## *Fire Trap*

Evocation

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| **Range:** | Touch | **Components:** | V,S,M |
| **Duration:** | Permanent until triggered | **Casting Time:** | 3 rounds |
| **Area of Effect:** | Object Touched | **Saving Throw:** | 1/2 discharge |

Level 4 Magic-User

## *Fumble*

Enchantment/Charm

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| **Range:** | 1" / level | **Components:** | V,S,M |
| **Duration:** | 1 round / level | **Casting Time:** | 4 segments |
| **Area of Effect:** | 1 creature | **Saving Throw:** | 1/2 |

Level 4 Magic-User

## *Hallucinatory Terrain*

Illusion/Phantasm

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| **Range:** | 2" / level | **Components:** | V,S,M |
| **Duration:** | Special | **Casting Time:** | 1 turn |
| **Area of Effect:** | 1" x 1" / level | **Saving Throw:** | None |

Level 4 Magic-User

## Description

Any closable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) is affected by a fire trap spell, but the item so trapped cannot have a second spell such as hold portal or wizard lock placed upon it except as follows: if a fire trap/hold portal is attempted, only the spell first cast will work, and the other will be negated (both negated if cast simultaneously). If o fire trap is cast after a wizard lock, the former is negated, if both are cast simultaneously both are negated, and if a wizard lock is cost after placement of o fire trap there is A 50% chance that both spells will be negated. A knock spell will not affect a fire trap in any way - as soon as the offending party enters/touches, the trap will discharge. The caster can use the trapped object without discharging it. When the trap is discharged there will be an explosion of 5' radius, and all creatures within this area must make saving throws versus magic. Damage is 1-4 hit points plus 1 hit point per level of the magic-user who cost the spell, or one-half the total amount for creatures successfully saving versus magic. The item trapped is NOT harmed by this explosion. There is only 50% of the normal chance to detect a fire trap, and failure to remove it when such action is attempted detonates it immediately. To place this spell, the caster must trace the outline of the closure with a bit of sulphur or saltpeter.

## Description

When a fumble spell is cast, the magic-user causes the recipient of the magic to suddenly become clumsy and awkward. Running creatures will trip and fall, those reaching for an item will fumble and drop it, those employing weapons will likewise awkwardly drop them. Recovery from a fall or of a fumbled object will typically require the whole of the next melee round. Note that breakable items might suffer damage when dropped. If the victim makes his or her saving throw, the fumble will simply make him or her effectively operate at one-half normal efficiency (cf. slow spell). The material component of this spell is a dab of solidified milk fat.

## Description

By means of this spell the magic-user causes an illusion which hides the actual terrain within the area of the spell's effect. Thus, open fields or a road can be made to look as if a swamp or hill or crevasse or some other difficult or impassable terrain existed there. Also, a pond can be made to appear as a grassy meadow, a precipice look as if it were a gentle slope, or a rock-strewn gully made to look as if it were a wide and smooth road. The hallucinatory terrain persists until a dispel magic spell is cast upon the area or until it is contacted by on intelligent creature. Each level of experience of the magic-user enables him or her to affect a larger area. At 10th level, a magic-user can affect an area up to 10" X 10" square, while at 12th level the spell caster affects a 12" X 12" square area. The material components of this spell are a stone, a twig, and a bit of green plant - leaf or grass blade.