Glassteel

Alteration

Range:	Touch	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	8 Segments
Area of Effect:	Object Touched	**Saving Throw:**	None

Level 8 Magic-User

Incendiary Cloud

Alteration-Evocation

Range:	3"	**Components:**	V,S,M
Duration:	4 Rounds + 1-6 Rounds	**Casting Time:**	2 Segments
Area of Effect:	Special	**Saving Throw:**	1/2 Damage

Level 8 Magic-User

Mass Charm

Enchantment/Charm

Range:	1/2" / Level	**Components:**	V
Duration:	Special	**Casting Time:**	8 Segments
Area of Effect:	Special	**Saving Throw:**	Negates

Level 8 Magic-User

Description

The glassteel spell turns crystal or glass into a transparent substance which has the tensile strength and unbreakability of actual steel. Only a relatively small volume of material can be affected, a maximum weight of 10 pounds per level of experience of the spell caster, and it must form one whole object. The material components of this spell are a small piece of glass and a small piece of steel.

Description

An incendiary cloud spell exactly resembles the smoke effects of a pyrotechnics spell (q.v.), except that its minimum dimensions are a cloud of 10' height by 20' length and breadth. This dense vapor cloud billows forth, and on the 3rd round of its existence it begins to flame, causing Ya hit point per level of the magic-user who cast it. On the 4th round it does 1 hit point of damage per level of the caster, and on the 5th round it again drops to % h.p. of damage per level of the magic-user as its flames burn out. Any successive rounds of existence are simply harmless smoke which obscures vision within its confines. Creatures within the cloud need make only 1 saving throw if it is successful, but if they fail the first, they roll again on the 4th and 5th rounds (if necessary) to attempt to reduce damage sustained by one-half. In order to cast this spell the magic-user must have an available fire source (just as with a pyrotechnics spell), scrapings from beneath a dung pile, and a pinch of dust.

Description

Mass charm spell affects either persons or monsters just as a charm person spell or a charm monster spell (q.v.) does. The mass charm, however, will affect a number of creatures whose combined levels of experience and/or hit dice does not exceed twice the level of experience of the spell caster. All affected creatures must be within the spell range and within a maximum area of 3" by 3". Note that the creatures' saving throws are unaffected by the number of recipients (cf. charm person and charm monster), but all target creatures are subject to a penalty of -2 on the saving throw because of the efficiency and power of a mass charm spell.

<< References: Charm person - Player's Handbook, Page 66. Charm Monster - Player's Handbook, Pages 75-6 >>