area of effect. This area can move within the limits of the range. The material component of the spell is a bit of fleece.