Telekinesis

Alteration

Range:	1" / Level	**Components:**	V,S
Duration:	2 Rounds+1 round/Level	**Casting Time:**	5 Segments
Area of Effect:	250gp Weight/Level	**Saving Throw:**	None

Level 5 Magic-User

Teleport

Alteration

Range:	Touch	**Components:**	V
Duration:	Instantaneous	**Casting Time:**	2 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 5 Magic-User

Transmute Rock to Mud

Alteration (Reversible)

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

Level 5 Magic-User

Description

By means of this spell the magic-user is able to move objects by will force, by concentrating on moving them mentally. The telekinesis spell causes the desired object to move vertically or horizontally. Movement is 2" the first round, 4" the second, 8' the third, 16" the fourth, and so on, doubling each round until a maximum telekinetic movement of 1,024" per round is reached. (Heavy objects traveling at high speed can be deadly weapons!) Note that telekinesis can be used to move opponents who fall within the weight capacity of the spell, but if they are able to employ as simple a counter-measure as an enlarge spell, for example (thus making the body weight go over the maximum spell limit), it is easily countered. Likewise, ambulation or some other form of motive power if the recipient of the spell is not able to ambulate, counters the effect of telekinesis, provided the velocity has not reached 16" per round. The various Bigby's . . . Hand spells will also counter this spell, as will many other magics.

Description

When this spell is used, the magic-user instantly transports himself or herself, along with a certain amount of additional weight which is upon, or being touched by, the spell caster, to a well known destination. Distance is not a factor, but inter-plane travel is not possible by means of a teleport spell. The spell caster is able to teleport a maximum weight of 2,500 g.p. equivalence, plus an additional 1,500 g.p. weight for each level of experience above the 10th. i.e. a 13th level magic-user teleports a maximum weight of 7,000 g.p. (700 pounds). If the destination area is very familiar to the magic-user (he or she has a clear mental picture through actual proximity to and studying of the area) it is unlikely that there will be any error in arriving exactly in the place desired. lesser known areas (those seen only magically or from a distance) increase the probability of error. Unfamiliar areas present considerable peril. This is demonstrated below:

Destination Area Is	Probability of Teleporting High	On Target	Low
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	95-00

Teleporting high means the magic-user will arrive 1" above ground for every 1 % he or she is below the lowest "On Target" probability - only 2" when the destination is very familiar, and as high as 32" if the destination area was never seen. Any low result means the instant death of the magic-user if the area into which he or she teleports to is solid. Note that there is no possibility of teleporting to an area of empty space, is. a substantial area of surface must be there.

Description

Except as noted above, and that the material components for the spell are clay and water (or sand, lime and water for the reverse), this spell is the same as the fifth level druid spell, transmute rock to mud.

This spell turns natural rock of any sort into an equal volume of mud. The depth of the mud can never exceed one-half its length and/or breadth. If it is cast upon a rock, for example, the rock affected will collapse into mud. Creatures unable to levitate, fly, or otherwise free themselves from the mud will sink and suffocate, save for lightweight creatures which could normally pass across such ground. The mud will remain until a dispel magic spell or a reverse of this spell, mud to rock, restores its substance - but not necessarily its form. Evaporation will turn the mud to normal dirt, from 1 to 6 days per cubic 1" being required. The exact time depends on exposure to sun, wind and normal drainage. The mud to rock reverse will harden normal mud into soft stone (sandstone or similar mineral) permanently unless magically changed.