Move Earth

Alteration

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

Level 6 Magic-User

Otiluke's Freezing Sphere

Alteration-Evocation

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

Level 6 Magic-User

Part Water

Alteration

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

Level 6 Magic-User

Description

When cast, the move earth spell moves dirt (clay, loam, sand) and its other components. Thus, embankments can be collapsed, hillocks moved, dunes shifted, etc. The area to be affected will dictate the casting time; for every 4" square area, 1 turn of casting time is required. If terrain features are to be moved - as compared to simply caving in banks or walls of earth- it is necessary that an earth elemental be subsequently summoned to assist. All spell casting and/or summoning must be completed before any effects occur. In no event con rock prominences be collapsed or moved. The material components for this spell are a mixture of soils (clay, loam, sand) in o small bag, and an iron blade.

Description

Otiluke's Freezing Sphere is a multi-purpose dweomer of considerable power. If the caster opts, he or she may create a globe of matter at absolute zero temperature which spreads upon contact with water or liquid which is principally composed of water, so as to freeze it to a depth of 6 inches over an area equal to 100 square feet per level of the magic-user costing the spell. The ice so formed lasts for 1 round per level of the caster. The spell can also be used as a thin ray of cold which springs from the caster's hand to a distance of 1" per level of the magic-user; this ray will inflict 4 hit points of damage per level of the caster upon the creature struck, with a saving throw versus magic applicable, and all damage negated if it is successful (as the ray is so narrow a save indicates it missed), but the path of the ray being plotted to its full distance, as anything else in its path must save (if applicable) or take appropriate damage. Finally, Otiluke's Freezing Sphere can be cast so as to create a small globe about the size of a sling stone, cool to the touch, but not harmful. This globe can be cast, and it will shatter upon impact, inflicting 4-24 hit points of cold damage upon all creatures within a lo' radius (and half damage if saving throw versus magic is made). Note that if the globe is not thrown or slung within a time period equal to 1 round times the level of the spell caster, it automatically shatters and causes cold damage as stated above. This timed effect can be employed against pursuers, although it can also prove hazardous to the spell caster and/or his or her associates as well. The material components of the spell depend upon in which form it is to be cast. A thin sheet of crystal about an inch square is needed for the first application of the spell, a white sapphire of not less than 1,000 g.p. value for the second application of the spell, and a 1,000 g.p. diamond is minimum for the third application of the spell. All components are lost when the spell is cast.

Description

Except as shown above, and also that the material components for this spell are two small sheets of crystal or glass, this spell is the same as the sixth level cleric spell, part water (q.v.).

By employing a part water spell, the cleric is able to cause water or similar liquid to move apart, thus forming a trough. The depth and length of the trough created by the spell is dependent upon the level of the cleric, and a trough 3' deep by 1' by 2" (20' or 20 yards) is created per level, i.e. at 12th level the cleric would port water 36' deep by 12' wide by 24" (240' or 240 yards) long. The trough will remain as long as the spell lasts or until the cleric who cast it opts to end its effects (cf. dispel magic The material component of this spell is the cleric's religious symbol.