Power Word: Blind

Conjuration/Summoning

Range:	1/2" / Level	**Components:**	V
Duration:	Special	**Casting Time:**	1 Segment
Area of Effect:	3" Diameter	**Saving Throw:**	None

Level 8 Magic-User

Serten's Spell Immunity

Abjuration

Range:	Touch	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	1 round / target
Area of Effect:	Creature(s) Touched	**Saving Throw:**	Special

Level 8 Magic-User

Symbol

Conjuration/Summoning

Range:	Touch	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	8 Segments
Area of Effect:	Special	**Saving Throw:**	Special

Level 8 Magic-User

Description

When a power word, blind is cast, one or more creatures within spell range and area of effect will become temporarily sightless. The spell affects up to 100 hit points of creatures, but the duration is dependent upon how many hit points of creatures are affected. If 50 or less points are affected, blindness lasts for 2 to 5 (d4+1) turns, if 51 or more hit points of creatures are affected, the spell duration is but 2 to 5 rounds. Note that the spell caster must indicate which creatures he or she desires to affect with the spell, noting one as target center, prior to determining results. Creatures with over 100 hit points are not affected. Blindness can be removed by cure blindness or dispel magic.

Description

By use of this spell the magic-user is able to confer virtual immunity to certain spells and magical attack forms upon those he or she touches and magicks. For every 4 levels of experience of the magic-user, 1 creature can be protected by the Serten's Spell Immunity spell, but the duration of the protection is similarly disbursed upon these additional figures. (Example: A 16th level magic-user can cast the dweomer upon 1 creature and it will last 16 turns, or he or she can place it upon 2 creatures for an 8 turn duration, or upon 4 creatures for but 4 turns duration.) The protection gives a bonus to saving throws as follows:

Beguiling, Charm, Suggestion	+9
Command, Domination, Fear, Hold, Scare	+7
Geas, Quest	+5

The material component of this spell is a diamond which must be crushed and sprinkled over the spell recipients, and each such creature must also have in its possession a diamond of any size, intact and carried on its person.

Description

A symbol spell causes the creation of magical runes which affect creatures which pass over, touch, read, or pass through a portal upon which the symbol is inscribed. Upon casting the spell, the magic-user inscribes the symbol upon whatever surface he or she desires. Likewise, the spell caster is able to place the symbol of his or her choice, using any one of the following:

Death, Discord, Fear, Hopelessness, Insanity, Sleep, Pain and Stunning

<< See Player's Handbook, Pages 91-92 for details on each effect >>

The type of symbol cannot be recognized without it being read and thus activating its effects. The material components of this spell are powdered black opal and diamond dust worth not less than 5000 g.p. each.