Imprisonment

Abjuration (Reversable)

Range:	Touch	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	9 Segments
Area of Effect:	One Creature	**Saving Throw:**	None

Level 9 Magic-User

Meteor Swarm

Evocation

Range:	4" + 1" / Level	**Components:**	V,S
Duration:	Instantaneous	**Casting Time:**	9 Segments
Area of Effect:	Special	**Saving Throw:**	1/2 Damage

Level 9 Magic-User

Monster Summoning VII

Conjurations/Summoning

Range:	9"	**Components:**	V,S,M
Duration:	8 Rounds + 1 round / lvl	**Casting Time:**	9 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 9 Magic-User

Description

When an imprisonment spell is cast and the victim is touched, the recipient is entombed in a state of suspended animation (cf. temporal stasis) in a small sphere far below the surface of the earth. The victim remains there unless a reverse of the spell, with the creature's name and background, is cast. Magical search by crystal ball, a locate objects spell or similar means will not reveal the fact that a creature is imprisoned. The reverse (freedom) spell will cause the appearance of the victim at the spot he, she or it was entombed and sunk into the earth. There is a 10% chance that 1 to 100 other creatures will be freed from imprisonment at the same time if the magic-user does not perfectly get the name and background of the creature to be freed. The spell only works if the name and background of the victim are known.

Description

A meteor swarm is a very powerful and spectacular spell which is similar to a fireball in many aspects. When it is cast, either four spheres of 2' diameter or eight spheres of 1' diameter spring from the outstretched hand of the magic-user and streak in a straight line up to the distance demanded by the spell caster, up to the maximum range. Any creature in the straight line path of these missiles will receive the full effect of the missile, or missiles, without benefit of a saving throw. The "meteor" missiles leave a fiery trail of sparks, and each bursts as a fireball (9.v.). The large spheres each do 10 to 40 hit points of damage, the four bursting in a diamond or box pattern. Each has a 3" diameter area of effect, and each sphere will be 2" apart, along the sides of the pattern, so that there are overlapping areas of effect, and the center will be exposed to all four blasts. The eight small spheres have one-half the diameter (1 1/2") and one-half the damage potential (5-20). They burst in a pattern of a box within a diamond or vice versa, each of the outer sides 2" long, and the inner sides being 1" long. Note that the center will have 4 areas of overlapping effect, and there ore numerous peripheral areas which hove two overlapping areas of effect. A saving throw for each area of effect will indicate whether full hit points of damage, or half the indicated amount of damage, will be sustained by creatures within each area, except as already stated with regard to the missiles impacting.

Description

This spell summons 1 or 2 seventh level monsters which appear 1 round after the spell is cast, or 1 8th level monster which will appear 2 rounds after the spell is cast. See monster summoning I for other details.

Within 1-4 rounds of casting this spell, the magic-user will cause the appearance of from 2-8first level monsters (selected at random by the referee, but whose number may be either randomly determined or selected personally by the referee, according to the strength of the monster randomly determined). These monsters will appear in the spot, within spell range, desired by the magic-user, and they will attack the spell user's opponents to the best of their ability until he or she commands that attack cease, or the spell duration expires, or the monsters are slain. Note that if no opponent exists to fight, summoned monsters can, if communication is possible, and if they are physically capable, perform other services for the summoning magic-user. The material components of this spell are a tiny bag and a small (not necessarily lit) candle.