

General Invocations – Allister Caine

Level 2

Befuddle

Range: 100ft (30.5m)

Duration: 2 minutes (8 melees) per level of experience.

Saving Throw: Standard

P.P.E.: Six

An enchantment that temporarily causes its victim to become confused and disoriented. Concentration and reactions are impaired. Those affected are — 2 to strike, parry and dodge; attacks per melee are reduced by one-half and all skills suffer a penalty of —20%. Each invocation affects only one person each time it is cast. A successful save vs magic means the intended victim suffers no impairment.

Level 3

Armor of Ithan

Range: Self or other by touch.

Duration: One minute (4 melee rounds) per level of the spell caster.

Saving Throw: None.

P.P.E.: Ten

This powerful spell instantly creates an invisible, weightless, noise-less, full suit of mystic armor upon the spell caster. Or the magic armor can be instantly created upon anyone, as long as the spell caster invokes the spell while touching the intended recipient. Named after the magic armor of the Dwarven King (than, this mystic armor has an M.D.C. of 10 per level of the spell caster's experience. Magic fire, lightning, and cold do half damage to it.

Magic Shield

Range: Self or other.

Duration: Two minutes per level of the spell caster.

Saving Throw: None.

P.P.E.: Six

This spell creates a pale white field of energy in the shape of a large, round shield with 60 M.D.C. The shield can be used by the spell caster or be given to someone else. It functions as a normal shield to parry melee attacks (sword blades, clubs, etc.), with a bonus of +1 to parry. The shield wielder can also attempt to parry energy blasts and projectiles, but the user has no bonuses and suffers a -8 penalty to parry. The shield takes one quarter damage from all attacks it parries and disappears when all M.D.C. are used up, the spell duration elapses, or if the user loses contact with the shield.

Level 4

Electric Arc

Range: 30 feet (9 m) per level of experience.

Duration: One melee round.

Damage: 2D6 M.D.

Saving Throw: Dodge.

P.P.E.: Eight

A simple offensive spell, the Electric Arc causes a crackling bolt of blue energy to leap from the spell caster's hand(s) to the intended target; point and shoot; +2 to strike.

Each electrical blast counts as one melee attack action and is limited by the character's total number of attacks. This means a character with four attacks per melee round uses up two attacks to cast the spell, leaving him with two electrical attacks possible that melee round. While the damage is not great, it is accurate, and is an easy, inexpensive spell to cast.

Fireblast

Range: 50 feet (15.2 m).

Duration: Instant.

Damage: 3D6 M.D.

Saving Throw: Dodge.

P.P.E.: Eight

Fireblast is a simple offensive spell in which the mage shoots Mega-Damage flames from his or her hands. The blast is only one foot (0.3 m) wide, but extends for the full 50 feet (15.2 in). Everything in its path will take damage unless those in its path can dodge or is so massive (i.e. a tank, giant robot, wall of an M.D.C. building, etc.) That it stops the blast from traveling its full range. The blast can be stopped by doors, walls, etc., but only if the spell's damage does not destroy the object first. Otherwise, the flames keep going. This is a great spell for clearing out passageways.

Fist of Fury

Range: Self or one person by touch.

Damage: Varies with P.S.

Duration: One melee round per level of experience.

Saving Throw: None.

P.P.E.: Ten for oneself or fitly to cast upon another.

This spell causes the spell caster's dominant hand to glow with a fierce red light. The character can then punch with Mega-Damage power as if his or her strength were supernatural (1D6 M.D. minimum damage). However, the mage can only do normal punches, not power punches and does not get any additional attacks per melee round. Furthermore, the character cannot parry Mega-Damage energy attacks, but can grab and parry physical Mega-Damage melee weapons such as a magical sword or vibro-Blade. The fist is encased in magical energy and releases a shower of energy sparks on impact. Note: This spell cannot be placed on Automatons, robots or other non-living things, nor the supernatural.

Multiple Image

Range: Self.

Duration: One minute (4 melees) per level of experience.

Saving Throw: -4 to save. Viewers may be able to see through the illusion and identify the true person, but must roll to save vs magic at -4.

P.P.E.: Seven

An illusion that creates three identical images of the mage, each of which mimics his every movement exactly. Only piercing the false image with iron will dispel that particular image. This is a great way to confuse, scare and distract an opponent. Provides the mage with a bonus of +2 on initiative, +2 to dodge, and +1 to strike.

Level 5

Armor Bizarre

Range: Self or one other up to 30 feet (9 m) away.

Duration: One minute (4 melee rounds) per level of the spell caster.

Saving Throw: To save vs Horror Factor only.

P.P.E.: 15

Like the Armor of Ithan spell. Armor Bizarre creates a suit of magical. form fitting force to serve as armor. However, it provides 15 M.D.C. per level of the caster and this armor appears to be composed of dozens to hundreds of writhing tentacles, pulsating slime, or crawling worms. This magical illusion provides a Horror Factor of 9 +1 for every two levels of the spell caster (10 at 2nd, 11 at 4th, 12 at 6th, etc.). Anyone fighting an opponent in Armor Bizarre is automatically distracted by the moving parts (-1 on initiative) and must make a save vs Horror Factor at the beginning of every melee round. A failed roll means the usual H.F. penalties.

Aura of Death

Range: Self.

Duration: Two melee rounds per level of the spell caster.

Saving Throw: Not applicable.

P.P.E.: Twelve

Aura of Death surrounds the spell caster as a nimbus of flickering, purplish black flames. The fiery aura produces neither light nor heat, and, because it creates an aura of death, actually renders the spell caster invisible to infrared,-thermo-imaging, heat sensors and all biological scanning systems for life. Furthermore, Aura of Death acts to veil the character's life force, blocking him from mechanical sensors (heat detector, EKG, EEG, lie detectors, cat-scan, etc.) which will all show the character as being "dead." Likewise, magical and psionic senses such as See Aura, Sense Evil, Presence Sense, Psychic Diagnosis, Detect Psionics, and similar abilities that sense/detect life and biological signatures show nothing (Sense Magic still works because a spell is actively in force),

On the down side, people and animals will see and respond to the enchanted character as "dead" or worse, the "living dead" - mistaking the character for a vampire, zombie, animated corpse, hideous undead monster, etc. Furthermore, just as the Aura of Death blocks magical and psionic senses, so does it prevent magic and psionic healing, including Healing Touch, I teal Wounds, Deaden Pain. Cure Minor Disorders, and similar. In addition, scavengers (including insects, vultures, vermin and ghouls) see the character as a

corpse to be eaten, and may buzz around him and try to eat his (supposedly dead) flesh. However, this only happens when and where such creatures are plentiful. On the other hand, zombies, mummies and animated dead will accept the character as one of their own and ignore him, unless he attacks them or their master.

Mental Blast

Range: 100 feet (30.5 m) +10 feet (3 m) per level of experience, but the intended victim must be visible.

Damage: 5D6 damage plus disorientation penalties. Double damage by touch, but must actually touch bare skin.

Duration: Instant, and add 1 melee per level.

Saving Throw: Save vs psionic attack.

P.P.E.: 15

Mental Blast is a magical spell that simulates a psionic attack on an enemy. Instead of blasting away with energy bolts to damage the body, this attack is invisible and undetectable (except by psionic individuals) because it attacks the mind. The mental blast does damage direct to Hit Points for normal creatures, or M.D. to supernatural and mega-damage creatures. It can affect targets protected in body armor, but not those clad in power armor, giant robots or armored vehicles. In addition to physical pain and damage (a sudden migraine headache or shooting pain in the head, neck or spine), victims of this insidious attack will feel confused, disoriented and paranoid. The victim instinctively senses he is under attack, but doesn't know from whom - one of the great advantages of this spell is that it is virtually invisible and it can be difficult to determine the source. Thus, the victim may flee the area or accuse innocent people, lash out madly (and with deadly force) or call to a nameless (faceless) enemy to show himself and fight openly, man to man.

Penalties: Victims of this attack are -2 on initiative, -2 to strike, party, and dodge, and -20% on all skills. Penalties remain in force for 1D4 melee rounds per attack; multiple Magical Mind Bolt attacks will have a cumulative effect. If the character successfully saves vs psionic attack, the damage is half and there are no penalties!

Note: Mind Melters and Mind Bleeders will automatically sense who their attacker is!

Superhuman Strength

Range: Self or others by touch.

Duration: 2 melee rounds (30 seconds) per level of experience.

Saving Throw: None.

P.P.E.: Ten

The incantation magically gives the character a Supernatural P.S. of 30 and a P.E. of 24, as well as adds 30 S.D.C. for the duration of the magic. Supernatural strength, endurance and bonuses last for the duration of the magic.

Level 6

Barrage

Range: 100 feet (30.5 m) +30 feet (9 m) per level.

Duration: Seven seconds (approximately half a melee round).

Damage: Two M.D. per each force blast. Unleashes three blasts +1 per level of the spell caster.

Saving Throw: Dodge or parry.

P.P.E.: Fifteen

This spell unleashes a succession of force blasts to batter its intended target like a swarm of tiny comets striking one after the other. Each energy blast is visible, about the size of a softball with a vapor trail, and is fast moving. Once unleashed against a target, the "barrage" continues until all blasts are used up. Even if the victim runs, flies up, or dives for cover, the barrage will follow him like tiny guided missiles. However, because the blast pulses are reasonably large and visible, the character can try to dodge or parry them with a weapon. A successful dodge means the magical blast misses and dispels. A successful parry means it is batted away and the blast dispels without damage on impact. Of course, the down side is that the barrage of magic force will either strike, injure or distract the targeted victim, and probably cause him to spend his time and combat actions trying to defend against the attack!

In addition to taking damage (each blast that hits does two M.D.), the victim is distracted from events and activity around him (focused on the pounding attack) and is -3 to defend against any other attack(s) leveled at him during the barrage. Worse, even if the character stands his place and takes the pummeling of force, he loses two melee attacks/actions, because he cannot take any offensive action (only parry and dodge) while being hammered by the barrage!

Call Lightning

Range: 300 feet (91.5 m); line of sight.

Duration: Instant.

Damage: 1D6 M.D.C. per level of the spell caster.

Saving Throw: None.

P.P.E.: Fifteen

This spell creates a lightning bolt which can be directed at any specific target up to 300 feet (91.5 m) away. The lightning bolt shoots down from the sky, hitting the desired target. The target or area must be within the spell caster's line of vision. The lightning bolt does one six-sided die (1D6) of M.D. per level of the spell caster.

Energize Spell

Range: Touch or 10 feet (3 m) away.

Duration: Special.

Saving Throw: None.

P.P.E.: Twelve plus full P.P.E. amount of the original spell.

Energize allows the mage to pump additional P.P.E. into one of his currently active spells to extend its duration. The same amount of P.P.E. that was required to activate and cast the spell in the first place is needed to extend its duration. The energize spell can be used on any other spell with a duration greater than a single melee round. Where the normal duration would normally end, being "energized," the renewed spell begins its full duration again, without pause or lapse of its effect. The main advantage of the energize spell, rather than just casting the spell again, is that those who have already fallen victim (failed to save) remain enthralled (do not get a new saving throw, which they would if the spell was recast). It is also ideal in situations where it would be helpful if the spell lasted longer, but the mage cannot be there to cast a new spell; the energize spell would automatically continue the desired effect. This is particularly handy when casting magical flight, speed, superhuman endurance and similar spells on a character who will be leaving the company of the mage. If attempting to energize a spell cast on an opponent, the victim must be touched. Otherwise, being within 10 feet (3 m) is close enough. Note: The energize spell can only be cast once to extend the duration of a particular spell, effectively doubling the duration (nothing more). Limitation: Only spells Sixth level or less can be extended/energized this way.

Fire Ball

Range: 90 feet (27.4 m).

Duration: Instant.

Damage: 1D4 M.D. per level of the spell caster.

Saving Throw: None except dodge, but the victim must know the attack is coming and must roll an 18 or higher.

P.P.E.: Ten

The spell caster creates a large Fire Ball which hurls at its target at an awesome speed, inflicting 1D4 Mega-Damage per each level of the spell caster. The Fire Ball is magically directed and seldom misses.

Frostblade

Range: Close, hand to hand combat.

Duration: One minute per level of experience.

Damage: 4D6 M.D.

Saving Throw: None.

P.P.E.: Fifteen. A Water or Air Warlock can create a Frostblade for the same P.P.E. cost but with a duration of two minutes per level of experience.

This spell transforms an ordinary (S.D.C.) sword or knife, or metal rod or strip into an icy, four foot sword that glows with a pale white, misty energy. After creating it, the spell caster can give the sword to someone else if he so desires. The weapon can be used in much the same manner as any sword, but can parry energy blasts (however, with no special bonuses). The Frostblade inflicts Mega-Damage through a combination of magical force and numbing cold, so fire creatures take 6D6 M.D., unless their description says they take double damage from cold (in that case, 8D6 M.D.). The weapon will not be damaged by parrying attacks, but returns to normal when the spell duration elapses. Yes, this weapon can be used in combination with the Ricochet spell.

Power Bolt

Range: 1,600 feet (487 m) +100 feet (30.5 m) per level of experience.

Damage: 5D6 M.D. +2 per level of the spell caster.

Duration: Instant.

Saving Throw: None.

P.P.E.: Twenty

Power Bolt is a long-range magical attack that causes a blue beam of energy to shoot from the spell caster's hand and strike a single target within its range. This attack never misses, unless the intended victim rolls a natural or modified (with bonuses) 20 or higher to dodge. The bolt blazes into the target, inflicting massive energy damage. With its long range, this is one of the few spells that can compete with the heavy weapons carried by vehicles and robots, and can be especially effective against aerial targets and ships at sea. The spell caster may regulate the damage of this spell by increments of 1D6 points but P.P.E. cost is unchanged.

Tongues

Range: Self or others by touch.

Duration: 3 minutes (12 melees) per level of experience.

Saving Throw: None.

P.P.E.: Twelve

The magic enables the character to perfectly understand and speak all spoken languages; 98% proficiency. An understanding of written languages is not provided by this magic. See the Eyes of Thoth.

Level 8

Power Weapon

Range: One weapon by touch.

Duration: Two melee rounds (30 seconds) per level of the spell caster.

Saving Throw: None.

P.P.E.: Thirty-five

This spell temporarily infuses an S.D.C. melee weapon (knife, spear, sword, club, etc.) with great magical energy. For the duration of the spell, the weapon will inflict the Mega-Damage equivalent of the S.D.C. weapon; i.e. a knife that does 1D6 S.D.C. now does 1D6 M.D., or a mace that does 2D6 S.D.C. now does 2D6 M.D., and so on.

In the alternative, this spell can be used to increase the damage capability of Mega-Damage melee weapons (Vibro-Blade, etc.) or M.D. magic weapons (rune sword, TW-weapons, etc.) by 25%. So a magical flaming sword that normally does 4D6 M.D. now does 5D6, a Vibro-Blade that does 2D6 now does 4D4 M.D., etc. **Note:** This magic does not work on long-range weapons like the bow and arrow, projectile weapons or energy guns. Casting this spell on the same weapon repeatedly has no cumulative effect.