Spiritwrack

Evocation, Abjuration

Range:	1" + 1' / level	**Components:**	V,M
Duration:	Special	**Casting Time:**	Special
Area of Effect:	Special	**Saving Throw:**	Special

Level 6 Magic-User

Stone to Flesh

Alteration (Reversable)

Range:	1" / Level	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	6 Segments
Area of Effect:	1 Creature	**Saving Throw:**	Special

Level 6 Magic-User

Tenser's Transformation

Alteration, Evocation

Range:	0	**Components:**	V,S,M
Duration:	1 Round / Level	**Casting Time:**	6 Segments
Area of Effect:	Personal	**Saving Throw:**	None

Level 6 Magic-User

Description

A spiritwrack spell is a very strong protection/punishment spell against the powerful creatures of the nether planes (Abyssal, Hades, Hell, etc.), but to employ the magic, the spell caster must know the name of the being at whom he or she will direct the energy. Prior to actual utterance of o spiritwrack spell the magic-user must prepare an illuminated sheet of vellum, carefully inscribed in special inks made from powdered rubies and the ichor of a slain demon of type I, II, or III and covered with gold leaf in a continuous border. The spell caster must personally prepare this document, including the being's name thereon. (This will require from 8-32 hours of time and cost 1,000 g.p. for vellum, special pens, gold leaf, and other miscellaneous materials alone; the cost of the powdered rubies is a minimum of 5,000 g.p. for each document.) If the demon, devil, or other powerful being from a nether outer plane is present in some form (and not possessing another creature's body instead), the magic-user can then begin actual spell incantation.

Immediately upon beginning the reading of the document, the being named will be rooted to the spot unless it makes its magic resistance percentage (adjusted for the level of the magic-user) as a saving throw; and even if such a saving throw is made, the monster feels greatly uncomfortable, and if it has not been magically forced to the locale and so held there, it is 90% likely to retreat to its own (or another) plane, as the named being is powerless to attack the magic-user while he or she is reading the spell document. This first part of the document continues for 1 full round, with the discomfort to the named being becoming greater at the end. During the second minute of the incantation, the being named undergoes acute pain and loses 1 hit point per hit die it possesses. At the end of this round of reading, the being is in wracking pain. The third and final round of utterance of the condemnation will cause a loss to the being of 50% of its existing hit points, horrible pain, and at the end consign it to some confined space on its own plane - there to remain in torture for a number of years equal to the level of the magic-user who prepared the document. << Cont'd Player's Handbook, Page 86 >>

Description

The stone to flesh spell turns any sort of stone into flesh - if the recipient stone object was formerly living, it will restore life (and goods), although the survival of the creature is subject to the usual system shock survival dice roll. Any formerly living creature, regardless of size, can be thus returned to flesh. Ordinary stone can be likewise turned to flesh at a volume of 9 cubic feet per level of experience of the spell caster. The reverse will turn flesh of any sort to stone, just as the stone to flesh spell functions. All possessions on the person of the creature likewise turn to stone. This reverse of the spell will require a saving throw be allowed the intended victim. The material components of the spell are a pinch of earth and a drop of blood; lime and water and earth are used for the reverse.

Description

Tenser's Transformation is a sight guaranteed to astound any creature not aware of its power, for when the magic-user casts the dweomer, he or she undergoes a startling transformation. The size and strength of the magic-user increase to heroic proportions, so he or she becomes a formidable fighting machine, for the spell causes the caster to become a berserk fighter! The magic-user's hit points double, and all damage he or she sustains comes first from the magical points gained; so if damage does not exceed original hit points, none is actually taken, but if damage beyond the additional amount is sustained, each point counts as 2 (double damage). The armor class of the magic-user is a full 4 factors better than that he or she possessed prior to casting the spell (AC 10 goes to 6, AC 9 to 5, AC 8 to 4, etc.), all attacks are at a level equal to those of a fighter of the same level as the magic-user (i.e., the spell caster uses the combat table normally restricted to fighters), and although he or she can employ a dagger only in attacking, damage inflicted by the weapon is at +2 additional hit points, and 2 such attacks per round are mode by the magic-user. However, it is worth noting that this spell must run its full course, and the magic-user will continue attacking until all opponents are slain, he or she is killed, the magic is dispelled, or the Transformation duration expires. The material component for casting this dweomer is o potion of heroism (or superheroism) which the magic-user must consume during the course of uttering the spell.