Globe of Invulnerability

Abjuration

Range:	0	**Components:**	V,S,M
Duration:	1 Round / Level	**Casting Time:**	1 Round
Area of Effect:	1" Diameter Sphere	**Saving Throw:**	None

Level 6 Magic-User

Guards and Wards

Evocation, Alteration, Conjuration/Summon

Range:	0	**Components:**	V,S,M
Duration:	6 Turns / Level	**Casting Time:**	3 Turns
Area of Effect:	1" Radius / level sphere	**Saving Throw:**	None

Level 6 Magic-User

Invisible Stalker

Conjuration / Summoning

Range:	1"	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	1 Round
Area of Effect:	Special	**Saving Throw:**	None

Level 6 Magic-User

Description

This spell is the same as the fourth level minor globe of invulnerability (q.v.), except as regards casting time and for the fact that it prevents the functioning of first through fourth level spells affecting the magic-user within the globe, while he or she can cast spells through it, of course.

This spell creates a magical sphere around the caster which prevents any first, second or third level spells from penetrating, i.e. the area of effect of any such spells does not include the area of the minor globe of invulnerability. However, any sort of spells can be cast out of the magical sphere, and they pass from the caster of the globe, through its area of effect, and to their target without effect upon the minor globe of invulnerability. Fourth and higher level spells are not affected by the globe. It can be brought down by a dispel magic spell. The material component of the spell is a glass or crystal bead.

Description

This special and powerful spell is primarily used to defend the magic-user's stronghold. The following take place in the area of effect upon casting of the spell:

1. All corridors become misty, and visibility is reduced to 10'.
2. All doors are wizard locked.
3. One door per level of experience of the magic-user is covered by an illusion as if it were o plain wall.
4. Stairs are filled with webs from top to bottom.
5. Where there are choices in direction -such as a cross or side passage- a minor confusion-type spell functions so as to make it 50% probable hat intruders will believe they are going in the exact opposite direction.
6. The whole area radiates magic.
7. The magic-user can place one of the following additional magics:
   A. Dancing lights in four corridors, or
   B. Magic mouths in two places, or
   C. Stinking Clouds in two places, or
   D. Gust of wind in one corridor or room, or
   E. Suggestion in one place.

Note that items 3 and 7 function only when the magic-user is totally familiar with the area of the spell's effect. Dispel magic con remove one effect, at random, per casting of a dispel. A remove curse will not work. The material components of the spell are burning incense, a small measure of sulphur and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod.

Description

This spell summons an invisible stalker from the Elemental Plane of Air. This 8 hit die monster will obey and serve the spell caster in performance of whatever tasks are set before it. However, the creature is bound to serve; it does not do so from loyalty or desire. Therefore, it will resent prolonged missions or complex tasks, and it will attempt to pervert instructions accordingly (for complete details of the invisible stalker, consult ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL). The invisible stalker will follow instructions even at hundreds or thousands of miles distance. The material components of this spell are burning incense and a piece of horn carved into a crescent shape.