

Darklight's Canticle - Travelling Spellbook

Darklight's Canticle is a small, compact, and sturdy spellbook. It is about one inch thick and is bound in thick leather treated with a preservative that repels moisture. The Canticle contains several spells that are uncommon or rare, some standard spells, and some spells available in the Academy library.

Darklight used this as one of his lower level travelling spellbooks. It has probably passed through many hands before reaching the adventurers, as it contains many highly useful spells for a travelling wizard.

The spells contained in the Canticle include: armor, cantrip, color spray, *good grooming*, magic missile, shield, continual light, *Darklight's Mystic Bolt*, *Darklight's Mystic Shield*, *ectstasy*, *electric blades*, *human torch*, knock, web, dispel magic, fireball, fly, *mental calm*, *Mikki's Energetic Missile*, *Mikki's Trollkiller*, *Roland's Wardrobe*, and tongues.

Good Grooming (Alteration 1)

Reversible, Academy Library

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: None

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This spell gives the individual and his clothing a makeover. The makeover includes a shave and trim, all-over washing, hair styling, and application of cosmetics and scent as desired. It gives the recipient a healthy and attractive glow, moisturizing and removing dead skin. The reverse, *poor grooming*, renders the person filthy. The material components for this spell is some scent agent.

Darklight's Mystic Bolt (Evocation 2)

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 2

Area of Effect: 10-foot per level long bolt

Saving Throw: ½

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This spell conjures a bolt of pure magical energy, which leaps from the caster's outstretched hand out to the stated range instantly. It is coloured as the wizard desires (normally the wizard's chosen colour). It is impossible to damage inanimate matter with this spell, as it can affect only two sorts of targets: living beings and magical effects.

Living beings are automatically struck by the spell, but can save versus spell for half damage. The base damage of this spell is a flat 4 points per level of the caster. It does not leave a physical wound, as it directly attacks the life energy of the victim (not in a necromantic way, but through mystic energy damage). In this regard, it ignores armour and shields.

Magical effects, including conjured matter, magical shields, golems, and other magical effects with physical existence, can be targeted. Golems and magically animated things can be dealt damage directly, with no saving throws. Magical shielding spells are reduced in duration by ¼ per 10 points of *mystic bolt* damage inflicted if no spell damage threshold is listed in the description of the shielding spell.

This spell will not damage a *wall of force* or *prismatic sphere*. Effects of a *mystic bolt* on lesser protective spells and magical armour are left to the judgement of the DM.

Darklight's Mystic Shield (Abjuration 2)

Range: 0

Components: V, S

Duration: 2 rounds per level

Casting Time: 2

Area of Effect: Caster

Saving Throw: None

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This spell can be used to block magical attacks, being a shield of pure protective energy. It is coloured as the wizard desires (usually the wizard's chosen colour), and can be manoeuvred to block any portion of the wizard's body.

Area effect spells cannot be blocked unless the wizard is at the centre (targeted point) of the spell's area, in which case it is treated as a normal spell. The shield can absorb up to 5 points of magical damage per level of the caster before being destroyed. Magical missiles, bolts, rays, and so forth can be blocked with a successful Intelligence check, and do full damage to the shield (any excess damage penetrates to the caster). Other spells do 8 points of damage to the shield per level of the spell (for example, a blocked *flesh to stone* does 48 points to the shield; if such a spell penetrates with "excess damage", the caster saves versus its effect with a +4 bonus).

The *mystic shield* will not block physical attacks at all. A magical bolt of force, although it has a physical manifestation, is magical energy, and would be blocked. An arrow enchanted with *flame arrow* would not be blocked, but any targeting bonuses gained from magical energy (including plusses on magical arrows) are only half as effective when blocked by a shield (round down).

Ecstasy (Enchantment/Charm 2)

Academy Library

Range: 5 yards
Components: V, S
Duration: 1 round + 1 round per level
Casting Time: 2
Area of Effect: One person
Saving Throw: Negates
Author: The Carnal Knowledge Guide <c/o c2mxblue@fre.fsu.umd.edu>

The gestures of the wizard, along with his erotic incantations causes the person to go into an enjoyable, screaming, orgasmic, erotic fit.

The person receives a saving throw versus spell to avoid the effect, with any adjustment to Wisdom. If the person fails the saving throw, he loses all Dexterity bonuses to Armour Class. Also, he cannot move from his current location. He cannot cast spells, attack, use items, etc. Basically, the character is caught up in a real pleasurable experience and can't function properly.

Electric Blades (Evocation 2)

Range: 0
Components: V
Duration: Special
Casting Time: 2
Area of Effect: Two blades
Saving Throw: None
Author: Unknown

This spell must be cast with a metal blade of some sort in each hand. Both blades then acquire a flickering blue glow. When a hit by either blade is scored it causes 1d4 extra hit points of electrical damage. If both blades hit the same target in the same round the victim must save versus petrification or be stunned for one round. Each blade only shocks once and then is normal again.

Human Torch (Evocation 2)

Range: 0
Components: V, S, M
Duration: 3 rounds
Casting Time: 2
Area of Effect: The caster
Saving Throw: None
Author: Unknown

This spell causes the wizard and all his clothing to become engulfed in flames. These flames do not harm the wizard or his equipment but cause 1d4 points of damage to anyone within 5 feet and an additional 1d6 to anyone who actually touches him. The flames themselves are only about as hot as a torch but the surrounding area will feel like a blast furnace. The material component for this spell is a burning torch, which is consumed in the casting and must be used to set fire to oneself.

Mental Calm (Enchantment/Charm 3)

Range: 10 feet per level
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 3
Area of Effect: One creature
Saving Throw: Special
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When cast, the target receives a saving throw to avoid the effects of particular psionic effects. The target gets a saving throw versus *id insinuation*, *psionic blast*, *psychic crush*, *attraction* and *aversion* for the duration of the spell. The saving throw is a wisdom-adjusted saving throw versus spell with a +1 bonus for every 5 levels of the caster. This spell will not work on psionicists, but it will work on non-psionicists and those with wild talents.

Mikkis' Energetic Missile (Conjuration, Invocation/Evocation 3)

Range: 30 yards + 5 yards per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: Up to 5 creatures

Saving Throw: None

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This spell is similar to magic missile, except that it uses positive energy instead of normal magical energy. As many missiles are created as in *magic missile*. Normal living creatures do not suffer damage from these bolts, but must roll a saving throw versus paralysis or be stunned and blinded for 1d4 rounds. Undead and creatures from the lower planes struck by this spell take 2d4+2 points of damage per bolt. The material component of this spell is a platinum needle tipped with a diamond (together worth at least 150 gp).

Mikkis' Trollkiller (Invocation/Evocation 3)

Range: 5 yards per level

Components: V, S, M

Duration: 1 round + 1 round per 3 levels

Casting Time: 3

Area of Effect: One creature

Saving Throw: ½

Author: Samuli Mattila <zam@vinkku.hut.fi>

This spell creates a magical cloud above the desired target. It will follow the target at speed of 24 and rain acid upon it causing 4d4+4 points of damage per round. The victim is allowed saving throw versus spell every round and, if this is successful, he takes only half damage that round.

The spell can be negated by dispel magic, or by an ice storm or similar spell which freezes the cloud. A very strong wind can lead the cloud away from the

target. The material component of this spell is a spoonful of acid.

Roland's Wardrobe (Alteration 3)

Academy Library

Range: 10 yards

Components: V, S, M

Duration: Special

Casting Time: 3

Area of Effect: One Creature

Saving Throw: Negates

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This spell allows the caster to change the cut and design of the target's clothes and armour as he sees fit. Anything from full plate, to fine silks, to burlap rags may be manipulated by this magic. There are two versions of the spell. The material component for either version of this spell is a miniature wardrobe carved out of wood. The verbal and somatic gestures consist of dancing around in a little jig and saying "Seven with one blow!".

The first version of the spell allows the caster to alter his clothing into armour of any desired type and change it back again at will during the duration of the spell, which lasts for 2 rounds per level. The clothing reverts to its normal form and appearance at the end of the spell.

The second version of the spell permanently alters the form and style of the clothing or armour of the caster or another target. If the target is not the caster then the recipient is allowed to make a saving throw to resist the spell. If the attire is not in the immediate possession of a person, then an item save versus disintegration is required. Magical pluses from enchanted garments or armor apply to the save.

Origins: Roland, a notably short-sighted warrior-mage, thought that this spell would be quite useful because he would be able to change into and out of armour at will. In addition, he thought that if anyone were to annoy him or try casting spells he could make the target's clothes ill-fitting or gird him in heavy armour, making spell casting difficult if not impossible. However, he neglected to note the requirement of having to take his armour off in the first place in order to cast this spell.