Wall of Fire

Evocation

Range:	6"	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	4 segments
Area of Effect:	Special	**Saving Throw:**	Special

Level 4 Magic-User

Wall of Ice

Evocation

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

Level 4 Magic-User

Wizard Eye

Alteration

Range:	0	**Components:**	V,S,M
Duration:	1 round / level	**Casting Time:**	1 turn
Area of Effect:	Special	**Saving Throw:**	None

Level 4 Magic-User

Description

This spell differs from the fifth level druid spell, wall of fire (q.v.) only as indicated above and as stated below: the flame color is either violet or reddish blue, base damage is 2-12 hit points (plus 1 hit point per level), the radius of the ring-shaped wall of fire is 1" + 1/4" per level of experience of the magic user casting it, and the material component of the spell is phosphorus.

The wall of fire spell brings forth a blazing curtain of magical fire of shimmering color - yellow-green or amber in case of druidical magic. The wall of fire inflicts 4 to 16 hit points of damage, plus 1 hit point of damage per level of the spell caster, upon any creature passing through it. Creatures within 1" of the wall take 2-8 hit points of damage, those within 2" take 1-4 hit points of damage. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Only the side of the wall away from the spell caster will inflict damage. The opaque wall of fire lasts for as long as the druid concentrates on maintaining it, or 1 round per level of experience of the druid in the event he or she does not wish to concentrate upon it. The spell creates a sheet of flame up to 2" square per level of the spell caster, or as a ring with a radius of up to %" per level of experience from the druid to its flames, and a height of 2". The former is stationary, while the latter moves as the druid moves.

Description

When this spell is cast, a sheet of strong, flexible ice is created. The wall is primarily defensive, stopping pursuers and the like. The wall is one inch thick per level of experience of the magic-user. It covers a 1" square area per level, i.e. a 10th level magic-user would cause a wall of ice up to 10" long and 1" high, or 5" long and 2" high, and so forth. Any creature breaking through the ice will suffer 2 hit points of damage per inch of thickness of the wall, fire-using creatures will suffer 3 hit points, cold-using creatures only 1 hit point when breaking through. If this spell is cast to form a horizontal sheet to fall upon opponents, it has the same effect as an ice storm's (q.v.) hail stones in the area over which it falls. Magical fires such as fireballs and fiery dragon breath will melt a wall of ice in 1 round, though they will cause a great cloud of steamy fog which will last 1 turn, but normal fires or lesser magical ones will not hasten its melting. The material component of this spell is a small piece of quartz or similar rock crystal.

Description

When this spell is employed, the magic-user creates an invisible sensory organ which sends visual information to him or her. The wizard eye travels at 3" per round, viewing an area ahead as a human would or 1" per round examining the ceiling and walls as well as the floor ahead and casually viewing the walls ahead. The wizard eye can "see" with infravision at lo', or it "sees" up to 60' distant in brightly lit areas. The wizard eye can travel in any direction as long as the spell lasts. The material component of the spell is a bit of bat fur.