Project Image

Alteration, Illusion/Phantasm

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

Level 6 Magic-User

Reincarnation

Necromantic

Range:	Touch	**Components:**	V,S,M
Duration:	Person Touched	**Casting Time:**	1 Turn
Area of Effect:	Permanent	**Saving Throw:**	None

Level 6 Magic-User

Repulsion

Alteration

Range:	1" / Level	**Components:**	V,S,M
Duration:	1 Round / 2 Levels	**Casting Time:**	6 Segments
Area of Effect:	1/2" Path	**Saving Throw:**	None

Level 6 Magic-User

Description

By means of this spell, the magic-user creates a non-material duplicate of himself or herself, projecting it to any spot within spell range which is desired. This image performs actions identical to the magic-user - walking, speaking, spell-costing - as the magic-user determines. A special channel exists between the image of the magic-user and the actual magic-user, so spells cast actually originate from the image. The image can be dispelled only by means of a dispel magic spell (or upon command from the spell caster), and attacks do not affect it. The image must be within view of the magic-user projecting it at all times, and if his or her sight is obstructed, the spell is broken. The material component of this spell isa small replica (doll) of the magic-user.

Description

This spell is similar to the seventh level druid spell of the same name (q.v.). It does not require any saving throw for system shock or resurrection survival. The corpse is touched, and a new incarnation of the person will appear in the area in 1 to 6 turns, providing the person has not been dead for longer than 1 day per level of experience of the magic-user. The new incarnation will be:

die Roll	Incarnation	die Roll	Incarnation
01-05	bugbear	55-59	hobgoblin
06-11	dwarf	60-73	human
12-18	elf	74-79	kobold
19r23	gnoll	80-85	orc
24-28	gnome	86-90	ogre
29-33	goblin	91-95	ogre-mage
34-40	half-elf	96-00	troll
41-47	halfling		
48-54	half-orc		

Note: Very good or very evil persons will not be reincarnated as creatures whose general alignment is the opposite. The material components of the spell are a small drum and a drop of blood.

Description

When this spell is cast, the magic-user is able to cause all creatures in the path of the area of effect to move away from his or her person. Repulsion is at 3" per round, or at the motive speed of the creature attempting to move towards the spell caster. The repelled creature will continue to move away for the balance of a complete move even though this takes it beyond spell range. The material component of this spell is a pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony.