Monster Summoning II

Conjuration/Summoning

Range:	4"	**Components:**	V,S,M
Duration:	3 rounds + 1 round / level	**Casting Time:**	4 segments
Area of Effect:	Special	**Saving Throw:**	None

Level 4 Magic-User

Plant Growth

Alteration

Range:	1" / level	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	4 segments
Area of Effect:	1" x 1" area / level	**Saving Throw:**	None

Level 4 Magic-User

Polymorph Other

Alteration

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

Level 4 Magic-User

Description

This spell is similar to the third level monster summoning I spell (q.v.). Its major difference is that 1-6 second level monsters are conjured up. The material components ore the same as those of the lesser spell. There is also a 1-4 round delay.

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

Except as noted above, this spell is the same as a third level druid spell, plant growth (q.v.).

When a plant growth spell is cast by the druid, he or she causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle which creatures must hack or force a way through at a movement rate of 1" per, or 2" per with respect to larger than man-sized creatures. Note that the area must have brush and trees in it in order to allow this spell to go into effect. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier. The area of effect is 2" X 2" square per level of experience of the druid, in any square or rectangular shape that the druid decides upon at the time of the spell casting. Thus an 8th level druid can affect a maximum area of 16" X 16" square, a 32" X 8' rectangle, a 64" X 4" rectangle, 128 X 2" rectangle, etc. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a dispel magic spell (q.v.).

Description

The polymorph other spell is a powerful magic which completely alters the form and ability, and possibly the personality and mentality, of the recipient. Of course, creatures with a lower intelligence cannot be polymorphed into something with a higher intelligence, but the reverse is possible. The creature polymorphed must make a "system shock" (cf. CON) roll to see if it survives the change. If it is successful, it then acquires all of the form and abilities of the creature it has been polymorphed into. There is a base 100% chance that this change will also change its personality and mentality into that of the creature whose form it now possesses. For each 1 point of intelligence of the creature polymorphed, subtract 5% from the base chance. Additionally, for every hit die of difference between the original form and the form it is changed into by the spell, the polymorphed creature must adjust the base chance percentage by +/-5% per hit die below or above its own number (or level in the case of characters). The chance for assumption of the personality and mentality of the new form must be checked daily until the change takes place. (Note that all creatures generally prefer their own form and will not willingly stand the risk of being subjected to this spell!) If a one hit die orc of 8 intelligence is polymorphed into a white dragon with 6 hit dice, for example, it is 85% (100% - [5% X 8 intelligence] + [(6 - 1) X 5%] = 85%) likely to actually become one in all respects, but in any case it will have the dragon's physical and mental capabilities; and if it does not assume the personality and mentality of a white dragon, it will know what it formerly knew as well. Another example: an 8th level fighter successfully polymorphed into a blue dragon would know combat with weapons and be able to employ them with prehensile dragon forepaws if the fighter did not take on dragon personality and mentality. However, the new form of the polymorphed creature may be stronger than it looks, i.e. a mummy changed to a puppy dog would be very tough, or a brontosaurus changed to an ant would be impossible to squash merely from being stepped on by a small creature or even a man-sized one. The magic-user must use a dispel magic spell to change the polymorphed creature back to its original form, and this too requires a "system shock" saving throw. The material component of this spell is a caterpillar cocoon.