Polymorph Self

Alteration

Range:	0	**Components:**	V
Duration:	2 turns / level	**Casting Time:**	3 segments
Area of Effect:	Magic-user	**Saving Throw:**	None

Level 4 Magic-User

Rary's Mnemonic Enhancer

Alteration

Range:	0	**Components:**	V,S,M
Duration:	1 day	**Casting Time:**	1 turn
Area of Effect:	Magic-User	**Saving Throw:**	None

Level 4 Magic-User

Remove Curse

Abjuration (Reversable)

Range:	Touch	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	4 segments
Area of Effect:	Special	**Saving Throw:**	Special

Level 4 Magic-User

Description

When this spell is cast, the magic-user is able to assume the form of any creature - from as small as a wren to as large as a hippopotomus - and its form of locomotion as well. The spell does not give the other abilities (attack, magic, etc.), nor does it run the risk of changing personality and mentality. No "system shock" check is required. Thus, a magic-user changed to an owl could fly, but his or her vision would be human; a change to a black pudding would enable movement under doors or along halls and ceilings, but not the pudding's offensive or defensive capabilities. Naturally, the strength of the new form must be sufficient to allow normal movement. The spell caster can change his or her form as often as desired, the change requiring only 5 segments. Damage to the polymorphed form is computed as if it were inflicted upon the magic-user, but when the magic-user returns to his or her own form, from 1 to 12 (d12) points of damage are restored.

Description

By means of this spell the mogic-user is able to memorize, or retain the memory of, three additional spell levels, i.e. three spells of the first level, or one first and one second, or one third level spell. The magic-user can elect to immediately memorize additional spells or he or she may opt to retain memory of a spell cast by means of the Enhancer. The material components of the spell are a piece of string, an ivory plaque of at least 100 g.p. value, and an ink composed of squid secretion and either black dragon's blood or giant slug digestive juice. All components disappear when the spell is cast.

Description

Except as noted above, this spell is the same as the third level cleric spell, remove curse (q.v.).

Upon casting this spell, the cleric is usually able to remove a curse - whether it be on an obiect, a person, or in the form of some undesired sending or evil presence. Note that the remove curse spell will not affect a cursed shield, weapon or suit of armor, for example, although the spell will typically enable the person afflicted with any such cursed item to be rid of it. The reverse of the spell is not permanent; the bestow curse lasts for 1 turn for every level of experience of the cleric using the spell. It will lower one ability of the victim to 3 (your DM will determine which by random selection) 50% of the time; reduce the victim's "to hit" and saving throw probabilities by -4 25% of the time; or make the victim 50% likely per turn to drop whatever he, she, or it is holding (or simply do nothing in the case of creatures not using tools) 25% of the time. It is possible for a cleric to devise his or her own curse, and it should be similar in power to those shown. Consult your referee. The target of a bestow curse spell must be touched. If the victim is touched, a saving throw is still applicable and if it is successful, the effect is negated.