Mordenkainen's Faithful Hound

Conjuration/Summoning

Range:	1"	**Components:**	V,S,M
Duration:	2 Rounds / Level	**Casting Time:**	5 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 5 Magic-User

Passwall

Alteration

Range:	3"	**Components:**	V,S,M
Duration:	6 Turns + 1 Turn / Level	**Casting Time:**	5 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 5 Magic-User

Stoneshape

Alteration

Range:	Touch	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	1 Round
Area of Effect:	1 Cubic foot / Level	**Saving Throw:**	None

Level 5 Magic-User

Description

By means of this spell the magic-user summons up a phantom watchdog which only he or she can see. He or she may then command it to perform as guardian of a passage, room, door, or similar space or portal. The phantom watchdog will immediately commence a loud barking if any creature larger than a cat approaches the place it guards. As the Faithful Hound is able to detect invisible, astral, ethereal, out of phase, duo-dimensional, or similarly non-visible creatures, it is an excellent guardian. In addition, if the intruding creature or creatures allow their backs to be exposed to the phantom watchdog, it will deliver a vicious attack as if it were a 10 hit dice monster, striking for 3-18 hit points of damage, and being able to hit opponents of all sorts, even those normally subject only to magiceal weapons of +3 or greater. The Faithful Hound cannot be attacked, but it can be dispelled. Note, however, that the spell caster can never be more than 3" distant from the area that the phantom watchdog is guarding, or the magic is automatically dispelled. The material components of this spell ore a tiny silver whistle, a piece of bone, and a thread.

Description

A passwall enables the spell caster to open a passage through wooden, plaster, or stone walls; thus he or she and any associates can simply walk through. The spell causes a 5' wide by 8' high by 10' deep opening. Note several of these spells will form a continuing passage so that very thick walls can be pierced The material component of this spell is a pinch of sesame seeds.

Description

By means of this spell the magic-user con form an existing piece of stone into a shape which will suit his or her purposes. For example, a stone weapon can be made, a special trapdoor fashioned, or an idol sculpted. By the same token, it would allow the spell caster to reshape a stone door, perhaps, so as to escape imprisonment, providing the volume of stone involved was within the limits of the area of effect. While stone coffers can be thus formed, secret doors made, etc., the fineness of detail is not great. The material component of this spell is soft clay which must be worked into roughly the desired shape of the stone object and then touched to the stone when the spell is uttered.