

# 6th Level

## Guardian

TARGET	RANGE	SCHEMATIC TABLES
Special	Touch	Armor Rating, Attack Value, HSE, Maintenance Points

This spell must be cast upon a specially-designed statue carved from stone and inscribed with various runes and glyphs. The process required to create such a sculpture takes five months of labor and is very expensive. When the magic is invoked, the *Guardian* spell allows the object to move, fight, and follow the commands of the caster. Since it is not intelligent, a Guardian is typically used as a sentinel that protects an Enchanter's area from intrusion. It can attack twice per combat minute with its blunt fists, each successful hit inflicting 2d6 points of damage. Two points are deducted from the victim's Hit Points while its available Armor Points absorb the remainder.

Most of the statistics of the monster are determined by the Enchanter's schematic rolls. However, all Guardians have a Speed of 2, 100 Hit Points, a normal sight distance of 60', can detect invisible creatures at a 30' range, and are immune to poison, fear, and mind-affecting attacks. The creature "lives" for as long as the spell is maintained or until it sustains sufficient damage. Once the spell is negated, the statue crumbles to dust. The components necessary to use this magic are 16 ounces of gem dust (400 gold) and an iron heart (80 gold) that must be filled with 10 doses of animal blood (20 gold). The prepared iron heart must then be placed inside a statue carved from stone, the construction costs of which averages 2,000 gold coins.

## Invulnerability

TARGET	RANGE	SCHEMATIC TABLES
1 Object	Touch	HSE, Maintenance Points

Placing this spell on a single object (weapon or shield), enchants the item and makes it impossible to damage. A shield that is protected by this incantation still absorbs damage from attacks but is not actually damaged itself. This means that the shield's defensive rating does not decrease. A weapon that is enchanted cannot sustain notches, even from magical spells. The effects of the enchantment last until the caster discontinues the spell. At that time, the object crumbles to dust. Due to the small surface area of this enchantment, armor may not be protected by the *Invulnerability* spell. The components required to cast this spell are 12 ounces of gem dust (300 gold) and a piece of a Mulkrog shell (150 gold).

## Mental Draining

TARGET	RANGE	SCHEMATIC TABLES
1 Creature	Touch	HSE, Maintenance Points, Save Modifier

*Mental Draining* is the second step in the process of creating magical items. Only after the Enchanter has cast the 5th level *Craft Item* spell on an object can this spell be manipulated. Calling on the powers of enchantment, the magic-user can drain the skills, characteristics and/or individual spells from a willing or unwilling donor and transfer the power into the item. This transference automatically succeeds if the target creature is willing. Unwilling victims are entitled to a Saving Throw vs. Mind. Success indicates that the spell has no effect. Failing the save means the victim immediately loses the power. Characteristic draining will affect modifiers, Hit Points, etc. Skills that are stolen are forgotten, but the skill slot is still forfeited. Individual spells are erased from the target's mind and he is unable to relearn it despite any attempt. Once the power is transferred, the item gains the skill, characteristic or spell ability for as long as the Enchanter maintains both spells (*Craft Item* and *Mental Draining*). If either spell is discontinued, the item dissolves and the victim regains his stolen abilities.

**Characteristics** – grants the holder an increase to the particular characteristic. In the case of the first six characteristics (Strength, Stamina, Intellect, Insight, Dexterity, and Awareness), the Enchanter is capable of stealing .3d10 points from his victim. When dealing with Speed, Power, or Luck, only 1d2 points can be transferred using the *Mental Draining* spell.

**Skills** – steals the skill, skill level and base percentage that the donor possessed prior to draining. The user cannot increase an already existing skill with the object, nor can he advance in the proficiency. However, the skill granted does not require a skill slot(s).

**Spells** – contains a particular spell that was stolen from the victim. Each item created with this type of power possesses 6d10 charges and, once depleted, becomes useless. When dealing with spells, the Enchanter steals all the victim's knowledge including Range, Duration, Damage, etc. Although possessing the victim's spell categories, the enchanted item does not contain Harmful Side Effects, nor does it require the use of components. Furthermore, the spell cannot be maintained, even if the user is an Enchanter.

Note that a magical bond connects the item with the donor. If the victim is the recipient of a Berethenu Knight's *Mind Restoration* spell, the bond is severed and the item is destroyed. The spell requires 12 ounces of gem dust (300 gold) and a single root from a Skill Moss (20 gold).

## Scrying

TARGET	RANGE	SCHEMATIC TABLES
Special	Touch	HSE, Maintenance Points

Placing this enchantment on any type of smooth reflective surface (e.g. mirror, glass, pool) creates a scrying device for the Enchanter. This device can be used to gaze on any creature that the Enchanter can visualize in his mind (the target's name must also be known), regardless of the distance between them. Knowledge of the victim's immediate surroundings, conversations and actions are readily seen within the misty surface of the device. The magic-user can also cast certain spells (*Curse, Friendship, Sleep, and Mind Domination*) on the target creature through the magical link. When the wizard stops concentrating, the scrying object reverts to normal. Note that the item remains enchanted for as long as the spell is maintained. It requires 12 ounces of gold dust (120 gold) and a single diamond (50 gold) to cast the spell.

## 7th Level

### Mind Domination

TARGET	RANGE	SCHEMATIC TABLES
1 Creature	Melee	HSE, Maintenance Points

When this spell is cast, the Enchanter attacks the mind of a humanoid creature and tries to dominate its thoughts. The victim must have a lesser Intellect score than the caster or else the spell automatically fails. If the Enchanter has a higher Intellect score, the victim is entitled to a Saving Throw vs. Mind. A successful save indicates that the spell has no effect. If the save is failed, however, the victim becomes the servant of the Enchanter. Dominated creatures lose all self-control and personality, becoming mere drones that follow the wizard's commands without question. The domination lasts as long as the Enchanter maintains the spell. Once discontinued, the victim regains its personal identity but does not remember anything that occurred while under the effect of the *Mind Domination* spell. In order to cast this magic the Enchanter needs 14 ounces of gem dust (350 gold) and two teeth from a Limris (100 gold).

### Solidify Magic

TARGET	RANGE	SCHEMATIC TABLES
Special	Touch	HSE, Spell Points Lost

The last step in creating magical items, *Solidify Magic* permanently drains the Enchanter of Spell Points. Sacrificing these Spell Points allows the wizard to stop maintaining the *Craft Item* and *Mental Draining* spells. The item is permanently empowered with the stolen abilities. This spell dissolves the link between the donor and the magical item; even if the Enchanter dies, the item remains enchanted. Due to this fact, evil-hearted Enchanters sometimes seek to kill the donor of the skill, attribute, or individual spell to ensure the item's continued existence. Casting this spell requires 14 ounces of gem dust (350 gold), several drops of the caster's blood, and a bloodstone (150 gold) that must be crushed and sprinkled over the item.

## 8th Level

### Ego Meld

TARGET	RANGE	SCHEMATIC TABLES
1 Creature	Touch	HSE, Spell Points Lost

Casting this spell on a humanoid creature creates a magical link between the target and the Enchanter. Using this link, the caster can transfer his own personality, Intellect, Insight, Power, Luck and skills to the body of the victim. The victim's mind, intelligence, etc. are likewise transferred to the Enchanter's former body. This transfer of egos is permanent and enables Enchanters to extend their mortality by stealing the bodies of younger, healthier victims. Note that physical characteristics (Strength, Stamina, Dexterity and Speed) will not transfer between bodies. There are two main detriments that the Enchanter faces when using this spell. The first is a 1% chance per full point of the target's Intellect that the spell fails. This requires the Player to roll 1d100. If the score is equal to or lower than the percentage chance, the caster and target go permanently insane due to the mental conflict that occurs during the transfer. The second detriment is that the Enchanter permanently loses Spell Points, the number of which is determined by the wizard's schematic roll. The spell requires 16 ounces of gem dust (400 gold), a pint of the blood from both the caster and the victim, and a large emerald worth at least 1000 gold coins. This object is used to hold the Enchanter's ego during the transfer.