Power Word: Kill

Conjuration/Summoning

Range:	1/4" / Level	**Components:**	V
Duration:	Permanent	**Casting Time:**	1 Segment
Area of Effect:	2" Diameter	**Saving Throw:**	None

Level 9 Magic-User

Prismatic Sphere

Abjuration, Conjuration/Summoning

Range:	0"	**Components:**	V
Duration:	1 Turn / Level	**Casting Time:**	7 Segments
Area of Effect:	2" Diameter Sphere	**Saving Throw:**	Special

Level 9 Magic-User

Shape Change

Alteration

Range:	0	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	9 Segments
Area of Effect:	Spellcaster	**Saving Throw:**	None

Level 9 Magic-User

Description

When a power word, kill is uttered, one or more creatures within the spell range and area of effect will be slain. The power word will destroy a creature with up to 60 hit points, or it will kill 2 or more creatures with 10 or fewer hit points, up to a maximum of 120 hit points. The option to attack a single creature, or multiple creatures, must be stated along with the spell range and area of effect center.

Description

This spell enables the magic-user to conjure up an opaque globe of shimmering, multi-colored spheres of light to surround him or her which give protection from all forms of attack. This scintillating sphere flashes all the seven colors of the visible spectrum, and each of these spheres of color has a different power and purpose. Any creature with fewer than eight hit dice will be blinded for from 2 to 8 turns by the colors of the sphere. This phenomenon is immobile and only the spell caster can pass in and out the prismatic sphere without harm. Note that typically the upper hemisphere of the globe will be visible, as the spell caster is at the center of the sphere, so the lower half is usually hidden by the floor surface he or she is standing upon. The colors and effects of the prismatic sphere, as well as what will negate each globe, are:

Color of Globe	Order	Effect	Negated By
red	1	Prevents all non-magic missiles / inflicts 10 damage	cone of cold
orange	2	Prevents all magic missiles / inflicts 20 damage	gust of wind
yellow	3	Prevents poison, gases and petrification / inflicts 40 damage	disintegrate
green	4	Prevents all breath weapons / save vs poison or dead	passwall
blue	5	Prevents location, detection and psionics, save vs petrification or dead	magic-missile
indigo	6	Prevents all magic spells / save vs wands or insane	continual light
violet	7	Force field protection / save vs magic or sent to another plane	dispel magic

Note that a rod of cancellation will destroy a prismatic sphere. Otherwise, anything entering the sphere will be destroyed, any creature subject to the effects of each and every globe as indicated, i.e. 70 hit points of damage plus death, petrification, insanity and/or instantaneous transportation to another plane, and only the four latter effects are subject to to saving throws. The individual globes may be destroyed by appropriate magical attacks in consecutive order.

Description

With this spell, the magic-user is able to assume the form of any creature short of a demi-god, greater devil, demon prince, singular dragon type, greater demon or the like. The spell caster becomes the creature he or she wishes, and has all of the abilities save those dependent upon intelligence, for the mind of the creature is that of the spell caster. Thus, he or she can change into a griffon, thence to an efreet, and then to a titan, etc. These creatures have whatever hit points the magic-user has at the time of the shape change. Each alteration in form requires 1 segment. No system shock is incurred. Example: A wizard is in combat and assumes the form of a will o' wisp, and when this form is no longer useful, the wizard changes into a stone golem and walks away. When pursued, the golem-shape is changed to that of a flea, which hides upon a horse until it can hop off and become a bush. If detected as the latter, the magic-user con become a dragon, pool of water, or just about anything else. The material component of the spell is a jade circlet worth no less than 5000 g.p. which will shatter at the expiration of the magic's duration. In the meantime, it is left in the wake of the shape change, and premature shattering will cause the magic to be dispelled.