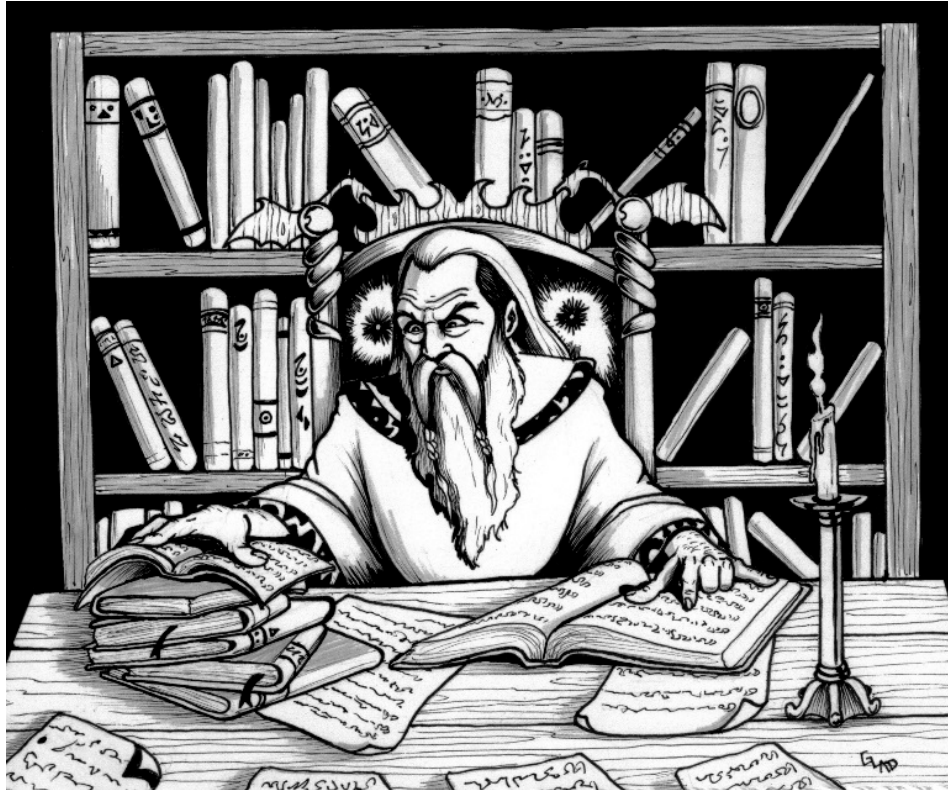


Adventures Dark and Deep™



The Savant

By Joseph Bloch

The savant is a specialist in knowledge, divination, and detection. At higher levels, their knowledge of all things arcane gives them significant prowess when dealing with creatures from other planes of existence, and their erudition and education give them access to spells that are normally only the province of clerics.

Note that this is an extract of the **ADVENTURES DARK AND DEEP™** Players Manual. It is not needed to play the game. It is provided as a convenience for players at the table, providing the essential rules and spell descriptions needed to play the class. It is also perfectly suited for those who wish to introduce mountebanks into other old-school games without needing to purchase the entire **ADVENTURES DARK AND DEEP™** Players Manual.

Adventures Dark and Deep™

The Savant

Being an extract of the core rules to allow for convenient lookup of necessary information for players playing a savant PC.

Authored by Joseph Bloch

Based on and inspired by the original work of E. Gary Gygax, David Arneson, David "Zeb" Cook, Monte Cook, Jeff Grubb, Robert Kuntz, Kim Mohan, Dave Newton, Douglas Niles, Jon Pickens, Jonathan Tweet, James Ward, Skip Williams, and Steve Winter.

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With the kindest assistance of...

...a multitude of volunteer playtesters, proofreaders, and editors who helped polish the early drafts of this manuscript into the version you see today.

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Dedicated to E. Gary Gygax, who gave us the game

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The Savant

The savant is a specialist in knowledge, divination, and detection. At higher levels, their knowledge of all things arcane gives them significant prowess when dealing with creatures from other planes of existence, and their erudition and education give them access to spells that are normally only the province of clerics.

Savants have the following powers and skills:

- Experience point bonus
- Spellcasting
- Spell books
- Scroll use
- Ability to create magic items
- Scholarship

Savants must have a minimum intelligence score of 14 and a minimum wisdom of 12. Humans, elves, and half-elves can become savants. They can be of any alignment, and have the same weapon and armor restrictions as mages.

Savants who wear armor of any type are not able to cast spells, although they may use magic items (except those magic items which are usable only by mages). Thus, a savant wearing plated mail could use a wand of *lightning bolts*, which is usable by any class, but not a *staff of the magi*, which is usable only by mages. Savants may only become proficient in dagger, dart, knife, sling, or staff; they may use caltrops as weapons. Those using weapons in which they are not proficient will suffer a -5 penalty "to hit".

Savants advance in level according to the following table:

TABLE 1: SAVANT LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d4
2,250	2	2d4
4,500	3	3d4
9,000	4	4d4
18,000	5	5d4
35,000	6	6d4
60,000	7	7d4
95,000	8	8d4
145,000	9	9d4
220,000	10	10d4
440,000	11	10d4+1
660,000	12	10d4+2

After 12th level, the savant requires 220,000 additional experience points to rise to the next level of ability. Savants gain 2 extra h.p. for each level they reach beyond 12th.

Savants begin the game with 2d4x10 g.p.

Experience Point Bonus

Savants with an intelligence and wisdom score both exceeding 15 gain a 10% bonus to all experience points earned.

Spellcasting

Much like mages, savants are able to cast magic spells as a result of their long and intense studies. The number of spells that the illusionist can commit to memory at any given time is dependent on his level, as shown in the following table:

TABLE 2: SAVANT SPELLS AVAILABLE BY LEVEL

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-
6	3	3	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	4	3	2	1	-	-	-	-
10	4	4	3	3	2	-	-	-	-
11	5	4	4	3	2	1	-	-	-
12	5	4	4	3	3	2	-	-	-
13	5	5	4	4	3	2	1	-	-
14	5	5	4	4	3	3	2	-	-
15	5	5	5	4	4	3	2	-	-
16	6	5	5	4	4	3	3	1	-
17	6	5	5	5	4	4	3	2	-
18	6	6	5	5	4	4	3	2	1
19	6	6	5	5	5	4	4	3	2
20	6	6	6	5	5	4	4	3	2
21	6	6	6	5	5	5	4	3	3
22	7	6	6	6	5	5	4	4	3
23	7	6	6	6	5	5	5	4	3
24	7	7	6	6	6	5	5	4	4
25	7	7	6	6	6	5	5	4	4
26	7	7	7	6	6	6	5	5	4
27	7	7	7	6	6	6	5	5	4

Higher level spells require a minimum intelligence score in order to be memorized, as shown in the following table:

TABLE 3: SAVANT MINIMUM INTELLIGENCE FOR SPELL LEVEL

Spell Level	Minimum Intelligence
8	16
9	18

Spell Books

The savant will typically begin his adventuring career with two standard spell books; one will contain the cantrips that he learned and practiced with as an apprentice, and the other will contain the few first-level spells that his master (or magical college, etc.) deemed suitable for his use. These books do not cost the savant anything. Characters will never begin the game with a traveling spell book (which is smaller lighter, but less sturdy); if they wish to get one, they must pay to have it made.

Cantrips are broken up into different types. The book of cantrips will contain a number of zero-level spells as follows, selected from the following lists:

Useful (select a number equal to INT-3): *chill, clean, color, dampen, dry, dust, exterminate, flavor, flourish, freshen, gather, invisible librarian, polish, salt*

Legerdemain (choose 1d4+1): *change, distract, hide, mute, palm, present*

Person-affecting (choose 1d4+1): *belch, blink, cough, giggle, nod, scratch, shave, sneeze, twitch, wink, yawn*

Personal (choose 1d4): *bee, bluelight, bug, firefinger, gnats, mouse, smokepuff, spider, tweak, unlock*

Scholarly (choose 1d4+1): *blank book, calligraphy, cram, detect plane, dictation, illumination, quantify, volume*

The initial spell book will contain four spells. All beginning savants will have the *read savant magic* spell in their book. In addition, they will have one spell from each of the following categories, determined randomly:

TABLE 4: SAVANT STARTING SPELLS

Die Roll (d10)	Informational	Defensive	Utility
1	Detect Evil	Alarm	Affect Normal Fires
2	Detect Illusion	Invisibility to Animals	Comprehend Languages
3	Detect Life	Invisibility to Undead	Erase
4	Detect Magic	Protection from Evil	ESP
5	Detect Poison	Spider Climb	Light
6	Detect Snares and Pits	Wall of Fog	Message
7	Identify		Ventriloquism
8	Locate Animals		Write
9	Predict Weather		
10	(choose any informational spell)		

Once the savant begins to run short of pages in his spell book, or when he desires to have a traveling spell book to bring with him while adventuring, he must pay to have such a book constructed.

A standard spell book will cost 1,000 g.p. for the book itself and take 4-7 weeks to put together. Traveling spell books cost 500 g.p. and take 1-4 weeks to construct. The rare inks required to transcribe spells in pages of either sort of book will cost 100 g.p. per spell level, and the physical process of writing them will take half a day per level of the spell being transcribed (with cantrips treated as 1st level spells in this instance).

Note that mages, illusionists, and savants cannot memorize spells from one another's spell books. Even if the spell has the same name and effect, they are different in execution from one class to another.

Scroll Use

Beginning at 5th level, the savant is able to read scrolls intended for mages as if he was a mage himself. At 7th level, he can read any clerical or illusionist spell scroll the same way. At 9th level, he can read scrolls of druid and mystic nature. The standard chances for spell failure apply (see the rules for using scrolls in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit), and there is an additional chance that the attempt to read the scroll will fail:

TABLE 5: SAVANT MAGE SCROLL USE

Savant Intelligence	Chance for Mage/Illusionist Scroll Failure
14 - 16	10% / spell level
17	5% / spell level
18	2% / spell level

TABLE 6: SAVANT CLERICAL SCROLL USE

Savant Wisdom	Chance for Cleric Scroll Failure	Chance for Druid/Mystic Scroll Failure
12 - 13	20% / spell level	25% / spell level
14 - 16	10% / spell level	15% / spell level
17	5% / spell level	10% / spell level
18	2% / spell level	7% / spell level

Create Magic Items

At 7th level, savants are able to inscribe magic scrolls. At 13th level they are able to create other magical items such as staves, rings, etc. At 16th level those magic items are able to hold a permanent enchantment.

Scholarship

All savants begin their careers with a level in the Scholarship skill (Occultism field).

Scholarship (area)

Base X.P. Cost: 4,000

Make Skill Checks Against: intelligence

Specialties: see below

This is the quintessential skill that sages possess, and a successful skill check might yield the exact answer sought, or at the very least the knowledge of where to go to get it. For every skill level, the character is able to pick either a general field of knowledge or a specialty within an already-taken field:

- Botany (agriculture, bushes/shrubs, flowers, fungi, grasses, herbs, trees, weeds)
- Occultism (alchemy, astrology, dweomercraft, medicine, metaphysics, planar physics)
- Physical Science (architecture, astronomy, chemistry, engineering, geography, geology, mathematics, oceanography, optics, physics)
- Social Science (art history, folklore, heraldry, history, language, law, philosophy, politics, theology) - pick a particular nation or race (human, elf, orc, etc.)
- Zoology (amphibians, arachnids, avians, cephalopods, crustaceans, fish, insects, mammals, reptiles)

The chance of successfully answering a particular question depends on several factors. The base chance of success depends on the nature of the question:

TABLE 7: BASE CHANCE OF SCHOLARSHIP SKILL SUCCESS

In Field	Easy	Medium	Hard
General	11%	7%	-24%
Specialty	31%	26%	11%

Note that it is possible to have a negative base chance of success. Once the base chance is determined, the specific circumstances of the character's ability to investigate scholarly pursuits must be applied as modifiers.

TABLE 8: SCHOLARSHIP SKILL SUCCESS MODIFIERS

Circumstance	Modifier
Intelligence score	+1% per point above 15
Modest relevant facilities available (20,000 - 60,000 g.p. value)	+1% per 1,000 g.p. value of the facilities, max. 60% / 60,000 g.p.
Fine relevant facilities available (60,000 - 100,000 g.p. value)	+1% per 4,000 g.p. value of the facilities over 60,000.
Facilities are not at the <u>exclusive</u> use	-20%

of the scholar

“Facilities” can mean a library, laboratory, observatory, workshop, zoo, greenhouse, or any combination of those or even other facilities, that is relevant to the field and question at hand.

The amount of time required to find a given answer depends on the nature of the question and the fields of knowledge possessed by the scholar.

TABLE 9: SCHOLARSHIP TIME TO ANSWER QUERY

Question Applies To...	General Question	Specific Question	Precise Question
Other field	>1 hour	2d12 days	n/a
General field	>5 min.	1d12 days	3d6 days
Specialty field	1 min.	1d10 hours	2d6 days

See the Adventures Dark and Deep™ Players Manual for details on other skills and the secondary skill system in general.

Spells

TABLE 10: SAVANT SPELLS BY LEVEL

	Scholarly Cantrips	First Level	Second Level	Third Level	Fourth Level
1	Blank Book	Affect Normal Fires	Alter Writing	Answer	Commune
2	Calligraphy	Alarm	Charm Person	Blink	Contact Other Plane
3	Cram	Augury	Detect Charm	Clairaudience	Dismiss Creature I
4	Detect Plane	Comprehend Languages	Detect Invisibility	Clairvoyance	Dispel Illusion
5	Dictation	Detect Evil	Detect Possession	Detect Lie	Exorcise
6	Illumination	Detect Illusion	Erase	Dispel Magic	Explosive Runes
7	Quantify	Detect Life	Hypnotic Pattern	Divination	Hold Elemental
8	Volume	Detect Magic	Invisibility	Infraction	Lamentable Distraction
9		Detect Poison	Know Alignment	Negative Plane Protection	Magic Mirror
10		Detect Snares and Pits	Language of Birds	Non-Detection	Mnemonic Enhancer
11		ESP	Levitate	Paralyzation	Plane Shift
12		Identify	Locate Object	Planar Stability	Prophecy
13		Invisibility to Animals	Locate Plants	Protection from Evil 10' Radius	Ultravision
14		Invisibility to Undead	Penetrate Disguise	Read Illusionist Magic	
15		Light	Prediction	Reflecting Pool	
16		Locate Animals	Read Magic	Tongues	
17		Message	Whispering Wind		
18		Predict Weather			
19		Protection from Evil			
20		Read Savant Magic			
21		Spider Climb			
22		Ventriloquism			
23		Wall of Fog			
24		Write			

	Fifth Level	Sixth Level	Seventh Level	Eighth Level	Ninth Level
1	Command Word	Animate Object	Banishment	Demand	Astral Spell
2	Conjure Elemental	Anti-Magic Shell	Cacodaemon	Detect Curse	Gate
3	Dismiss Creature II	Cloudkill	Detect Power	Devil's Advocate	Light of Truth
4	Dismissal	Dismiss Creature III	Dismiss Creature IV	Dismiss Creature V	Reverse Transmutation
5	Distance Distortion	Ensnarement	Enchant an Item	Elemental Transformation	Shadow Walk
6	Dolor	Exaction	Invisible Stalker	Inanimate Object	Word of Knowledge
7	Find the Path	Legend Lore	Know Name	Limited Wish	
8	Minor Creation	Repulsion	Measure	Mind Blank	
9	Sending	Sequester	Phantom Stalker	Permanency	
10	Shadow Magic	Shadow Door	Sand Stalker	Vision	
11	Spell Immunity	Spiritwrack	Torment		
12	Stone Tell	True Seeing	Truename		
13	Wall of Force				

Spell Descriptions

Affect Normal Fires

Level 1 savant spell, level 6 bard spell (alteration)

Requires: incantation, gestures

Casting time: 6 seconds (1 segment)

This spell allows the caster to alter the size and light (but not heat) of a non-magical fire. Range is 5' per level of the caster. Fires as large as 3' in diameter can be affected, changing brightness from as dim as a match to as bright as sunlight. Naturally, any such change in size will affect the consumption of fuel (wood, torch, oil, candle wick) accordingly. Since heat is not affected, it is entirely possible to have a flame with the brightness of a candle but the heat of a campfire, etc.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell.

Alarm

Level 1 savant spell (evocation)

Requires: incantation, gestures, bell, silver wire

Casting time: 1 minute

This spell causes an area 20 square feet per level of the caster to be magically protected, so that any living creature more than 6 cubic inches in volume, or more than 3 lbs. in weight, will set off loud ringing (as a bell). The ringing will sound for 6 seconds (1 segment), and can be heard up to 60' away (doors subtract 10' from the distance the ringing can be heard, and walls subtract 20'). Undead, ethereal, or astral creatures will not set off the *alarm*, but invisible, flying, etc. creatures will. The spell can be cast on any sort of area where creatures might walk or fly over: a floor, staircase, window, door, etc., but the area must be within 10' of the caster. The *alarm*

will remain in place for 20-80 minutes plus 10 minutes per level of the caster. The spell requires a small bell and a tiny piece of silver wire, which are destroyed as the spell is cast.

Alter Writing

Level 2 savant spell (alteration)
 Requires: incantation, gestures, squid ink
 Casting time: 12 seconds (2 segments)

This spell allows the caster to alter the contents of any non-magical writing, up to 10 pages per experience level, making them appear to say whatever he wants them to say. He must be able to write the language in which the work is to appear, and must be able to handle the actual item (book, scroll, etc.) in order to effect the change. Magical writings, such as spell books and scrolls, cannot be effected, but maps and other non-script writings can be. The effect will last for one hour per level of the caster.

Animate Object

Level 6 savant spell (alteration)
 Requires: incantation, gestures
 Casting time: 54 seconds (9 segments)

This spell allows the caster to bring to a parody of life one or more inanimate objects within 30'. A maximum of one cubic foot of material per level of the caster can be so animated; a large statue might be 12 cubic feet, a large rug might be 7, a chair 5, etc. While common sense should prevail, the game master is the final arbiter of just what and how many objects can be so animated. The objects remain animated for one minute per level of the caster.

The speed of and damage caused by the objects animated by this spell depend on the nature of the objects themselves. A large table could "gallop" on its legs at 120'/min. A rug would scoot along the floor at a relatively sedate 20'/minute. Other objects might roll (60'/minute), while even the clunkiest objects could rock or shuffle forward at a speed of 10'/minute. Actual statues can be animated, of course; one of stone might move 40'/minute, while one of wood, being more supple, could move at twice that speed.

Certain objects (curtains, rope, chains, etc.) could be used to bind, trip, or even strangle. Other objects might cause actual damage. A light but hard object could do 1-2 h.p. of damage (say, a falling flower pot), but one of medium weight (a chair) would do 2-8. Heavy and large objects could do as much as 5-20 h.p. of damage, or anything in between.

The amount of damage that animated objects can absorb before being destroyed is a function of their size and composition. The effective armor class of such objects is likewise to be determined by the game master. Finally, some objects will be more susceptible to different sorts of weapons (a dagger would be more effective slicing an animated tapestry than it would be hacking at a charging oaken table). The game master will adjudicate all such factors.

See also the entries "statue, animated" and "furniture, animated" in the **ADVENTURES DARK AND DEEP™** Bestiary.



Answer

Level 3 savant spell (invocation)
 Requires: incantation, gestures
 Casting time: 18 seconds (3 segments)

This spell allows the caster to cause a book to open to the desired answer to a question, should it be able to be found in the book in the first place. The caster states the question (up to 36 words) and waves his hand over the book (which must lie flat, and not be impeded by any sort of device such as a lock, or a weight upon its cover). The book will then open and the pages riff to the correct page wherein the answer may be found. If the answer cannot be found within the book, the book will flip all the way through its pages and the back cover will close upon it. The spell does not impart any understanding of the language in which the book is written, and if the answer is obscure, will not yield any clues to its nature, save that it is to be found on one of the two pages to which the book has opened itself.

Anti-Magic Shell

Level 6 savant spell (abjuration)
 Requires: incantation, gestures
 Casting time: 6 seconds (1 segment)

This spell creates an invisible sphere, 1' in diameter per level of the caster, through which no magic can pass. It is proof against spells, magic items, breath weapons, gaze attacks, audible magic effects, etc. The shell moves with the caster, and lasts for 10 minutes per experience level. The shell will also stop any *summoned* or *conjured* creatures from entering. No spells or magic items will function within the anti-magic shell, but non-magical missiles will penetrate it effortlessly, and magical weapons will simply function as normal weapons.

Astral Spell

Level 9 savant spell (alteration)
 Requires: incantation, gestures
 Casting time: 15 minutes

This spell allows the caster to separate his spirit/soul, and possibly those of others, into an "astral body" and travel the Astral Plane, which touches on a number of other planes of existence. While the astral body is traveling, the physical body will remain in an unbreakable trance, connected to the astral body by an invisible silver cord which, if broken, means the death of both the astral and physical self. No material possessions, with the exception of certain magical items whose very nature is multi-planar, travel with the astral body.

The astral plane can be used to travel to the outer planes (Heaven, Hell, etc.). Once the astral body has reached one of the other planes of existence, a new body is automatically created, which is still connected to the material body by the silver cord. If the second body is killed, the silver cord snaps back to the material body, bringing it out of its trance with a start.

Up to five other creatures, linked together in a circle with the caster, can also be taken into the astral plane by means of this spell.

Augury

Level 1 savant spell (divination)
 Requires: incantation, gestures, divination tool
 Casting time: 2 minutes

The *augury* spell allows the caster to divine the immediate future, specifically as to whether a proposed action will be harmful or helpful. The base chance for success is 70% plus 1% per level of the caster (naturally, the caster will not know whether or not the augury is accurate or not). Note that the spell cannot predict the future more than 30 minutes distant, so that if an action may have a deleterious effect days or weeks after the fact, the spell will not be able to so inform the caster. The spell requires special divinatory tools, such as rune staves, special coins, dragon bones, etc., which are not destroyed by the casting of the spell.

Banishment

Level 7 savant spell (abjuration)
 Requires: incantation, gestures, special (see spell description)
 Casting time: 42 seconds (7 segments)

This spell allows the caster to instantly hurl one or more creatures from some other plane of existence back to their home plane. The creature's magic resistance, if any, applies, and the creature is also entitled to a saving throw. The caster must know the proper name of the creature(s) to be banished (if any) and/or the exact type of creature it is. Deities and other powers inimical to the creature being banished are also called upon during the casting of the spell (at the game master's discretion, they may add a -1 to -6 penalty to the creature's saving throw). The spell has a range of 20'.

The creature is entitled to a saving throw vs. spells, with a penalty of between -1 to -3 for each substance or item the caster is able to include as a material component that is particularly hateful or harmful to the creature (game master's discretion as to just how much of a penalty each item gives to any given creature). For instance, holy water or the feather of an angel's wing might be used to force a demon back to its home plane, while incense made of dung and the blood of a virgin might be used to force an arch-angel back to the upper planes.

Bee

Savant cantrip (conjuration/summoning)
 Requires: incantation, gestures
 Casting time: 3 seconds

This cantrip summons a bee that appears and lands on a target creature within 10'. There is a 90% chance that the bee will sting whatever creature it finds itself on.

This spell cannot be cast underwater.

Belch

Savant cantrip (evocation)
 Requires: incantation, gestures
 Casting time: 1 second

This cantrip forces the subject, who can be no more than 10' distant, to belch. The target is entitled to a saving throw vs. spells; failure indicates the burp is loud, while success indicates it is soft and muted. Note that, like all cantrips, this cannot be used to interrupt the casting of a spell.

Blank Book

Savant cantrip (illusion/phantasm)
 Requires: incantation, gestures
 Casting time: 3 seconds (1/2 segment)

This spell creates the illusion that a (non-magical) book or scroll is, in fact, comprised completely of blank pages. All creatures with an intelligence of 8 or greater are automatically entitled to a saving throw vs. spells. Those who deliberately attempt to disbelieve are entitled to a separate check. The book must be within 10' of the caster, and within line of sight.

Blink (cantrip)

Savant cantrip (enchantment/charm)
 Requires: incantation, gestures
 Casting time: 3 seconds (1/2 segment)

This spell allows the caster to force a subject within 10' to blink its eyes. A successful saving throw indicates that only one eye winks. For creatures that only have one eye, such as a cyclops or yocharach, a successful saving throw indicates the spell has no effect.

Blink (spell)

Level 3 savant spell (alteration)
 Requires: incantation, gestures
 Casting time: 6 seconds (1 segment)

This spell causes the caster to "blink" randomly out of existence once per minute, returning in an instant to a random place nearby. This "blinking" will last for one minute per experience level of the caster. To determine when in a given minute the caster will *blink*, roll 2d4 and multiply by 6; that is the second at which the blink will take place (the caster does not know when it will happen himself, and it will take place at a different point in each minute while the spell is in effect).

When coming back into existence from a *blink*, the caster will appear 2' from his starting position. Roll 1d8 to determine the direction randomly:

1	2	3
8	← FACING	4
7	6	5

If the space indicated is not empty, he will appear anywhere up to 12' distant in the direction indicated. If he still is unable to materialize, a different direction will be chosen. If the caster simply has nowhere within a 12' radius that he can appear without doing so in the middle of some other creature or object, he will be trapped on the ethereal plane.

The caster cannot be attacked in the remaining seconds in a minute after a *blink* has taken place, only in the portion of the minute prior to blinking. Area effect spells such as *fireball* will inflict damage, however. He himself has a 25% chance that any magic item use, spellcasting, or anything more

complex than stabbing with a weapon will go awry; missed, done in the wrong direction, wrong effect called forth, etc.

Bluelight

Savant cantrip (conjunction)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip creates a small glowing orb of blue in his hand some 3" in diameter. The light from the sphere will only light an area 5' in radius, and will not radiate beyond that area. The light from the *bluelight* has no impact on infravision or ultravision. It will remain until the caster stops concentrating.

Bug

Savant cantrip (conjunction/summoning)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip will cause an insect such as a beetle, mantis, etc. to appear up to 10' distant from the caster. It will bite, pinch, etc., whatever creature it happens to appear on (if any).

This spell cannot be cast underwater.

Cacodemon

Level 7 savant spell (conjunction/summoning)
Requires: incantation, gestures, candles, brazier, parchment, blood
Casting time: 4-6 hours

This spell allows the caster to summon a demon from the lower planes and compel it to service. Only those demons which possess singular personal names can be so summoned (those which are referred to as "major demons" in the **ADVENTURES DARK AND DEEP™** Bestiary), but not those which are regarded as lords or princes of their kind. The spell requires that the true personal name of the demon be known to the caster prior to the spell being attempted. The caster is advised to have cast a *protection from evil* spell prior to doing so, as this will afford some protection against the summoned demonic being.

The casting time of the spell, and its chance of success, depends on the strength of the demon. A demon with 6 hit dice or less will take 4 hours, one with 7 hit dice will take 5 hours, and one with 8 hit dice or more will take 6 hours. If there is some interruption in the spell, there is a 10% chance that the protective measures taken will be of no avail, and the demon will be able to attack its summoner. The summoned demon is entitled to a special saving throw; those with 7 hit dice or less roll 3d6, while those with 8 hit dice or more roll 2d10. If the roll is greater than or equal to the experience level of the caster, the spell fails and that particular demon's name can never be used again (either that particular demon is slain or otherwise forever unavailable, or the name itself is incorrect in some slight way that renders it unusable for magical purposes).

Once the spell is cast, the caster may seek to subdue or otherwise intimidate the creature through the casting (or threat of casting) of some other spell such as *spiritwrack* or *trap the soul*. Otherwise, the caster is able to force a period of service from the demon, in one of two ways:

- The caster can demand a single, specified service from the demon. This service must have a specified and limited period of time in which it can be accomplished, and must be possible for the demon to undertake.

- The caster can bargain for the ongoing service of the demon in return for regular (weekly) human sacrifices. Doing so is an inherently evil act, and will immediately and irrevocably change the alignment of any good or neutral characters who even attempt it.

In either case, the demon will prove a shrewd negotiator, and will only be bound to observe the close letter of the agreement. The demon will also be quite resentful of the caster, ready to use any loophole as an excuse to slay the source of its degradation and return to the lower planes with his soul. Any impossible request, or failure on the part of the caster fails to follow through on his part of a bargain, will be 50% likely to automatically free the demon, who will be loosed upon the material plane for a period of 666 days, during which time it will undoubtedly seek retribution against the caster.

The spell requires 5 black candles, a lit brazier on which is burned a variety of different herbs, salts, and other noxious substances, blood, and a parchment with the true name of the demon already inscribed upon it.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell.

Calligraphy

Savant cantrip (alteration)
Requires: incantation, gestures, writing
Casting time: 3 seconds (½ segment)

This spell allows the caster to alter the handwriting of a particular page (1 page maximum), making it appear as if it has been written by an expert calligrapher. It will not affect magical writings of any sort. The page in question must be within 10' of the caster, and visible.

Change

Savant cantrip (alteration)
Requires: incantation, gestures
Casting time: 1 second

This cantrip allows the caster to temporarily change the form of an object, as long as the item is either animal or vegetable, and cannot be changed beyond those boundaries under any circumstances. The change can only increase or decrease the size or volume of the object by a maximum of 50%. The duration of the change depends on how radical its nature is; a simple color change could last a day, while changing a rabbit into a bouquet of flowers would only last a minute. If the object being changed possesses anything above an animal intelligence, it is entitled to a saving throw vs. spells.

Charm Person

Level 2 savant spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to convince any one person (which includes sylvan creatures such as brownies, pixies, and centaurs; demihumans such as dwarves, elves, etc.; humanoids such as kobolds, orcs, etc.; as well as lizard men, troglodytes, and other creatures noted as persons for purposes of this spell in the **ADVENTURES DARK AND DEEP™** Bestiary) that the caster is a friend who should be protected and whose advice is sound. It does not turn the subject into a mindless slave; a command to kill oneself would not be followed, for example. The target must be within 80' of the caster, and gets a saving throw vs. magic; making the save means the spell has no effect. The

target also gets an additional saving throw to see if the effects of the spell have worn off. The frequency of these additional saving throws is dependent on the intelligence of the being under the spell:

TABLE 11: CHARM PERSON

Intelligence	Saving Throw Every...
3 or less	3 months
4-6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or greater	1 day

Bear in mind that the spell will be broken if the caster harms the *charmed* person in any way, and also that the spell does not afford the target any special means of understanding the caster's language. A *dispel magic* spell will also cancel out a *charm*.

Clairaudience

Level 3 savant spell (divination)
Requires: incantation, gestures, silver horn
Casting time: 18 seconds (3 segments)

This spell allows the caster to hear everything that takes place in some distant locale with which he is familiar, or whose nature is very obvious and/or visible (behind a door, on a hill, in a tower room, etc.). He is able to hear everything in a 60' radius from some point in that locale chosen by him. There is no limit to how far the spell will reach, but the locale must be on the same plane as the caster. It lasts for 1 minute per experience level of the caster, and requires a small silver horn worth at least 100 g.p. The horn is destroyed by the casting of the spell.

Clairvoyance

Level 3 savant spell (divination)
Requires: incantation, gestures, powdered pineal gland
Casting time: 18 seconds (3 segments)

This spell allows the caster to see everything that takes place in some distant locale with which he is familiar, or whose nature is very obvious and/or visible (such as behind a door, in a general's command tent, etc.). He is able to see as if he were standing at some specific point, but is limited to the light which is already present; infravision and ultravision will not function through this spell; darkness limits what can be seen to a 10' radius from the selected point. The spell cannot be used to see through metal or certain magical protections. Distance is not a factor, but the spell cannot be used to see into other planes. It lasts for 1 minute per level of the caster and requires a pinch of the powdered pineal gland of a human or other humanoid being.

Clean (Dirty)

Savant cantrip (abjuration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip removes soil, dirt, grease, etc. from walls, floors, furniture, etc. Up to 4 square yards may be affected. The reverse of this cantrip, *dirty*, will smudge, muddy, and otherwise soil the indicated area.

Cloudkill

Level 6 savant spell (evocation)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell calls into being a cloud of yellow-green mist that is instantly fatal to any creature with 4 hit dice or less. Any creatures with 5 hit dice or less will get a saving throw vs. poison with a -4 penalty, and those with 6 hit dice or less get a saving throw with no penalty. Those with greater than 6 hit dice are unaffected. The cloud is amorphous, but approximately 40' wide, 20' high, and 20' deep, and will originate some 10' from the caster. It will begin to move away from the caster at 10' per minute (subject to wind and breezes), but never back towards the caster, no matter what direction or force the wind takes. Strong wind will dissipate the cloud in 4 minutes, and dense vegetation such as thick woods will do so in 2 minutes (i.e., 20' of movement through such terrain). The cloud is heavier than air, and will thus settle in the lowest elevations, and sink down holes and wells.

Color

Savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip causes up to 1 cubic yard of material to become infused with a desired color. Faded colors can be thus restored, already-colored objects mixed with another color, etc. It can be used to color hair or skin. The effect will last for 30 days.

Command Word

Level 5 savant spell (divination)
Requires: incantation, gestures, divination device
Casting time: 1 hour

By means of this spell, the caster is able to discern one command word that will activate a magical property of some object such as a wand or other item. If it is a device that the caster is unable to use himself, there is a base 20% chance that the word that will be discerned will, in fact, cause a reverse effect (most often, affecting the wielder of the item in question; the game master should use his discretion in determining exactly how this failure should be applied). This base chance is reduced by 1% for every level of experience of the caster above 10th.

Commune

Level 4 savant spell (divination)
Requires: incantation, gestures, holy symbol, holy water, incense
Casting time: 10 minutes

This spell allows the caster to make contact with his deity (or his deity's intermediaries) in order to receive answers to "yes or no" questions. As many questions may be asked as the caster has levels of experience. While the answers will be correct, they will also apply to literal readings of the questions asked, and will only come in the form of "yes or no" answers. To prevent abuse of this spell, the game master may determine that its use is limited, to prevent the gods from being pestered too often for petty mortal concerns.

Comprehend Languages (Confuse Languages)

Level 1 savant spell (alteration)
 Requires: incantation, gestures, soot, salt
 Casting time: 1 minute

This spell allows the caster to understand both spoken and written languages. It does not, however, allow the caster to speak or compose in those languages. It will not work on magical writings, although the caster will recognize their magical nature. The spell requires a pinch of soot and some grains of salt, which are lost when the spell is cast. It lasts for 5 minutes per level of the caster, and can only be cast upon a single creature or object bearing writing, which must be touched. The reverse of the spell, *confuse languages*, prevents any sort of comprehension, and can be used to counteract a *comprehend languages* spell.

Conjure Elemental

Level 5 savant spell (conjuration/summoning)
 Requires: incantation, gestures, incense/clay/sulfur & phosphorus/water & sand
 Casting time: 10 minutes

This spell allows the caster to conjure one of the four major types of elementals from their respective planes: air, earth, fire, or water (see the **ADVENTURES DARK AND DEEP™** Bestiary for details). Such conjured elementals will have 16 hit dice. The type of elemental to be conjured must be chosen before the spell is memorized. The type of elemental will determine the components necessary:

TABLE 12: CONJURE ELEMENTAL

Elemental Type	Requires
Air	Burning incense
Earth	Soft clay
Fire	Sulfur and phosphorus, large source of fire
Water	Water and sand, large body of water

The elemental thus summoned can be controlled by the caster 95% of the time (check at the beginning of the third, and each following minute) as long as he maintains his concentration. Control can be exercised at a range of 30'. Failure to concentrate, such as is caused by being successfully attacked, will mean that the elemental will turn on the caster. An uncontrolled elemental will seek to attack the one who summoned it as soon as it finishes any combat it is in at the moment. Note that uncontrolled elementals can be thwarted by *thaumaturgic triangles*. The elemental will remain on this plane until it is destroyed, but note that water elementals cannot survive more than 60' removed from a suitably large source of water such as a river, well, or large pool.

If cast underwater, air and fire elementals cannot be summoned at all by means of this spell. An earth elemental will not be able to leave the seabed, riverbed, lakebed, etc. It will be able to attack only those creatures close enough to the bottom to be in range. There are no restrictions on the conjuring of water elementals.

Contact Other Plane

Level 4 savant spell (divination)
 Requires: incantation
 Casting time: 10 minutes

This potentially dangerous spell allows the caster to set his mind forth to other planes of existence in order to seek specific knowledge. It is possible that the caster will become insane, or even die, and there is no guarantee that the information gleaned from the spell will be accurate. The caster can ask one

question per 2 points of intelligence. The caster chooses how bizarre and removed from "normal" reality a plane of existence he wishes to consult, and the game master then rolls to determine the result. The nature of the spell is such, however, that increasing one's odds of getting a truthful answer increase proportionally with those of going insane.

TABLE 13: CONTACT OTHER PLANE

Plane	Insanity	Truthful Answer	False Answer	Answer Unknown
Elemental	20%	01-68	69-93	94-00
1 removed	5%	01-39	40-74	75-00
2 removed	10%	01-44	45-77	78-00
3 removed	15%	01-49	50-79	80-00
4 removed	20%	01-55	56-82	83-00
5 removed	25%	01-60	61-85	86-00
6 removed	30%	01-66	67-88	89-00
7 removed	35%	01-73	74-92	93-00
8 removed	40%	01-81	82-96	97-00
9 or more	50%	01-88	89-98	99-00

Unfortunately, the elemental planes can only be consulted on questions that directly pertain to them, so their utility is somewhat limited. The chance of the caster going insane is reduced by 5% for each point of intelligence above 15.

If the caster does go insane, he does so immediately, and the malady will last for 1 week per number of planes removed from "normal" reality he has sent his mind (if the elemental planes, the insanity will last but 1 week). For each week so afflicted, there is a 1% chance that the caster will die, unless a *remove curse* spell is cast upon him (the insanity will linger, but the chance of dying will be removed).

Cough

Savant cantrip (evocation)
 Requires: incantation, gestures
 Casting time: 2 seconds

This spell causes the target, who must be within 10' of the caster, to involuntarily cough. The target is entitled to a saving throw; success indicates the cough is a single brief event. Failure indicates a longer coughing fit, lasting 1-3 seconds. As with other cantrips, this cannot be used to interrupt spellcasting.

Cram

Savant cantrip (enchantment/charm)
 Requires: incantation, gestures
 Casting time: 3 seconds (½ segment)

This spell allows the caster to commit a particular bit of knowledge to memory. The knowledge in question is limited to that which can be contained on a single page of paper, vellum, or papyrus, which must be held by the caster as the spell is cast. From that point on, the caster will have a perfect memory of the writing on the page for the next number of days equal to his experience level (minimum 1 day for apprentices).

Dampen

Savant cantrip (evocation)
 Requires: incantation, gestures
 Casting time: 3 seconds

This cantrip causes 1 cubic yard of space to be covered with a thick layer of moisture. This foggy zone will last only a moment, but will leave everything in

its wake damp to the touch, making fire-making difficult if not impossible, parchment or paper will tend to tear at a touch, etc.

This spell can be cast underwater, but has no discernable effect.

Demand

Level 8 savant spell (enchantment/charm)

Requires: incantation, gestures, cylinders and wire, hair/nail/etc. of target
Casting time: 10 minutes

This spell enables the caster to send a brief communication to any single creature with whom he is familiar; the target must be known by name (and appearance, as necessary), and the caster must have a bit of hair, fingernail, etc., belonging to the target. The message sent can consist of 1 word per level of the caster (articles such as "a", "an", and "the" don't count). The listener gets a saving throw vs. spells to resist the *demand*, but if it is a particularly reasonable-sounding proposition, the save is made at a penalty of -1 or even -2 (at the game master's discretion). The *demand* can never be obviously harmful, deadly, or against the interests of the hearer. There is no range limit on the *demand*, but if the target is on another plane of existence, there is a 5% chance per plane removed that the *demand* will fail (thus, if the target is on the ethereal plane there is a 5% chance of failure, one of the elemental planes 10%, etc.). The recipient must have an intelligence of at least 1. The spell also requires a pair of small cylinders connected by a length of copper wire.

Detect Curse

Level 8 savant spell (divination)

Requires: incantation, gestures, diamond
Casting time: 3 minutes

This spell allows the caster to detect the presence of a *curse* on any object or individual within 60'. The spell can only be directed at a specific suspect object or individual; it cannot be used to "scan" an area for *curses*. The spell will reveal the presence of a *curse* on an object (such as a *curse scroll*, *curse sword*, etc.), as well as whether or not a particular individual is beset by a *curse*. It will do nothing to remove the *curse*, of course; merely indicate whether or not it is present. The spell requires a diamond of not less than 1,000 g.p. value; if the *curse* is indeed present, the diamond will shatter. If not, the diamond may be re-used.

Detect Evil (Detect Good)

Level 1 savant spell (divination)

Requires: incantation, gestures, holy symbol
Casting time: 30 seconds (5 segments)

This spell allows the caster to detect strong sources of evil from individuals, enchanted objects, etc. The caster creates a "beam" of detection 10' wide and 90' long, which functions in whatever direction he is facing. The spell lasts for ten minutes plus five minutes per level of the caster, and requires concentration such that the caster can only cover a 60° arc in one minute (i.e., it would take a full 6 minutes for the caster to turn around completely while actively detecting evil). Neutral items such as traps or animals cannot be detected, unless they have some actively evil magical component (such as a trap which releases a demon; the spell would enable detection of the demon, but not of the trap itself). The degree of the evil at hand can, generally, be determined via this spell: slight, average, great, enormous. If the latter category (only), there is a 10% chance per level of the caster that the type of evil (lawful, neutral, or chaotic) will also be detectable.

The reverse of the spell, *detect good*, functions in just the same manner as described above.

Detect Illusion

Level 1 savant, level 3 mage spell (divination)

Requires: incantation, gestures, yellow crystal/ glass/ mica
Casting time: 12 seconds (2 segments)

This spell creates a beam of detection 10' long per level of the caster and 10' wide, within which the caster is able to discern any illusion for what it is. By touching some other creature with both hands while it is looking at the illusion, the caster can make that creature realize the illusion as well. The spell will last 5 minutes per level of the caster.

Detect Invisibility

Level 2 savant spell (divination)

Requires: incantation, gestures, talc, powdered silver
Casting time: 12 seconds (2 segments)

This spell allows the caster to see any object which is invisible, hidden, astral, phased, ethereal, concealed, etc. This detection is done in a "beam" in front of the caster 10' long per level of the caster and 10' wide. The spell lasts for 5 minutes per level of the caster, and requires a pinch of talc and powdered silver, both of which are used up in the casting.

Detect Lie (Undetectable Lie)

Level 3 savant spell (divination)

Requires: incantation, gestures, gold dust (brass dust)
Casting time: 42 seconds (7 segments)

This spell allows the caster to determine the truthfulness of any spoken statement. This ability lasts for one minute per level of the caster. The spell requires a pinch of gold dust, which is blown into the air and thus lost.

The reverse of the spell, *undetectable lie*, allows the caster to spin the most outrageous whoppers with perfect confidence that they will be accepted as truthful. It can also be used to nullify the effects of the *detect lie* spell. The reverse of the spell requires brass dust, rather than gold dust.

Detect Life

Level 1 savant spell (divination)

Requires: incantation, gestures
Casting time: 1 minute

This spell will detect even the faintest signs of life in any creature, either of animal or vegetable nature. Only a single "corpse" can be targeted by the spell, and it must be within 10' per level of the caster, with an inch of wood or stone, or 2' of earth, each counting as 10' of open space, for range determination. This spell will reveal life in those affected by spells such as *feign death*, as well as more ordinary coma, paralysis, suspended animation, those who are traveling on the astral or ethereal planes, etc. The spell will last for 5 minutes.

Detect Magic

Level 1 savant spell (divination)

Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to detect magical emanations in a beam 10' wide and 30' long in the direction he is facing (60' long if the caster is a mage or mage sub-class). The spell lasts for ten minutes, and requires concentration such that the caster can only cover a 60° arc in one minute (i.e., it would

take a full 6 minutes for the caster to turn around completely while actively detecting magic). The spell is blocked by one foot of solid stone, three feet of solid wood, or but a single inch of metal.

Detect Plane

Savant cantrip (divination)
 Requires: incantation, gestures
 Casting time: 3 seconds (½ segment)

This spell allows the caster to determine whether a particular object originated on a plane other than the material. It will not function on living beings, nor will it give the name of the originating plane, merely the fact that it was a plane other than the material. The object in question must be held by the caster at the time the spell is cast.

Detect Poison

Level 1 savant spell (divination)
 Requires: incantation, gestures, holy symbol, yew leaves
 Casting time: 1 minute

This spell allows the caster to detect any sort of venom or poison in an area 1 cubic yard in volume. The spell lasts for 1 minute per level of the caster, but is only effective within a 5' radius. There is a 5% chance that the type of poison can also be detected (contact poison, ingested poison, gaseous poison, etc.), but if the caster fails once in detecting the type, no further attempts may be made for the duration of the spell. The spell requires the caster's holy symbol, as well as 1 yew leaf for each minute that poison is detected (the leaves themselves turn brown as a signal that poison is present).

Detect Possession

Level 2 savant spell (divination)
 Requires: incantation, gestures, mirror
 Casting time: 1 minute

This spell allows the caster to determine whether an individual (or object) is possessed by some other being, such as a demon. It will also detect the operation of a spell such as *magic jar*. The object or person to be scanned must be within 5' of the caster, who must be able to hold a mirror before the subject's eyes (or simply hold the mirror to reflect the object). If the subject is indeed possessed, the reflection will betray the possessor's presence and give a rough approximation of its nature (it will be revealed to be a lesser demon, greater demon, spell-caster using a spell, etc.). The mirror is not destroyed during the casting.

Detect Power (Veiled Power)

Level 7 savant spell (divination)
 Requires: incantation, gestures, silver bars
 Casting time: 1 hour

This spell allows the caster to create a field some 1 mile in diameter per level of experience, which will last for 1 day per level. During that time, he will know whenever a potent magical item has entered or left the area. The spell will not detect the movement of minor magical items such as *swords +1*, but anything bearing an enchantment of +4 or greater will be detected. Artifacts and relics will likewise trigger the spell. In no case will the type or location of the object be revealed, merely the fact that it has entered or left the zone of effect. The area of effect does not move with the caster, and if the caster moves outside of the area, the spell will immediately be terminated. Magical items other than weapons will be detected depending on their relative power; a *wand of magic missiles* would not be, but a *staff of power* would. The precise cut-off is left to the discretion of the game master, but one

suggestion is that magical items worth 5,000 or more experience points will be detected by means of the spell. Note that this is not cumulative; a character bringing a number of minor magics into the area would not trigger the spell's effect.

The reverse of the spell, *veiled power*, will conceal a single item from the effects of a *detect power* spell for 1 day per level of the caster. Both versions of the spell require a series of silver bars wrought into precise shapes and graven with mystic symbols. The creation of these bars will usually cost no less than 500 g.p.

Detect Snares and Pits

Level 1 savant spell (divination)
 Requires: incantation, gestures, holy symbol
 Casting time: 18 seconds (3 segments)

This spell allows the caster to detect natural snares and concealed pits in a beam 10' wide and 40' long in the direction he is facing. Outdoors, this beam will detect all forms of traps: missiles, snares, deadfalls, etc. Indoors or underground, the spell will only detect pits. The beam will last for 4 minutes per level of the caster.

Devil's Advocate

Level 8 savant spell (conjuration/summoning)
 Requires: incantation, gestures, writing materials, ruby
 Casting time: 6 hours

This spell allows the caster to conjure forth a diabolic spirit to carry out a very specific task. The caster must have prepared the relevant pentacle, and the presence of other spells to protect oneself from such beings is often used as a backup. By means of the spell, the caster undertakes a very dangerous game; he pretends to offer his own soul to the conjured devil in exchange for the precise wording necessary to cast a *wish* with the least possible chance of backfiring and unintended consequences. At the last minute, once the desired wording has been provided by the devil, the caster reneges on the deal and dismisses the spirit. It is, obviously, a very dangerous conjuration.

A ruby of at least 5,000 g.p. must be crushed into powder and used to create the ink on virgin vellum with the contract for the Infernal Pact. Failure or success with the spell can come in two ways. First, the obtaining of the desired *wish* wording without the devil realizing what is going on, and second, the dismissal of the devil before the pact is finalized. The spell thus requires two separate saving throws of special nature.

The first requires that the caster roll a d20. If his roll is equal to or less than his intelligence, he has successfully tricked the devil into providing the desired wording. There is a +2 penalty if the caster is of good alignment, as the devil's suspicions will be heightened. If this spell has been successfully cast by the caster previously, the penalty is +4.

The second requires that the caster roll another d20. If his roll is equal to or less than his wisdom, he has successfully stymied the devil, canceling the pact before the contract has been formally signed. There is a +2 penalty if the character is of chaotic alignment, as it is more difficult for those whose ethos is not attuned to them, to counteract diabolic legalisms.

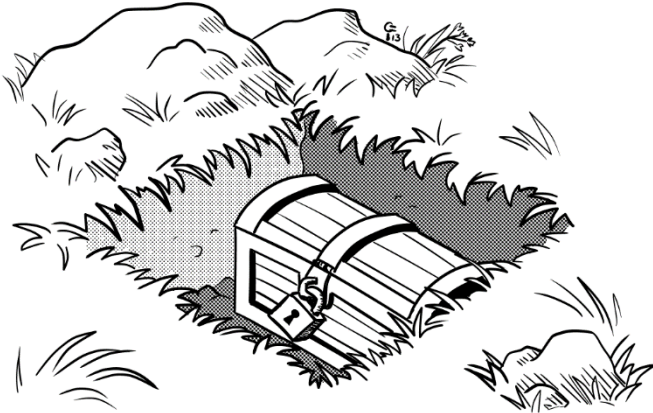
If successful, the caster will emerge from the contest with a wording for a single *wish* that will be free of unintended consequences. Note that it will not provide the *wish* itself; it is assumed that this spell will be used prior to the subsequent use of a *ring of wishes*, a *wish* granted by an efreeti, etc. If unsuccessful, the caster will have sold his soul to the forces of Hell, and will be unable to be *raised*, *resurrected*, etc., by any means short of divine

intervention once he dies. See "Infernal Pact" under the Devil entry in the **ADVENTURES DARK AND DEEP™** Bestiary for more information.

Dictation

Savant cantrip (evocation)
Requires: incantation, gestures, quill, ink, paper/vellum/papyrus
Casting time: 3 seconds (½ segment)

This spell allows the caster to cause to be recorded all speech within a 10' radius of a quill, an ink pot, and a piece of paper, vellum, or papyrus that have all been set up on a level, stable surface for that purpose. What will result is a perfect annotation of the words spoken within the radius of effect. Once the writing surface has been filled, or the ink supply has been exhausted, the magical writing will stop and the spell will end. It will end in a maximum of 30 minutes in any case.



Dismiss Creature I

Level 4 savant spell (abjuration)
Requires: incantation, gestures, candle snuffer
Casting time: 24 seconds (4 segments)

This spell will cause any creature summoned by the various summoning, conjuring, calling, etc., spells of 1st - 3rd level to be instantly sent back whence they came. If the spellcaster who cast the original summoning/conjuring/etc. spell is within 300' when the *dismiss creature* spell is cast, he is entitled to a saving throw vs. spells. If his experience level is greater than that of the caster of the *dismiss* spell, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as the spell is cast. It has no effect on conjured elementals or other creatures summoned from other planes of existence.

Dismiss Creature II

Level 5 savant spell (abjuration)
Requires: incantation, gestures, candle snuffer
Casting time: 30 seconds (5 segments)

This spell will cause any creature summoned the various summoning, conjuring, calling, etc., spells of 1st - 4th level to be instantly sent back whence they came. If the spellcaster who cast the original summoning/conjuring/etc. spell is within 300' when the *dismiss creature* spell is cast, he is entitled to a saving throw vs. spells. If his experience level is greater than that of the caster of the *dismiss* spell, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as

the spell is cast. It has no effect on conjured elementals or other creatures summoned from other planes of existence.

Dismiss Creature III

Level 6 savant spell (abjuration)
Requires: incantation, gestures, candle snuffer
Casting time: 36 seconds (6 segments)

This spell will cause any creature summoned by the various summoning, conjuring, calling, etc., spells of 1st - 5th level to be instantly sent back whence they came. If the spellcaster who cast the original summoning/conjuring/etc. spell is within 300' when the *dismiss creature* spell is cast, he is entitled to a saving throw vs. spells. If his experience level is greater than that of the caster of the *dismiss* spell, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as the spell is cast. It has no effect on conjured elementals or other creatures summoned from other planes of existence.

Dismiss Creature IV

Level 7 savant spell (abjuration)
Requires: incantation, gestures, candle snuffer
Casting time: 42 seconds (7 segments)

This spell will cause any creature summoned the various summoning, conjuring, calling, etc., spells of 1st - 6th level (including such spells as *invisible stalker*, etc.) to be instantly sent back whence they came. If the spellcaster who cast the original summoning/conjuring/etc. spell is within 300' when the *dismiss creature* spell is cast, he is entitled to a saving throw vs. spells. If his experience level is greater than that of the caster of the *dismiss* spell, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as the spell is cast. It has no effect on conjured elementals or other creatures summoned from other planes of existence.

Dismiss Creature V

Level 8 savant spell (abjuration)
Requires: incantation, gestures, candle snuffer
Casting time: 48 seconds (8 segments)

This spell will cause any creature summoned by the various summoning, conjuring, calling, etc., spells of 1st - 7th level (including such spells as *invisible stalker*, etc.) to be instantly sent back whence they came. If the spellcaster who cast the original summoning/conjuring/etc. spell is within 300' when the *dismiss creature* spell is cast, he is entitled to a saving throw vs. spells. If his experience level is greater than that of the caster of the *dismiss* spell, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as the spell is cast. It has no effect on conjured elementals or other creatures summoned from other planes of existence.

Dismissal (Beckon)

Level 5 savant spell (abjuration, conjuration/summoning)
Requires: incantation, gestures, other (see spell description)
Casting time: 1 minute

This spell allows the caster to attempt to force a denizen of some other plane of existence to return to its plane of origin. The caster must know the name of the general type of creature (i.e., mediodaemon, pit fiend, etc.), and its

specific proper name if applicable, and creatures native to the material plane are unaffected. The creature's magic resistance (if any) must first be overcome for the spell to have a chance of success. The target creature must then make a saving throw vs. spells, with the difference between its hit dice and the level of the caster being used as a bonus (if the caster has a higher level than the creature's hit dice, there is no bonus or penalty). If the creature wishes to be *dismissed*, then no bonus applies. There is a 20% chance that the spell will misfire and send the target creature to a plane other than its own. The spell requires some substance or object that is offensive or otherwise specifically harmful to the target creature: silver for a devil, iron for a demon, etc. The creature must be within 10' of the caster when the spell is cast.

The reverse of the spell, *beckon*, calls forth an inhabitant of some other plane, bringing it to the material plane before the caster. *Beckon* requires the same knowledge of the creature's name as *dismissal*. Magic resistance only applies if the target creature has no proper name; otherwise, only a normal saving throw vs. spells (with the same bonuses as for the *dismissal* spell) applies. Note that nothing guarantees the good nature of the beckoned creature, and casters are advised to have some sort of protective magic in place, as well as some means of coercing a possibly recalcitrant creature to obey. The spell requires some object or item that the *beckoned* creature will find appealing: a soul worm for denizens of the lower planes, etc.

Dispel Illusion

Level 4 savant spell (abjuration)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell will eradicate any single illusion/phantasm type spell within 10' per level of the caster. When applied to the spells *phantasmal force* or *audible glamer*, it will always work if the original spell was cast by a non-illusionist. Otherwise, there is a 50% chance that *dispel illusion* will work on a given illusion spell. This chance increases by 5% for every experience level the caster is above the level of the caster whose spell is being dispelled. If the caster is of a lower level, then the chance decreases by 2% per difference in levels. It is always automatically successful when it is used to dispel magic cast by the same caster. **Example:** A 9th level illusionist is using the spell to dispel a *mirror image* spell cast by a 5th level mage. The illusionist's effort will have a 70% chance of success (base 50% + 5% per level difference). If that same illusionist was attempting to dispel the work of a 12th level mage, he would have a 44% chance of success (base 50% - 2% per level difference). Note that a mage attempting to dispel an illusion cast by an illusionist is treated as if he were 2 levels below his actual experience level.

Dispel Magic

Level 3 savant spell (abjuration)
Requires: incantation, gestures
Casting time: 36 seconds (6 segments)

This spell will cancel out most sorts of magic. It affects a cube 30' on a side centered on a point up to 60' away from the caster. Permanent magical items such as wands, scrolls, enchanted weapons and armor, etc. will not be affected. Magical potions, however, will be rendered inert by its effects (they get a chance to save as if they were 12th level; see below). It will effect spells cast upon objects or people (including *charm* spells), as well as spells cast in the area of effect. There is a 50% chance that *dispel magic* will work on a given spell. This chance increases by 5% for every experience level the caster is above the level of the caster whose spell is being dispelled. If the caster is of a lower level, then the chance decreases by 2% per difference in levels. It is always automatically successful when it is used to dispel magic cast by the same caster. Illusionists are treated as if they were two levels lower than they actually are, for purposes of determining the success of this

spell. **Example:** A 9th level cleric is using the spell to dispel a *charm person* spell cast by a 5th level mage. The cleric's effort will have a 70% chance of success (base 50% + 5% per level difference). If that same cleric was attempting to dispel the work of a 12th level mage, he would have a 44% chance of success (base 50% - 2% per level difference).

Distance Distortion

Level 5 savant spell (alteration)
Requires: incantation, gestures, clay
Casting time: 36 seconds (6 segments)

This spell requires that the caster previously conjure an earth elemental by some means (the elemental will not be hostile once it is informed that its presence is required only for the *distance distortion* spell). This spell allows the elemental to warp the dimensions of the area so as to make it appear as only half as long, or twice as long, as its actual distance. Thus, a corridor 200' long and 10' wide could be made to appear 5' wide and 100' long, or 20' wide and 400' long. The area will radiate magic if detected for, and *true seeing* will reveal the presence of the elemental. The spell requires a bit of soft clay, in addition to whatever is required to summon the earth elemental.

This spell cannot be cast underwater.

Distract

Savant cantrip (enchantment/charm)
Requires: incantation, gestures
Casting time: 2 seconds

This spell allows the caster to direct the attention of all those looking at him to some point within 10', simply by pointing his finger and uttering the quick charm. The distraction will last for only 6 seconds (1 segment) and any creature with more than 1 hit die, intelligence score of 8 or more, or who has an experience level of 2 or greater is entitled to a saving throw vs. spells.

Divination

Level 3 savant spell (divination)
Requires: incantation, gestures, holy symbol, sacrificial animal, incense
Casting time: 10 minutes

This spell allows the caster to determine, in general terms, the risks of entering and exploring a given area such as a small forest, an area of a dungeon level, a building, etc., whose location is known to the caster. The spell will reveal whether treasure to be found in the area is poor, moderate, or rich; whether the inhabitants are weak, moderate, or strong; and whether there is a low, medium, or high chance that powerful evil supernatural beings will be encountered.

The base chance of success is 60% +1% per level of the caster (this percentage may be adjusted by the game master based on the exact nature of the place being divined). Of course, the caster won't know whether or not the casting was successful; if not, the information gleaned from the casting will be inaccurate.

The spell requires both incense and a sacrificial animal of some sort (most often, a rooster, goat, ox, etc.) whose entrails are "read" to get the desired information, as well as the caster's holy symbol, which is not consumed by the casting. Depending on the circumstances, valuables such as jewelry, gems, or magic items can be sacrificed to increase the chances of success or to penetrate a particularly inscrutable area.

Dolor

Level 5 savant spell (enchantment/charm)
 Requires: incantation, gestures
 Casting time: 30 seconds (5 segments)

This spell allows the caster to coerce some creature from another plane of existence, rendering it more susceptible to *charm*, *command*, and other non-harm-causing spells. The caster must have knowledge of the type of creature being affected; if it is one of a sort unknown to the caster, the spell cannot be cast. The spell has the following effect, based on timing:

TABLE 14: DOLOR

Time	Effect	Penalty to Saving Throw vs. Charm/etc. Spells
During casting	Unease	-1
1st minute after casting	Nervousness	-2
2nd minute after casting	Anguish	-3

The spell's effect ends 2 minutes after it is cast.

The spell is not without its perils, however. If the target creature has a higher intelligence than the caster, there is a 5% chance per point of difference that the target creature will be able to turn the tables on the caster and mentally enslave him! Treat this effect as equivalent to a *charm person* spell (see p. 7 for details). This will also happen automatically if the caster is interrupted during the casting of the spell.

Dry

Savant cantrip, level 1 bard spell (abjuration)
 Requires: incantation, gestures
 Casting time: 3 seconds (½ segment), 6 seconds (1 segment)

This spell will remove moisture from an area up to 1 cubic yard. It cannot be used against living things, but can be used to dry clothes, herbs, wet ground, etc. Note that the longer casting time is given for the bard spell, as opposed to the Savant cantrip version of this spell.

This spell cannot be cast underwater.

Dust (Dusty)

Savant cantrip (abjuration)
 Requires: incantation, gestures
 Casting time: 3 seconds

This cantrip will remove dust and grit from an area up to 10' in radius. The reverse, *dusty*, will bring into being a layer of dust and grit on all exposed surfaces in the area.

This spell cannot be cast underwater.

Elemental Transformation

Level 8 savant spell (alteration)
 Requires: incantation, gestures, water/fire/earth/incense
 Casting time: 2 minutes

By means of this spell, the caster is able to transform one of the basic elements into another. Up to 100 cubic feet of material per level of the caster can be affected, as long as it is all within a 60' radius centered on a point no further than 90' away from the caster. Thus, earth (including stone, dirt,

sand, etc.) can be transformed to an equal volume of water, or be made to disappear in a puff of smoke. The very air could be made to turn into an inferno, burning itself out in a flash, but inflicting 1d6 h.p. of damage per hundred cubic feet so transformed. A cloud could be turned into a boulder, etc.

If cast upon a creature native to one of the elemental planes, it can be used to transform it into a creature of another such plane. A water elemental could be turned into an earth elemental, a djinni turned into an efreeti, etc. In such cases, the creature is entitled to a saving throw vs. spells. The spell requires one cubic foot of the substance into which the target is to be transformed sand/rock/soil for earth, fire for fire, water for water, and incense smoke for air. It is consumed in the casting of the spell.

Enchant an Item

Level 7 savant spell (alteration)
 Requires: incantation, gestures, other (see spell description)
 Casting time: special (see spell description)

This spell is vital in the construction of magic items. The exact material components required depend on the nature of the magic item being constructed; a *cloak of displacement*, for instance, would require the pelt of a phase panther. Full details on the process and necessary components can be found in the **ADVENTURES DARK AND DEEP™** Players Manual.

This spell requires that the caster be sequestered with the item to be enchanted for a period of 8d8+16 hours, but with the proviso that he can never work more than 8 hours per day (thus, the actual time required for this spell to be completed is 3-10 days). During this entire period, the item being enchanted can never be more than 1' away from the caster, the magical work cannot be in any way interrupted, and the caster cannot cast any other spells. At the end of the proscribed period, the caster must make a saving throw vs. spells (with a maximum bonus of +3 due to magical items or other factors that provide such bonuses, and a roll of 1 on the die indicating an automatic failure). Success means that the item is ready to receive whatever other enchantments the caster intends to imbue it with.

Certain magical items also use this spell as part of the recharging process. If that is the case, it will be noted in the item's description in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit.

Ensnarement

Level 6 savant spell (conjuration/summoning)
 Requires: incantation, gestures, other (see spell description below)
 Casting time: 10 minutes

This spell allows the caster to attempt to trick some extra-planar being into entering a trap, where it can then be compelled to provide the caster one service in exchange for its freedom. The creature to be *ensnared* must be known to the caster by name (if applicable) or by specific type. The creature is entitled to a special saving throw, to determine whether it realizes the *gate* that opens up before it is, in fact, a trap. Roll 3d6, and add the difference between the creature's intelligence score and that of the caster (if the caster has a higher intelligence, subtract the difference from the roll). If the roll is equal to or less than its intelligence score, the creature recognizes the *gate* for the trap that it is, and the spell fails.

Once the creature has been tricked into coming to the material plane, it must be confined within a pentacle appropriate to its nature (see the **ADVENTURES DARK AND DEEP™** Players Manual for details), lest it immediately turn on the spellcaster who summoned it. Once confined, the caster can then attempt to force it into fulfilling a single service through the application of threats and bribes. The game master should assign a value, from 0 (no interest to the

captive being) to 6 (quite enticing), and subtract that rating from the creature's intelligence score. Rolling higher than that modified score on 3d6 indicates that the creature agrees to the terms. Rolling that score or lower indicates the creature refuses. A new combination of threats and bribes can be attempted, or the same one repeated after 24 hours have elapsed. For every 24 hours that elapse, the captive creature loses 1 point of intelligence for purposes of determining its rejection or acceptance of the terms of service. Bear in mind that the caster can use other spells to attempt to persuade the creature to accept, and that as time goes on the possibility of the confining pentacle becoming damaged, and thus the creature escaping, will grow. Impossible terms, or those which are clearly unacceptable, will never be agreed to.

Once the creature has fulfilled its service and so informed the caster, it will be instantly returned to its plane of origin. Depending on the terms of service and the way it was treated, it may well seek revenge on the caster at a later date.

Erase

Level 2 savant spell (alteration)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell will erase any sort of writing, magical or otherwise, from a single scroll or two facing sheets of paper (vellum, parchment, etc.) in a book. *Explosive runes* and *symbol* spells are unaffected, but drawings, words, maps, etc. are affected. The object being erased gets a special chance to resist; there is a base 50% chance that the spell will work, plus 2% per level of the caster in the case of magical writings, and 4% per level for normal writing.

ESP

Level 1 savant spell (divination)
Requires: incantation, gestures, 1 copper piece
Casting time: 12 seconds (2 segments)

This spell allows the caster to read the thoughts of one creature in range (5' per level of the caster, up to a maximum of 90'). The spell lasts for 1 minute per level, and cannot act through 2' or more of stone, 2" of metal, or even the thinnest layer of lead foil. The spell can only read the surface thoughts of a creature; it cannot be used to discover deep secrets, passwords (unless they are being actively thought of), etc. The spell cannot be used on creatures that are essentially mindless, such as puddings and jellies, and undead creatures are similarly unaffected. The target need not be seen; the spell can be used, for example, to learn if something is lurking behind a closed door.

Exaction

Level 6 savant spell (evocation)
Requires: incantation, gestures, holy symbol, extra-planar matter, parchment
Casting time: 1 minute

This spell allows the caster to exact some service from a powerful entity from some other plane of existence, such as a demon, angel, efreet, etc. Demigods, arch-devils, and the like are immune to the effect of the spell. The creature must be of the same alignment of or close to the alignment of the caster; an evil being will not serve a good caster, a chaotic one will not serve a lawful one, and true neutral beings are seen as in opposition to all of the other alignments.

The spell exacts a promise of service from the selected creature (whose name and nature must be known in advance) in return either for a cancellation of some debt owed to another creature on the material plane, or for the promise

of some valuable reward. The creature will then behave as if a *quest* spell had been cast upon it (see p. 24 for details). Example: an angel previously asked a paladin to perform some service for it. Years later, a lawful good savant can exact a service from the angel to balance out the debt, as long as the savant is aware of the paladin's service years before (and assuming that the debt had not been cancelled out previously).

Once the service is complete, the being will instantly be transported to the vicinity of the caster, who must immediately provide the promised reward or formally cancel the debt previously owed by the entity. If the caster fails to do so, the entity will either exact a service of his own from the caster (if in a merciful mood) or simply attack, and will also enjoy immunity to any and all spells cast by the false-dealing caster into the bargain. The spell requires the caster's holy symbol, as well as a bit of matter from the being's home plane and a parchment upon which is written the name of the being from whom the service is to be exacted, as well as the nature of the bargain to be made (details of the debt to be cancelled, or the reward to be granted).

Exorcise

Level 4 savant spell (abjuration)
Requires: incantation, gestures, holy water, holy symbol
Casting time: variable

This spell will dispel the possession of some person or object by a supernatural entity such as a devil or demon. It will also remove *curses*, *charms*, and supernatural control by magical items such as intelligent swords. Once the spell has begun, it cannot be interrupted; if it is, the whole thing must be begun anew.

The base chance of success can either be determined by the game master, based on the precise circumstances in the game, or it can be determined randomly, by rolling percentile dice. This base chance is then modified by 1% for every point of difference between the caster's level and the hit dice of the possessing creature (if applicable). The caster may, if he has access to them, use religious relics to get a bonus to his attempt (such bonuses will range from 1% to 50%, depending on the nature of the relic in question). Every ten minutes, the caster rolls percentile dice to determine success; if his roll is less than the modified chance of success, the spell has been effective and the possessing creature is driven out. If not, another ten minutes must go by before another check is made.

The material components of this spell are holy water (which is used up during the spell) and a holy symbol (which is not).

Explosive Runes

Level 4 savant spell (alteration)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell allows the caster to protect some written item (a map, book, scroll, etc.), causing it to blow up in the face of some unauthorized reader. The spell will cause 6d4+6 h.p. of damage to the person reading the item itself, with no saving throw allowed. Anyone else within 10' is allowed a saving throw to take half damage. Mages have a 5% chance per experience level to detect *explosive runes*, and thieves (and others able to read magical items) have a flat 5% chance of recognizing the *explosive runes* in time. The caster can, of course, either ignore or remove them at will. The item upon which they are cast will be destroyed unless it has some protection against magical fire (i.e., a stone tablet might well survive, but a regular scroll would surely be consumed).

Exterminate

Savant cantrip (abjuration)
 Requires: incantation, gestures
 Casting time: 1 second

This cantrip will kill a small animal such as a mouse, spider, etc., or a number of very tiny creatures such as mosquitoes within a ½ cubic foot area. It cannot be used against *polymorphed* creatures, but can be used against normal creatures that have been shrunk to the appropriate size.

Find the Path (Lose the Path)

Level 5 savant spell (divination)
 Requires: incantation, gestures, divinatory tools
 Casting time: 3 minutes

This spell allows the caster to determine, by means of his favored form of divinatory tools (dice, knucklebones, sticks, dragon-bones, etc.), the most direct route to whatever his stated goal might be. Thus, a savant lost in a dungeon might find the quickest path to the surface, someone lost in a dense jungle might find the surest route to the coast, etc. The tools for divination are not consumed by the spell unless such is in their nature (tea leaves, for instance). The spell lasts for 10 minutes per level of the caster; thus, if the route takes longer than the duration of the spell, the caster might well find himself only halfway there when the spell ends. If that happens, any knowledge of how to proceed further is lost. The spell is also proof against the spell *maze* (q.v.), and can help those afflicted by it escape in but a single minute.

The reverse of the spell, *lose the path*, requires that the caster touch the recipient (and thus a successful roll "to hit" might be required). The target then is utterly incapable of finding its way to any intended destination for the duration of the spell (it can be led, however).

Firefinger

Savant cantrip (alteration)
 Requires: incantation, gestures
 Casting time: 2 seconds

This cantrip causes flames to stream from the caster's finger, up to 6" in length. The flame can be used to light a torch or candle, burn oil, light kindling, parchment, etc. The jet of fire will last a maximum of 6 seconds (1 segment).

Flavor

Savant cantrip (enchantment/charm)
 Requires: incantation, gestures
 Casting time: 3 seconds

This cantrip allows the caster to change or enhance the flavor of any food or drink. It will not change the nature of the victuals, but could be used to make dry rations taste like roast beef, or water taste like wine. It can also be used to mask the presence of poison.

Freshen (Curdle)

Savant cantrip (enchantment)
 Requires: incantation, gestures
 Casting time: 3 seconds

This cantrip will refresh vegetables and plants, foodstuffs, milk, etc. Unfortunately the effect will only last for an hour, but during that time flowers

will lose any wilting, cheese will become fresh, meat will lose a slight taint of spoilage, etc. It can only be used on a single object of modest size; a single cask, crate, bag, etc. of food. The reverse of the cantrip, *curdle*, will curdle milk, hasten the spoilage of food and drink, wilt flowers and vegetables, etc. It will not cause food poisoning, however.

Gate

Level 9 savant spell (conjunction/summoning)
 Requires: incantation, gestures
 Casting time: 30 seconds (5 segments)

This spell allows the caster to open up a doorway to another plane, with the intention of bringing forth a powerful demon, devil, demigod, deity, etc. Something will most definitely come through the gate, but the reaction the caster will receive upon disturbing such a powerful being is dependent on the circumstances. The *gate* can be made to appear up to 30' away from the caster. Casting this spell will age the caster by 5 years.

Gather (Spill)

Savant cantrip (alteration)
 Requires: incantation, gestures
 Casting time: 1 second

This cantrip allows the caster to gather up small objects into neat piles. For instance, it can be used to stack up coins of various sizes, spilled nuts, etc. Only a single type of object can be gathered, and all must be within an area of 1 square yard. The reverse of this cantrip, *spill*, will cause a container to tip over, causing whatever happens to be in it to spill out as long as there is no secured lid upon it. Nothing larger than a gallon or so container can be so spilled, and the magic will not work on any sort of magical container.

Giggle

Savant cantrip (evocation)
 Requires: incantation, gestures
 Casting time: 2 seconds

This spell causes the target to laugh involuntarily. The target must be within 10' of the caster, and is entitled to a saving throw. Success indicates the giggle is but a quick chortle. If the saving throw is failed, the subject will laugh loudly for a full 1-3 seconds. As with all other cantrips, this cannot be used to interfere with spellcasting.

Gnats

Savant cantrip (conjunction/summoning)
 Requires: incantation, gestures
 Casting time: 3 seconds

This cantrip summons a small swarm of gnats to fly around the head of a target creature not more than 10' distant. If the target fails a saving throw vs. spells, he will be distracted by the cloud for 6-24 seconds (1d4 segments). Like all cantrips, this cannot be used to interrupt spellcasting.

This spell cannot be cast underwater.

Hide

Savant cantrip (illusion/phantasm)
 Requires: incantation, gestures
 Casting time: 1 second

This spell will cast a temporary and limited form of invisibility upon one object, rendering it unseen by those creatures in front of the caster (but sounds, smells, touch, etc., are unaffected, and anyone behind or to the sides of the caster will still see the object that he has *hidden*). The duration depends on the size of the object:

TABLE 15: HIDE

Size (cubic yards)	Duration (minutes)
2	10
4	9
6	8
8	7

Etc.

Any object over 22 cubic yards in volume will disappear for only a few seconds, while anything over 38 cubic yards will only flash in and out of sight in the wink of an eye.

Hold Elemental

Level 4 savant spell (enchantment/charm)
 Requires: incantation, gestures
 Casting time: 30 seconds

This spell allows the caster to hold immobile one creature native to the elemental, quasi-elemental, or meta-elemental planes within 5' per level of the caster. The target must be visible to the caster, and is entitled to a saving throw vs. spells. The spell will last for 1 minute per level of the caster.

Hypnotic Pattern

Level 2 savant spell (illusion/phantasm)
 Requires: gestures, incense/phosphorescent rod
 Casting time: 12 seconds (2 segments)

This spell will create an intricate glowing pattern which will have the effect of mesmerizing up to a total of 24 hit dice worth of creatures, as long as they are all within a 30'x30' area around the caster. Each individual is entitled to a saving throw vs. spells; success indicates the *hypnotic pattern* has no effect. The effect will last as long as the caster can keep creating it in the air by carefully waving either a stick of incense or a crystal rod filled with some sort of phosphorescence (special lichens, glowworm essence, etc.).

Identify

Level 1 savant spell (divination)
 Requires: incantation, gestures, pearl, owl feather, miniature carp
 Casting time: 10 minutes

This spell allows the caster to handle an object so that he may sense what if any magical powers it possesses. The object must be "properly" held (i.e., a cap must be worn on the head, a sword held in the hand, boots worn on the feet, etc.), and can only be in the caster's possession for a maximum of one hour per his experience level; any longer and the vibrations of the object will become too muddled with those of the caster for the spell to impart any useful information. The spell lasts for 6 seconds (1 segment) per level of the caster; every 6 seconds (1 segment) that the item is held, there is a 15% chance +5% per level of the caster that one of the magical properties of the item can become known. If this roll is successful, the caster must make a saving throw

vs. spells. If successful, he will learn the nature of the property in question. If he fails by 1 point, he will learn a false property. Charges in wands and the like will be learned within 25% of the true number. If the object has no actual magical properties, this spell can detect that as well. Once the spell is completed, the caster loses 8 points of constitution, which are regained at a rate of 1 per hour. If the loss of constitution brings the caster below a score of 3, he falls unconscious for 24 hours. Casting the spell requires a 100 g.p. pearl and an owl feather, which are destroyed as the spell is cast, and a live miniature carp which is swallowed during the casting of the spell. If a luckstone is added (and destroyed) to the casting, the chance of success increases by 25%, and the caster gets a bonus of +4 to his saving throws associated with the spell.

Illuminate

Savant cantrip (evocation)
 Requires: incantation, gestures, crystal
 Casting time: 3 seconds (½ segment)

This spell allows the caster to cause a single piece of clear crystal (no more than 1" in diameter) to glow with a light sufficient to read by, but little else. The light will remain in effect for 10 minutes plus 1 minute per level of the caster. The crystal must be in the caster's hand at the time the spell is cast, but may be re-used.

Inanimate Object

Level 8 savant spell (abjuration)
 Requires: incantation, gestures, miniature broom
 Casting time: 1 minute

This spell allows the caster to remove the animating magic from all manner of enchanted constructs, such as golems, scarecrows, objects under the influence of an *animate object* spell, etc. Even mindless undead such as skeletons and zombies will be affected by this spell. If the objects are measured in hit dice, 1 hit die can be affected for every level of experience of the caster. If they are measured in hit points instead, 8 h.p. per level of the caster could be de-animated. Those constructs with more than 4 hit dice, or 40 h.p., are entitled to a saving throw vs. spells. Homunculi are also affected by this spell, but are entitled to a saving throw vs. spells with a +3 bonus. The spell requires a miniature broom, which is broken at the end of the incantation. The object in question must be touched by the caster in order for the spell to take effect. It is permanent on most objects, with the following exceptions:

- Iron golems are affected for 4 minutes
- Stone golems are affected for 10 minutes
- Clay golems are affected for 20 minutes
- Caryatid columns, flesh golems, and scarecrows are affected for 30 minutes

Infravision

Level 3 savant spell (alteration)
 Requires: incantation, gestures, dried carrot or agate gem
 Casting time: 1 minute

This spell allows the caster or some other creature touched to be able to see into the infrared spectrum, thus seeing heat. The effect has a range of some 60', and will last for 2 hours plus 1 hour per experience level of the caster. See the **ADVENTURES DARK AND DEEP™** Players Manual for details on the benefits and limitations of *infravision*. Creatures that are *invisible* are usually not visible by *infravision*.

Invisible Librarian

Savant cantrip (evocation)
Requires: gestures
Casting time: 1 second

This cantrip will cause any one book in the caster's hand to return to its proper place on a bookshelf, as long as it is within 20'. The book moves gently and slowly; the force is not strong enough to defy an attempt to hold onto the book and prevent its return.

Invisible Stalker

Level 7 savant spell (conjuration/summoning)
Requires: incantation, gestures, incense, crescent-shaped horn
Casting time: 1 minute

This spell will conjure an invisible stalker from the elemental plane of air, compelling it to serve against its will. Details of the stalker can be found in the **ADVENTURES DARK AND DEEP™** Bestiary. The creature will serve for as long as the conjurer can manage, but after a week the stalker will begin to resent its service and will seek to pervert its instructions by following them to the letter, thus seeking to bring about the doom of its master so that it can return to its home plane. Similarly, if the tasks with which it is set are of any sort of a complex nature, it will become surly and again attempt to foil its master's wishes by the most literal interpretation of its instructions that are in its favor and against the interests of its master. While under the thrall of this spell, the invisible stalker can be given new commands regardless of distance. Note that the stalker will never break off an attack once it has been ordered, even if its master subsequently rescinds the order.

Invisibility

Level 2 savant spell (illusion/phantasm)
Requires: incantation, gestures, (eyelash in gum arabic)
Casting time: 12 seconds (2 segments)

This spell allows the caster to cause any single creature touched (and his possessions, worn or carried) to become completely invisible, both to ordinary sight and infravision. The invisibility will continue until it is either magically dispelled, or the creature attacks another, in which case the *invisibility* is instantly cancelled. The invisible creature could perform most other normal functions without spoiling the spell: walking, opening doors, talking, etc.

When cast by an illusionist, this spell does not require any material components.

Invisibility to Animals

Level 1 savant spell (alteration)
Requires: gestures, holly
Casting time: 24 seconds (4 segments)

This spell allows the caster to imbue any single creature with an aura of undetectability with regards to non-magical animals (including sight, smell, hearing, etc.). Any animal with an intelligence of less than 6 (see the **ADVENTURES DARK AND DEEP™** Bestiary for details) and with no magical abilities will be so affected; giant varieties are also included, but only those with no magical abilities. The spell requires that the recipient be rubbed all over with holly, which then disappears. The effect ends when the invisible creature attacks, casts an offensive spell, etc.

Invisibility to Undead

Level 1 savant spell (illusion/phantasm)
Requires: incantation, gestures, holy symbol
Casting time: 24 seconds (4 segments)

This spell allows the caster to touch one creature, who will then be immune from attack by any type of undead creature that fails to make a saving throw vs. spells (if the beneficiary of the spell is lawful neutral, neutral, or chaotic neutral alignment, the saving throw is made with a -2 penalty). Each type of undead rolls a separate saving throw (vampires, skeletons, ghouls, etc.), rather than each individual creature. Failure indicates that all undead of that type will simply overlook and ignore the beneficiary of the *invisibility to undead* spell. Attacks that affect an area (such as a *fireball* spell) will still have full effect, however. The creature or person who is benefitting from the spell can take no offensive action (including using weapons, casting offensive spells, etc.). Neutral or beneficial spells (such as *augury* or *cure light wounds*) can be cast without voiding the spell. The spell lasts for 6 minutes.

Knot

Savant cantrip (alteration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip creates a knot that is very difficult to untie. If but two ends of a rope, string, etc. are knotted, it will take 2-8 minutes to untie. If a number of fine strands are tangled (hair, grass, etc.), on the other hand, it will take 3-12 minutes to de-tangle, unless it is somehow cut or otherwise torn open. *Knot* can be used on an object that has already been tied using mundane means, but enchanted items (*ropes of climbing*, etc.) are immune.

Know Alignment (Obscure Alignment)

Level 2 savant spell (divination)
Requires: incantation, gestures
Casting time: 1 minute

This spell allows the caster to discern the philosophical aura of up to ten creatures (as long as all ten are examined within 10 minutes of the spell being cast, with 1 creature being able to be scanned per minute, maximum). This will allow the caster to determine the ethics of the target; lawful, neutral, or chaotic. If an additional minute is spent on the same creature, its full alignment will be revealed: good, neutral, or evil. The reverse of the spell, *obscure alignment*, prevents such detection on a single creature for ten minutes (if cast on two creatures, the effect lasts for 5 minutes, etc.), and also foils other alignment detection magic such as *detect balance*.

Know Name

Level 7 savant spell (divination)
Requires: incantation, gestures, herbs, writing implement
Casting time: special

This spell allows the caster to learn the true name of some individual or creature. This information is normally most closely guarded, and can in many instances be used to achieve some sort of power or influence over the creature in question. It is, for instance, often used in connection with the spell *truename* (see p. 28 for details), as well as when attempting to coerce creatures from other planes of existence.

The spell requires at least a week of meditation and divination, during which special herbs worth at least 1,000 g.p. must be burned. At the end of that time, the target is entitled to a saving throw vs. death magic. If successful, the true name of the subject has not been gleaned by the caster, who must

himself make a saving throw vs. spells or have his own true name suddenly known by the subject. Naturally, this will alert the subject to what the caster has been doing, and he might well decide to take advantage of the newfound information to wreak his own revenge. If both saving throws are successful, the caster may elect to continue, with another 1,000 g.p. worth of herbs, and another saving throw for the subject (and possibly for the caster as well).

Lamentable Distraction

Level 4 savant spell (enchantment/charm)
 Requires: incantation
 Casting time: 30 seconds (5 segments)

This spell allows the caster to ensorcel a number of creatures within a 10' radius. All of these creatures must be able to understand the language spoken by the caster, and are entitled to an initial saving throw vs. spells. Failure indicates that the creature(s) are completely engrossed in a conversation with the caster on some subject of interest to them, and such creatures will ignore everything else as they engage in a spirited discussion with the caster on the subject at hand.

After three minutes, all those still under the thrall of the spell must make another saving throw vs. spells. Those who fail the save will wander off for 3d4 minutes. The exact effect is random, and should be rolled separately for each creature affected:

TABLE 16: CONFUSION

Die Roll (d%)	Action
01-10	Wander off in random direction for 10 minutes, then re-roll
11-60	Stand in dumb puzzlement for 1 minute, then re-roll
61-80	Attack nearest creature for 1 minute, then re-roll
81-00	Attack caster and/or his allies for 1 minute, then re-roll

Those who successfully save will still be fascinated by their discussion with the caster. Such a saving throw to avoid confusion must be made on the 4th, 5th, and 6th minutes of the spell. Anyone remaining after 6 minutes must make one final saving throw vs. spells. Failure indicates they fall into a rage for 1d4+1 minutes, attacking themselves (if they are the only one left in the conversation at the end of the spell) or someone else under the spell's effect. Success on this final saving throw indicates the subject realizes that they have been duped, and sits, stunned, for 1d4 minutes, wondering how they could have been so fooled.

All saving throws against the effect of this spell are made with a bonus or penalty based on the subject's intelligence; an intelligence of 3-7 means a -1 penalty, intelligence 8-10 no bonus, 11-14 a +1 bonus, 15 or more +2. Creatures with an intelligence less than 3 cannot be affected by the spell.

If the caster is attacked or leaves the conversation before the full 6 minutes have elapsed, those affected will continue the conversation another minute, before the spell is broken and those affected are free to act normally.



Language of Birds

Level 2 savant spell (divination)
 Requires: incantation, gestures
 Casting time: 2 minutes

This spell allows the caster to divine the future through the songs and flight of birds. It must be cast outdoors, or, rarely, in an indoor or underground environment where birds are naturally found. It will not work with bird-like creatures such as harpies, stirges, etc. Once cast, the spell will allow the caster to determine whether or not an intended course of action will be favorable, unfavorable, or neutral over the next 24 hours; more detail is not available through this spell. Thus, a decision to investigate a particular section of a dungeon, to embark on a journey to a nearby shrine, attend a royal ball, etc., could be investigated. If circumstances change, of course, the outcome of the reading of the language of birds is no longer valid. For example: if the choice to invade a dragon's lair is read to be unfavorable, the party might decide to increase its numbers, in which case the unfavorable reading would no longer apply. A second application of the spell might be used to determine the new outcome.

Legend Lore

Level 6 savant spell (divination)
 Requires: incantation, gestures, incense, ivory strips, sacrificial item (see spell description)
 Casting time: special (see spell description)

This spell allows the caster to learn information regarding some famous or otherwise noteworthy person, place, or thing. The casting time of the spell depends on how well the object of the spell is known to the caster; if it is present, and able to be handled by the caster, the spell will only take 1d4x10 minutes to complete. If it is well known to the caster, the spell will take 1d10 days. If it is known only by legends or rumors, the spell will take a full 2d6 weeks. During the casting of the spell, no other activity can take place; no other spellcasting, no adventuring, and no interruptions short of sleeping and eating.

Once cast, the spell will reveal a single fact about the subject of the spell, such as its location, age, creator, a significant bit of its history, etc. The information will be conveyed in the form of a riddle, rhyme, puzzle, symbolic presentation, etc. The spell will only reveal information about a subject that is at least somewhat known, if only by myth.

The spell requires burning incense and strips of ivory (worth a minimum of 100 g.p.), as well as the destruction of some item of value such as a magic potion, scroll, minor magic item, living creature, etc. The material components are lost as the spell is cast.

Levitate

Level savant spell (alteration)

Requires: incantation, gestures, small piece of leather or gold wire

Casting time: 12 seconds (2 segments)

This spell allows the caster or another creature within 20' to levitate in the air. If cast on himself, the spell allows travel at 20' per minute; if cast on someone else, the speed is limited to 10' per minute. The spell is limited to 100 lbs. per experience level of the caster (remember to factor in the weight of any possessions, armor, etc.). It does not allow horizontal movement, but a *levitating* individual could still use his hands to push himself along a wall, be pulled by a rope, etc. The caster can cancel the effect at will. If cast on an unwilling subject, the target gets a saving throw vs. spells. The material component is destroyed in the casting of the spell.

Light (Darkness)

Level 1 savant spell (alteration)

Requires: incantation, gestures

Casting time: 6 seconds (1 segment)

This spell causes a moderate illumination (equal to the light of a torch) to appear in a 30' diameter sphere up to 90' away from the caster. This light lasts for up to one hour plus ten minutes per level of the caster, and can be cast on almost anything for portability: a stone, coin, etc. The caster can, if desired, cancel the spell with a command word, extinguishing the *light*, but once extinguished, it cannot be reactivated. If the spell is cast on a living creature, that creature gets a saving throw vs. spell (and any magic resistance, if applicable); success means the spell effect occurs immediately behind the intended target. The light from a *light* spell, if specifically and successfully cast upon the face or eyes of a creature, will inflict a -4 penalty "to hit", to saving throws, and to armor class for the spell's duration. The reverse of the spell, *darkness*, causes a sphere of blackness to appear, but only lasts half as long as its bright counterpart.

Light of Truth

Level 9 savant spell (alteration) (evocation)

Requires: incantation, gestures, light source

Casting time: 10 minutes

This spell allows the caster to transform some light source (a torch, lantern, staff with *continual light* cast upon it, etc.) into a powerful tool of detection. Any lie, obfuscation, or deception which is uttered aloud while the light falls upon the speaker will be instantly known to all who heard it for what it is. All illusions touched by the *light of truth* will become translucent, revealing their nature. The spell must be cast on an object within 60' of the caster, and its effects will last for 10 minutes per level of the caster. The light source is not used up by the casting, but may naturally expire while the spell is in effect. If that happens, the spell is ended.

Limited Wish

Level 7 savant spell (conjuration/summoning)

Requires: incantation

Casting time: special (see spell description)

This spell allows the caster to change reality in accordance with his desires, but usually in either a limited area or for a limited period of time. The casting time is equal to the actual time it takes to verbalize the wish. The *wish* will be rather literally fulfilled, and avaricious or otherwise ignoble wishes have a reputation for being particularly problematic for the wisher. The spell can be used, of course, to replicate the function of any spell of 7th level or below, but not to raise the dead, increase experience levels, create tens of

thousands of gold pieces (except, perhaps, temporarily!), etc. Examples of viable wishes are increases in the "to hit" bonuses for oneself and one's allies, healing wounds, maximizing damage from some other spell, etc. Casting this spell will age the caster by 1 year.

Locate Animals

Level 1 savant spell (divination)

Requires: incantation, gestures, holy symbol

Casting time: 1 minute

This spell allows the caster to know the direction and distance of any one sort of animal by concentration. The power is concentrated in a beam 20' long per level of the caster and 20' wide, in front of the caster. The spell will last 1 minute per level of the caster, and the caster can concentrate in one direction per minute.

Locate Object (Obscure Object)

Level 2 savant spell (divination)

Requires: incantation, gestures, lodestone

Casting time: 10 minutes

This spell allows the caster to locate some non-living object which is familiar to him. After casting the spell, the caster slowly turns in a circle holding a small piece of lodestone in front of him. When facing the desired object, he will feel a "tug" on the lodestone, indicating the direction in which it is located. The spell has a range of 60' plus 10' per level of the caster. It can be used to locate commonplace items such as weapons, cloaks, jewelry, doors, stairs, etc. Once cast, the spell lasts one minute per level of the caster.

The reverse of the spell, *obscure object*, renders a non-living object undetectable by magical means such as a *crystal ball*, spells, etc.

Locate Plants

Level 2 savant spell (divination)

Requires: incantation, gestures, holy symbol

Casting time: 1 minute

This spell allows the caster to locate a single stated type of plant within a 10' radius of his body. The spell lasts for 10 minutes per level of the caster. As the caster moves, the effect moves with him.

Magic Mirror

Level 4 savant spell (divination)

Requires: incantation, gestures, bird eye, silver mirror, nitric acid, copper, zinc

Casting time: 1 hour

This spell allows the caster to turn a mundane mirror into a scrying device that functions similarly to a *crystal ball* (see the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit for details; normal rules for such scrying being detected apply). A *magic mirror* can be used to cast the following spells: *comprehend languages*, *read magic*, *tongues*, *infravision*, and *ultravision*. It can also cast the following spells with a 5% chance of success per level of the caster: *detect magic*, *detect good/evil*, *message*, and *detect illusion*. Note that an illusionist can use a *vision* spell (see p. 30) in place of the mundane mirror, but the *vision* spell itself will not function.

Measure

Level 7 savant spell
 Requires: incantation, gestures, balance
 Casting time: 7 minutes

This spell allows the caster to glean the exact number of charges a particular magical item possesses. The caster places the object on a specially constructed set of balance scales costing 1,000 g.p., and begins to stack weights on the other tray. When the number of weights equals the number of charges in the item, the scales will be brought into balance. The scale and weights can be re-used.

Message

Level 1 savant spell (alteration)
 Requires: incantation, gestures, copper wire
 Casting time: 6 seconds (1 segment)

This spell enables the caster to whisper a message that will be heard by a single recipient within 60' plus 10' per experience level of the caster, and that recipient can then whisper a reply that will be heard by none save the caster. The message and the reply can be no longer in length combined than 30 seconds (5 segments) plus 6 seconds (1 segment) per level of the caster. The spell does not confer the ability to understand languages that are otherwise unknown to either the caster or the recipient. The caster and the recipient must be in line of sight, without obstruction, for the spell to work. The spell requires a small bit of copper wire, which is destroyed in the casting.

Mind Blank

Level 8 savant spell (abjuration)
 Requires: incantation, gestures
 Casting time: 6 seconds (1 segment)

This spell provides complete immunity to all sort of mind-influencing and scrying magic. Thus, the recipient (who can be within 30' of the caster) will be totally unaffected by such spells as *charm*, *command*, *divination*, *ESP*, *feeblemind*, *telepathy*, *clairvoyance*, *contact other plane*, and all forms of illusions. Even a *wish* is foiled by this spell. It will also provide a completely effective defense against magic items such as *crystal balls* and *potions of human control*. Only the most powerful of deities can overcome this spell.

Minor Creation

Level 5 savant spell (alteration)
 Requires: incantation, gestures, representative matter
 Casting time: 10 minutes

This spell allows the caster to actually create solid matter from sheer nothingness, but with the caveat that it will only last for 1 hour per level of the caster. The item must be of non-living and plant-based nature such as rope, wood, etc., and can be no larger than 1 cubic foot per experience level of the caster. The caster must have a tiny piece of matter of the same sort as the item that is to be created; a splinter for a wooden object, etc.

Mnemonic Enhancer

Level 4 savant spell (alteration)
 Requires: incantation, gestures, string, ivory plaque, ink
 Casting time: 10 minutes

This spell allows the caster to memorize a total of three extra levels' worth of spells: 3x1st level spells, 1x1st and 1x2nd level, or 1x3rd level. The effect

lasts for an entire day, and can only affect the caster himself. The spell can be used to either memorize additional spells once it is cast, or, alternatively, can allow the caster to keep the requisite number of spell levels after they have been cast. (So, for example, a mage could cast *mnemonic enhancer* in the morning, and not opt to use it to memorize any additional spells; later that day, if he were to cast a *magic missile* and a *pyrotechnics* spell, he could simply say that they were being retained, and they would be able to be cast a second time, only leaving his memory after the second casting).

Mouse

Savant cantrip (conjuration/summoning)
 Requires: incantation, gestures
 Casting time: 3 seconds

This cantrip summons an ordinary field mouse, causing it to appear up to 10' away. Once it appears, the mouse will behave normally (for a mouse). This spell cannot be cast underwater.

Mute

Savant cantrip (alteration)
 Requires: incantation, gestures
 Casting time: 1 second

This cantrip allows the caster to change the outward form of some mineral object (stone, metal, glass, etc.) for up to 1 minute. Thus, a box could be turned to a ball, iron to platinum, but the size and volume of the item would not be changed. Magic items are unaffected, and if the item is touched, the person doing so is entitled to a saving throw vs. spells. Success indicates the item reverts instantly to its normal form.

Negative Plane Protection

Level 3 savant spell (abjuration)
 Requires: incantation, gestures, holy symbol
 Casting time: 1 minute

This spell opens up a conduit to the Positive Material Plane, allowing a single creature to be protected from the effect of level-draining undead (vampires, wights, etc.). Once the creature to be protected has been touched by the caster, the effect lasts for 10 minutes per level of the caster. If the protected creature is successfully attacked by any negative-energy undead creature, he is entitled to a saving throw vs. death magic. Success indicates that he takes normal (physical) damage, but no level-draining or similar effects take place. Failure indicates double hit point damage in addition to the level-draining effects of the attack. The spell dissipates once it is activated, whether or not the saving throw is successful. A flash of light and clap of thunder accompany the spell's effect. This spell cannot be cast while on the Negative Material Plane.

Nod

Savant cantrip (evocation)
 Requires: incantation, gestures
 Casting time: 1 second

This spell causes the target to involuntarily nod his head up and down, as if agreeing or greeting someone. The target is entitled to a saving throw vs. spells.

Non-Detection

Level 3 savant spell (abjuration)
Requires: incantation, gestures, diamond dust
Casting time: 18 seconds (3 segments)

This spell renders the illusionist completely unreadable by any sort of detection spells: *clairaudience*, *clairvoyance*, *detect invisibility*, etc. It will also foil magic items such as *crystal balls*, wands, and the like, as long as they have effects related to detection. The spell will last for 10 minutes per level of the caster, and will affect an area in a 5' radius around the caster.

Palm

Savant cantrip (illusion)
Requires: incantation, gestures
Casting time: 1 second

This cantrip allows the caster to conceal a small object in the palm of his hand while an illusory duplicate of the object remains in plain sight. This duplicate will only last for 6 seconds (1 segment), however, and thus must be concealed before the "trick" is exposed.

Paralyzation

Level 3 savant spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell causes the victims to believe that they have been struck by some sort of magical paralysis. In fact, the effect is completely illusory, and thus no sort of healing magic will affect it. Only a *dispel magic* or *dispel illusion* spell will prove effective; the spell is otherwise permanent (until the caster chooses to end the effect). The spell will affect a number of creatures whose hit dice do not exceed double the experience level of the caster, as long as all are within a 20'x20' area.

Penetrate Disguise

Level 2 savant spell (divination)
Requires: incantation, gestures
Casting time: 2 minutes

This spell allows the caster to see through any non-magical disguise on a single creature within 120' of the caster. It will not reveal the true nature of the disguised figure, but it will indicate that it is disguised. The disguised figure is entitled to a saving throw vs. spells; if it is successful, the caster will become convinced that the disguise is, in fact, the real nature of the creature in question. The spell cannot detect hidden alignments, *polymorphed* creatures, illusions, etc. It will, however, reveal the presence of a *friends* spell (see p. 16 for details).

Permanency

Level 8 savant spell (alteration)
Requires: incantation, gestures
Casting time: 2 minutes

This spell will alter the duration of certain other spells the caster has already cast so as to make them permanent. It also has a role in the creation of certain magic items (see the **ADVENTURES DARK AND DEEP™** Players Manual for details). *Permanency* can be used only on the following spells that the caster casts upon himself (not other creatures): *comprehend languages*, *detect evil*, *detect illusion*, *detect invisibility*, *detect magic*, *infravision*, *protection from evil*, *read illusionist magic*, *read magic*, *read*

savant magic, *tongues*, and *ultravision*. These permanent effects can only be dispelled by a spell-caster of greater level than the caster was at the time the *permanency* spell was cast.

In addition, the caster can use the spell to make the following spells he has cast on some other creature, place, or object permanent: *alarm*, *deepockets*, *dispel magic*, *invisibility*, *invisible librarian*, *wall of fog*, and *wall of force*. These effects can be dispelled normally using a *dispel magic* spell.

Casting this spell on himself or some other creature will reduce the caster's constitution score by 1 point. Casting this spell on some other inanimate object will only cost a point of constitution 5% of the time (exception: if *permanency* is placed within a *ring of spell storing* (or similar device), the constitution loss is automatic).

Phantom Stalker

Level 7 savant spell (conjuration/summoning)
Requires: incantation, gestures, incense, crescent-shaped horn
Casting time: 1 minute

This spell will conjure a phantom stalker from the elemental plane of fire, compelling it to serve against its will. Details of the stalker can be found in the **ADVENTURES DARK AND DEEP™** Bestiary. The creature will protect the summoner for as long as the conjuror can manage, but the stalker will immediately seek to pervert its instructions by following them to the letter, thus seeking to bring about the doom of its master so that it can return to its home plane. The stalker will avenge the death of its master, which is usually a cold comfort, but can be an effective deterrent. Note that any given spell-caster can only have one stalker of any type (phantom, invisible, etc.) under his control at any given time.

Planar Stability

Level 3 savant spell (alteration)
Requires: incantation, gestures, meteoric iron
Casting time: 18 seconds (3 segments)

This spell allows the caster to "stabilize" any one magical item for planar travel. The item in question must be touched by the caster, and only one item may be treated per spell (more than one spell may be cast on more than one item, of course). Any enchanted weapon or armor treated by the spell will retain one "plus" that it would otherwise have lost moving from one plane to another. Example: A *long sword +3*, if taken to the astral plane, would normally only have a bonus of +2 on that plane. If treated by this spell, it would retain its +3 enchantment. If that same blade were taken to the Nine Hells (for example), it would have a +2 enchantment, rather than +1, as it otherwise would have. The effect will last for 1 week plus 1 week per level of the caster, in subjective time.

Plane Shift

Level 4 savant spell (alteration)
Requires: incantation, gestures, forked metal rod
Casting time: 48 seconds (8 segments)

This spell allows the caster to be transported to another plane of existence such as the ethereal, one of the outer or elemental planes, etc. (Note that the game master will have information on the nature and configuration of the planes.) If the astral plane is selected, each participant will have his astral body transported to the plane, connected to his physical body by an invisible silver cord; the physical body will remain on the material plane, in a state of suspension. Up to seven people can be so transported if they hold hands in a circle, but if it is cast on an unwilling recipient, a successful roll "to hit" must be made. The material component is a small forked metal rod like a tuning

fork; each plane is accessed by a different fork tuned to a particular “note” by size and composition. Note that if plane shift is used to access one of the outer planes, the targeting within the selected layer is not necessarily exact, and should be determined randomly.

TABLE 17: PLANE SHIFT

Die Roll (d%)	Distance from Spot Visualized
01-20	0-100 yards
21-60	1-10 miles
61-90	1-100 miles
91-00	100-1000 miles (1d10x100)

Polish

Savant cantrip (alteration)
 Requires: incantation, gestures
 Casting time: 3 seconds

This cantrip will bring a shine to any single object that would naturally take a polish: wood, leather, metal, etc. The object in question must be both clean and relatively small: a single table, a floor not more than 1,000 sq. feet in size, a wall mirror, etc.

Predict Weather

Level 1 savant, level 2 bard spell (divination)
 Requires: incantation, gestures, holy symbol
 Casting time: 1 minute

This spell grants the caster perfect knowledge of the future weather in a three-mile diameter area. This will yield information on temperature, precipitation, and wind. For every experience level of the caster, he will be able to know the weather two hours out; thus, a 6th level druid would know the weather in the given area for the next 12 hours.

This spell cannot be cast underwater.

Prediction

Level 2 savant spell (divination)
 Requires: incantation
 Casting time: 2 minutes

By means of this spell, the caster can tell the outcome of a future event taking place within 24 hours. The caster can specify what event he wants a *prediction* about, but the answer will be both specific and shrouded in ambiguities, possibly couched in some sort of rhyme or bit of doggerel. For example, if predicting the outcome of a future battle, the answer might be “a kingdom bright and true shall fall, once the ring of steel’s been heard by all.” Only one *prediction* can be made about any given subject by a particular caster.

Present

Savant cantrip (alteration)
 Requires: incantation, gestures
 Casting time: 1 second

This cantrip allows the caster to cause some small object (as large as a cup, say, or 12 coins) to appear in his hand, as long as they are within 2’. If the object is in someone else’s possession, he is entitled to a saving throw vs. spells. Failure indicates the caster has successfully placed the object in his hand. It will not work on magic items.

Prophecy

Level 4 savant spell (divination)
 Requires: incantation, gestures, mugwort, vervain, lavender
 Casting time: 4 minutes

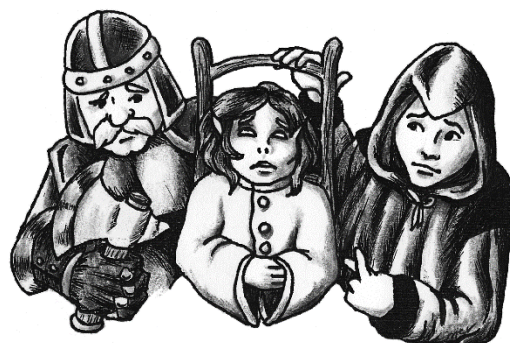
By means of this spell, the caster is able to forecast a single future event based on the current state of the world(s). It will always be granted in the form of a rhyme, couplet, quatrain, etc., and will be couched in symbolism and allegory. The caster may attempt to confine his *prophecy* to a specific future event such as a war, election, the next harvest, or a specific person such as a king, guild master, bride, etc. If so, he has a 2% chance per experience level, plus 1% per point of wisdom and intelligence, of doing so. The caster will know if the *prophecy* deals with the intended subject or not. If he fails, or if he does not specify what sort of event or individual will be the object of his *prophecy*, the game master may determine such randomly (although the exact event that is described by the *prophecy* will remain unknown):

TABLE 18: PROPHECY

Die Roll (d%)	Object of Prophecy
01-10	The prophet’s home nation
11-25	The nation in which the prophet is currently dwelling
26-30	The prophet’s home town or district
31-49	The town or district in which the prophet is currently dwelling
50-65	Someone close to the prophet
66-75	A casual acquaintance
76-80	A complete stranger, unknown to the prophet
81-95	A famous personage
96-00	The prophet himself

Note that the object of the *prophecy* will be obliquely referenced in the *prophecy* itself, so that by either clever deduction or use of other divination magic and tools, the object can be found.

Such *prophecies* are not iron-clad, and it is possible to avoid one’s fate by radically changing one’s plans, lifestyle, etc. The spell can only be cast once per week, and if the same object is *prophesied* upon by two different prophets (or by the same prophet more than once) there is a 99% chance that the exact same answer will be obtained. The spell requires that the caster boil a mixture of mugwort, vervain, and lavender worth 100 g.p. in an iron cauldron.



Protection from Evil (Protection from Good)

Level 1 savant spell (abjuration)

Requires: incantation, gestures, other (see below)

Casting time: 12 seconds (2 segments)

This spell creates a magical shell of force around the recipient that extends 1' from his body (however, it will not move with the caster). This shell protects against physical contact by creatures of an extra-planar nature of evil or neutral alignment (such as devils, demons, elementals, etc.), as well as "normal" animals *summoned* by magical means (such as the various *animal summoning* spells, *q.v.*). It lasts for 3 minutes per level of the caster. In addition to being proof against physical attack, the spell also affords the person bearing its protection a +2 on any saving throws caused by attacks by such creatures, and enchanted and summoned creatures attempting any attacks that do not involve direct physical contact (such as missiles, etc.) incur a -2 on their rolls "to hit." The reverse of the spell, *protection from good*, functions against extra-planar creatures of evil or neutral alignment (angels, archons, rianians, etc. The spell requires powdered iron for *protection from evil*, and powdered silver for *protection from good*. The components are destroyed in the casting.

Protection from Evil, 10' Radius (Protection from Good, 10' Radius)

Level 3 savants spell (abjuration)

Requires: incantation, gestures, holy water, incense (blood, dung)

Casting time: 30 seconds (5 segments)

This spell is identical to the spell *protection from evil* (see above), but the magical shell of force extends 10' in all directions from the caster (however, if he moves, the center of the spell will not move with him), and lasts for 10 minutes per level of the caster. The spell requires that the caster create a 20' diameter circle on the ground; powdered iron for *protection from evil*, and powdered silver for *protection from good*. The components are destroyed in the casting.

Quantify

Savant cantrip (divination)

Requires: incantation, gestures, measuring stick

Casting time: 3 seconds (½ segment)

This spell allows the caster to measure the weight, length, height, or width of some object or space. The object to be measured must be within 10' of the caster, and can itself be no more than 20' on a side. The spell will return the exact weight or distance. The spell requires a small (1") measuring stick, which can be re-used.

Read Illusionist Magic (Unreadable Illusionist Magic)

Level 3 savant spell (divination)

Requires: incantation, gestures, crystal prism, (pinch of dirt, drop of water)

Casting time: 1 minute

This spell allows the caster to understand magical writings, scrolls, and inscriptions that are written in magical scripts used by illusionists. The spell lasts for 2 minutes per level of the caster, and requires the use of a crystal prism (which is not destroyed by the casting). When used on scrolls, spell books, etc., the spell enables the caster to determine what is contained within (although doing so usually triggers *curse* scrolls and the like). An illusionist will never need this spell to read his own spell book, of course, and once the spell is used on a given piece of magical writing, it need not be used again (so, an illusionist could use it to determine the contents of a magic scroll as long as the scroll contained an illusionist spell, and then later, when he

wishes to actually use the scroll, would not need to cast *read illusionist magic* again). The spell is never needed to read a spell that the illusionist himself has inscribed. If cast by a savant on an illusionist's spell book, it will allow him to comprehend what is written therein, but will not allow him to memorize spells from the book, even if they are spells which also exist on the savant's spell lists. It is used mostly by savants to read illusionist scrolls.

The reverse of the spell, *unreadable illusionist magic*, will enable the caster to render magical writings indecipherable, even by means of a *read illusionist magic* spell, until it wears off or is *dispelled*.

Read Magic (Unreadable Magic)

Level level 2 savant spell (divination)

Requires: incantation, gestures, crystal prism, (pinch of dirt, drop of water)

Casting time: 1 minute

This spell allows the caster to understand magical writings, scrolls, and inscriptions. The spell lasts for 2 minutes per level of the caster, and requires the use of a crystal prism (which is not destroyed by the casting). When used on scrolls, spell books, etc., the spell enables the caster to determine what is contained within (although doing so usually triggers *curse* scrolls and the like). A mage will never need this spell to read his own spell book, of course, and once the spell is used on a given piece of magical writing, it need not be used again (so, a mage could use it to determine the contents of a magic scroll, and then later, when he wishes to actually use the scroll, would not need to cast *read magic* again). The spell is never needed to read a spell that the mage himself has inscribed. If cast by a savant on a mage's spell book, it will allow him to comprehend what is written therein, but will not allow him to memorize spells from the book, even if they are spells which also exist on the savant's spell lists. It is used mostly by savants to read mage scrolls.

The reverse of the spell, *unreadable magic*, will enable the caster to render magical writings indecipherable, even by means of a *read magic* spell, until it wears off or is *dispelled*.

Read Savant Magic (Unreadable Savant Magic)

Level 1 savant spell (divination)

Requires: incantation, gestures, crystal prism, (pinch of dirt, drop of water)

Casting time: 1 minute

This spell allows the caster to understand magical writings, scrolls, and inscriptions that are written in magical scripts used by savants. The spell lasts for 2 minutes per level of the caster, and requires the use of a crystal prism (which is not destroyed by the casting). When used on scrolls, spell books, etc., the spell enables the caster to determine what is contained within (although doing so usually triggers *curse* scrolls and the like). A savant will never need this spell to read his own spell book, of course, and once the spell is used on a given piece of magical writing, it need not be used again (so, a savant could use it to determine the contents of a magic scroll as long as the scroll contained a savant spell, and then later, when he wishes to actually use the scroll, would not need to cast *read savant magic* again). The spell is never needed to read a spell that the savant himself has inscribed.

The reverse of the spell, *unreadable savant magic*, will enable the caster to render magical writings indecipherable, even by means of a *read savant magic* spell, until it wears off or is *dispelled*.

Reflecting Pool

Level 3 savant spell (divination)

Requires: incantation, gestures, holy symbol, pool of water, nut oil
Casting time: 2 hours

This spell allows the caster to turn an ordinary pool of water (maximum 2' diameter per level of the caster) into a powerful divinatory device. The magic will remain for 1 minute per level of the caster, and the pool itself must be within 10'. Once the spell is cast, the pool will function as a *crystal ball* (see the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit for more information) whose range is limited to the material plane and those other planes which directly touch it. Infravision and the like will function through the pool, and the following spells can be cast directly through it, with a 5% chance of success per experience level of the caster: *detect magic*, *detect snares and pits*, *detect poison*, *moonbeam*, and *starshine*. The spell requires that the oil from hickory nuts, walnuts, etc., be poured into the pool in three equal measures.

This spell can be cast underwater, turning any section of water into a scrying device, subject to the limitations above.



Repulsion

Level 6 savant spell (abjuration)

Requires: incantation, gestures, statuettes
Casting time: 36 seconds (6 segments)

This spell creates a beam, some 10' long per level of the caster and 10' wide, within which all creatures will move away from the caster at their normal movement rate (or 30' per minute, whichever is greater). *Repulsed* creatures will continue to move for an entire minute, even if it takes them beyond the normal range of the spell. The spell will last for 30 seconds (5 segments) per experience level of the caster. It requires a pair of special statuettes, one of ebony and the other of ivory, in the image of dogs, attached to which are two pieces of lodestone. The statuettes will be destroyed as the spell is cast.

Reverse Transmutation

Level 9 savant spell (alteration)

Requires: incantation, gestures, moly
Casting time: 54 seconds (9 segments)

This spell allows the caster to reverse the workings of spells such as *polymorph self*, *polymorph any object*, and the like. It will not affect any illusionary effect, but will force any object or creature whose actual form has been transformed to revert back to its original form. It will function as a *stone*

to flesh spell, if cast upon a creature turned to stone by a medusa, basilisk, etc. If cast upon a druid who is using his *shape changing* ability, the druid will be forced back to his original form and be rendered unable to change again for a number of minutes equal to the difference in levels between the caster and the druid (if the druid is of higher level, he will be able to change shape in but a single minute). Note that this will even restore those who have been the subject of a *polymorph other* spell who have lost their saving throw to retain their mind. No system shock roll is required when using this spell. The spell requires a sprig of moly, which is destroyed as the spell is cast.



Salt

Savant cantrip (evocation)

Requires: incantation, gestures
Casting time: 1 second

This cantrip will cause fine salt to fall upon a desired item or area; it is mostly used when seasoning food, but can conceivably salt ground to prevent plants from growing there, or to cause damage (1-4 h.p. maximum) to those creatures who are harmed by salt, such as giant slugs. No more than 4 square yards or 30 gallons of liquid can be salted; any more, and the salt will be very diluted to the point of ineffectiveness.

If cast underwater in fresh water, this spell will create a pocket of salt water approximately 1 pint in volume. It will quickly dissipate into the surrounding water, to little or no effect.

Sand Stalker

Level 7 savant spell (conjunction/summoning)

Requires: incantation, gestures, incense, small brass gong
Casting time: 1 minute

This spell will conjure a sand stalker from the elemental plane of earth, compelling it to serve against its will. Details of the stalker can be found in the **ADVENTURES DARK AND DEEP™** Bestiary. The creature will obey the summoner for as long as the conjurer can manage, but the stalker will immediately seek to pervert its instructions by following them to the letter, thus seeking to bring about the doom of its master so that it can return to its home plane. Note that any given spell-caster can only have one stalker of any type (phantom, invisible, etc.) under his control at any given time.

Scratch

Savant cantrip (evocation)
 Requires: incantation, gestures
 Casting time: 1 second

This cantrip creates an itch on the skin of the target creature, which must be within 10' and which is entitled to a saving throw. If it fails, it will involuntarily scratch the itch for a moment, causing it to cease.

Sending

Level 5 savant spell (evocation)
 Requires: incantation, gestures, cylinders and wire
 Casting time: 10 minutes

This spell enables the caster to send a brief communication to any single creature with whom he is familiar; the target must be known by name (and appearance, as necessary). The message sent can consist of 1 word per level of the caster (articles such as *a*, *an*, and *the* don't count). There is no range limit on the *sending*, but if the target is on another plane of existence, there is a 5% chance per plane removed that the *sending* will fail (thus, if the target is on the ethereal plane there is a 5% chance of failure, one of the elemental planes 10%, etc.). The recipient must have an intelligence of at least 1. The spell requires a pair of small cylinders connected by a length of copper wire.

Sequester

Level 6 savant spell (abjuration)
 Requires: incantation, gestures, basilisk eyelash, gum arabic, whitewash
 Casting time: 1 minute

This spell allows the caster to render some object or creature completely undetectable by magical means (including spells such as *find traps*, *potion of treasure finding*, etc.), as well as being invisible to normal sight, including infravision and ultravision. The object(s) being *sequestered* must all fit within a cubical space 2' on a side per level of the caster, and will remain thus concealed for 1 week plus 1 day per level of the caster. Normal touching will reveal the *sequestered* objects, and those magical items explicitly designed to foil *invisibility* will work normally. If the spell is cast on an unwilling living creature, that creature will be entitled to a saving throw vs. spells. Any intelligent creature (including undead) upon whom the spell is cast will remain in a comatose state, unaging, for the duration of the spell. The spell requires the eyelash of a basilisk, gum arabic, and a drop of whitewash.

Shadow Door

Level 6 savant spell (illusion/phantasm)
 Requires: gestures
 Casting time: 12 seconds (2 segments)

This spell allows the caster to create the illusion of a door, into which he then appears to flee. In reality, the caster is made invisible by the spell, and remains so for up to 1 minute per experience level. If the door is opened by pursuers (or anyone else), all they will see is an illusion of an empty 10'x10' room. Magic that works as *true seeing* will of course see through the deception.

Shadow Magic

Level 5 savant spell (illusion/phantasm)
 Requires: incantation, gestures
 Casting time: 30 seconds (5 segments)

This spell allows the caster to create an almost-real version of his choice of the spells *magic missile*, *fireball*, *lightning bolt*, or *cone of cold*. The *shadow magic* spell will function as the chosen spell except for one thing: if the target makes a successful saving throw vs. magic, he will only take 1 hit point of damage. That saving throw is instead of any that would normally be allowed for the spell in question.

Shadow Walk

Level 9 savant spell (illusion/phantasm)
 Requires: incantation, gestures
 Casting time: 6 seconds (1 segment)

This spell allows the caster to move to the plane of shadow, where he can then travel at a rate of 2 miles per minute, and then return to the corresponding point in the material plane. The caster can remain on the plane of shadow for a total of 1 hour per level of experience by means of this spell, thus being able to move some 120 miles per hour per level. The caster may, at his discretion, bring other beings with him by touching them as the spell is cast; if unwilling, both a "to hit" roll on the part of the caster, and a saving throw vs. spells on the part of the unwilling traveler, apply. Those accompanying the caster need not return to the material plane (if they are deliberately abandoned, or wander off on their own, they will either remain in the plane of shadow or return in some random spot in the material plane, with a 50% chance of either result). Naturally, it is possible to end the trip in some plane other than the material, if it also borders the plane of shadow.

Shave (Hairy)

Savant cantrip (alteration)
 Requires: incantation, gestures
 Casting time: 1 second

This cantrip will remove up to 1" of hair from any specified object or portion thereof. If no hair is left thereafter, growth will not take place for another 2-12 days. The reverse of this cantrip, *hairy*, will cause hair, fur, and the like to grow 2-12 inches. It will affect one object; if cast on a living object without permission, a saving throw vs. spells is allowed.

Shine (Tarnish)

Savant cantrip (alteration)
 Requires: incantation, gestures
 Casting time: 3 seconds

This cantrip will bring forth a mirror-like sheen to a desired single object, removing corrosion, rust, tarnish, etc. If cast upon a piece of jewelry that had previously had its value decreased by random die-roll (see the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit for details), this cantrip allows a re-roll on the base value. This can only be done once per piece of jewelry, and can only increase the value by one category. The reverse of the cantrip, *tarnish*, will create a layer of rust and tarnish on any object (around 1 cubic yard in size) normally subject to becoming tarnished. It cannot be used to lower the value of jewelry.

Smokepuff

Savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 2 seconds

This cantrip brings into being a small puff of smoke, of white, gray, black, brown, yellow, or green color, as the caster desires. The smoke will dissipate normally once it appears.

Sneeze

Savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip will force the target to sneeze unless it makes a successful saving throw vs. spells. The target must be within 10'. Like all cantrips, this cannot be used to interrupt spellcasting.

Spell Immunity

Level 5 savant spell (abjuration)
Requires: incantation, gestures, component of spell
Casting time: 1 minute

This spell allows the caster to impart total immunity against one specific spell by touch, as long as it is a spell that the caster himself has directly experienced. It cannot be combined with any other sort of immunity or protection (including multiple castings of the *spell immunity* spell itself), and does not extend protection to those items and possessions carried by the beneficiary. The protection afforded does not protect against spell effects caused by magic items or the like, nor does it impart any sort of partial immunity against other spells with similar effects (i.e., immunity against *fireball* does not provide any sort of protection against *burning hands*). The spell requires the same material component as the spell which is being protected against. The spell lasts 10 minutes per level of the caster.

Spice

Savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip will actually bring a particular spice, herb, etc., into being and add it to a particular food. Enough of the spice will be created to provide for approximately a dozen people.

Spider

Savant cantrip (conjuration/summoning)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip summons an ordinary spider, which will appear up to 10' away from the caster. Ordinarily, this spider will be no more than 2 inches in diameter and relatively harmless, and its bite will only serve to distract the victim for a few seconds. There is, however, a 5% chance that the spider so summoned will in fact possess a poisonous bite. In such a case, the victim must make a saving throw vs. poison. Success means the victim takes 1 h.p. of damage. Failure means the victim takes 2 hit points and is sickened (basically incapacitated) for 1d4 days. A *neutralize poison* spell will cure the victim, and a slow poison will only serve to delay the illness for a day.

This spell cannot be cast underwater.

Spider Climb

Level 1 savant spell (alteration)
Requires: incantation, gestures, bitumen, live spider
Casting time: 6 seconds (1 segment)

This spell allows the caster to climb on walls and ceilings just like a spider, at a rate of 30' per minute. The effect lasts for 1 minute plus 1 minute per experience level of the caster. The caster must have bare hands and feet, and cannot handle anything weighing less than 5 lbs., while the spell is in effect; anything smaller than that will stick to the hands of the caster (note that this will make casting most other spells with material components while this spell is in effect, impossible). The spell requires a small bit of bitumen and a live spider, which must be swallowed.

Spiritwrack

Level 6 savant spell (evocation, abjuration)
Requires: incantation, vellum scroll
Casting time: special (see spell description)

This spell enables the caster to inflict considerable agony and ultimately banishment upon a specific denizen of the lower planes (including demons, daemons, devils, night hags, etc.). The spell requires both the true name of the being to be affected (a piece of information most such creatures are loathe to make public) and a specially prepared scroll, the creation of which must be done by the caster himself, costing no less than 5,000 g.p. and taking 2d6+6 hours (the name of the creature must be known prior to the creation of the scroll, as it must be included in the writing itself).

The spell can only be initiated when the being named in the scroll is within 10' plus 1' per level of the caster. Once the caster begins to read the scroll, the target creature will be instantly rooted to the spot, unable to move, unless it succeeds in its initial magic resistance roll. If the roll is made, the entity will most likely (90% chance) flee immediately rather than risk trying to slay the caster or destroy or steal the scroll. During the first minute of reading, the named creature will be afflicted with growing discomfort. During the second minute, the pain will increase until it is nearly unbearable, with the being losing 1 hit point per hit die. During the third minute, the creature will lose 50% of its remaining hit points. If the end of the third minute should be reached, the named being will be cast out to its home plane, writhing in agony for a number of years equal to the level of the caster.

Naturally, this is a spell not well loved by the denizens of the lower planes. Usually, the spell is used as a threat by the caster, intended to force the named being to perform some service or be inflicted with the full wrath of the spell. There is a 25% cumulative chance per minute that such a being, undergoing the exquisite agonies of the *spiritwrack*, will accede to the demands of the caster, rather than suffer the final effect of the spell.

Sprout

Savant cantrip (alteration)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip will accelerate the growth or aging of plants. A seed or bulb can be made to sprout, immature fruit can be made to ripen, or ripe fruit can be moved to spoilage. It will affect a maximum of 1 cubic yard.

Stitch (Ravel)

Savant cantrip (alteration)
 Requires: incantation, gestures
 Casting time: 3 seconds

This cantrip allows the caster to sew together two pieces of cloth, leather, etc., whether a new seam or a repair of an old one (the seam is no stronger or weaker than one that would have been created by ordinary sewing). Up to 20 yards of cloth can be sewn together (for example, a sail) or a maximum of 2 yards of leather. The reverse of the cantrip, *ravel*, can only be used where there is already a loose thread, but will cause such a thread to come undone, thus destroying the seam. Enchanted items are immune to this effect.

Stone Tell

Level 5 savant spell (divination)
 Requires: incantation, gestures, mercury, clay
 Casting time: 10 minutes

This spell causes stones to temporarily rise to a rudimentary level of intelligence, through which they will truthfully and completely (albeit without much insight) answer questions posed by the caster regarding what creatures might have touched the stones, what may lay beyond or under them, etc. The spell is especially effective when used on stone walls, such as those typically found in dungeons. The spell can affect one cubic yard of stone, and will last for ten minutes. It requires a drop of mercury and a pinch of clay, which are destroyed as the spell is cast.

Sweeten (Sour)

Savant cantrip (evocation)
 Requires: incantation, gestures
 Casting time: 3 seconds

This cantrip will bring into being some sort of sweetening agent (sugar, honey, molasses, etc.) and add it to a food or drink. Enough food can be thus sweetened for approximately twelve people. The reverse of the cantrip, *sour*, causes up to a pint of vinegar to appear over the indicated object.

Tie (Untie)

Savant cantrip (evocation)
 Requires: incantation, gestures
 Casting time: 3 seconds

This cantrip causes one end of some rope-like object (thread, twine, chain, etc.) to tie itself to some other object, including possibly the other end, creating a loop. Any sort of ordinary knot can be thus created. The reverse of this cantrip, *untie*, can be used either to undo an ordinary knot, or nullify a cantrip-induced magical *knot*, but not both. It cannot be used to nullify a magically-induced *tangle* (see the *knot* cantrip for details).

Tongues (Babble)

Level 3 savant spell (alteration)
 Requires: incantation, gestures
 Casting time: 30 seconds (5 segments)

This spell allows the caster to speak and understand the spoken languages of any creatures within a 60' diameter circle. Non-verbal communication, such as sign language, is not translated by the spell.

The reverse of the spell, *babble*, can either be used to cancel out the *tongues* spell, or to make verbal communication within the area of effect impossible, as all creatures within it are incapable of understanding one another.

Torment

Level 7 savant spell (alteration)
 Requires: incantation, gestures, prepared scroll (see spell description)
 Casting time: 1 minute

This spell allows the caster to cause physical pain and discomfort to some imprisoned being from another plane of existence. The true proper name of the creature must be known (if applicable), and/or the exact type of creature to be affected. It also requires that the caster properly identify himself to the target, in order to create a bond between them that allows the wracking pain to be inflicted on the target.

The captive creature is allowed a saving throw each minute the spell is in effect (i.e., the special scroll is being read aloud), with a penalty to the saving throw that increases as the inflicted pain grows ever worse. Should it somehow escape during the course of the spell, it will suffer an initiative and melee penalty as is shown below:

TABLE 19: TORMENT

Minute of Scroll Reading	Saving Throw Penalty	Initiative Penalty	"To Hit" and Damage Penalty
1	-1	-1	0
2	-2	-1	0
3	-3	-1	-1
4	-4	-2	-2
5	-6	-2	-3
6	-8	-3	-4
7	-8	-3	-3
8	-8	-4	-2
9	0	0	-1

If the target being lasts through to the 9th minute, the spell will have run its course and the creature will not acquiesce. If it fails its saving throw in any of minutes 1-8, it will give in to the demands of the caster. In both cases, the creature will harbor an enormous store of resentment and hatred for the caster, and will take vengeance however possible.

There is a risk to this spell; for every point of intelligence that the target creature is above the intelligence of the caster, there is a 1% chance that it will be able to turn the tables on its tormentor, drawing him into the prison and thence back to its plane of origin. If the caster is interrupted during the casting of the spell, there is a flat 5% chance per point of intelligence of the otherworldly being that such a fate will be inflicted on the caster.

The spell requires the preparation of a special scroll, aimed at the particular being to be tormented. The special nature of the inks and other substances used to create the scroll requires 1,000 g.p. per hit die (or level) of the creature for whom the scroll is intended.

Truename

Level 7 savant spell (alteration)
 Requires: incantation, gestures
 Casting time: special (see spell description)

This spell requires that the caster know the true name of a given creature (which is never its commonly-known name, and often the creature itself is unaware of its own true name). This can only be found by diligent research by sages, interrogation of spirits, and in extremis the use of the spell *know*

name, which comes with its own unique perils (see p. 18 for details). Once this name is known to the caster, he can exercise great power over the creature whose name is known. The target must be within 30' of the caster while the spell is cast.

The spell is begun with an 18 second (3 segment) rhyme that includes the true name of the subject and a brief history thereof. At that point the caster may choose from one of four effects of the spell, with the understanding that the rest of the spell must be recited in rhyme. Each verse will take 6 seconds (1 segment), and the number of verses required for each effect (and thus the total casting time of the spell) is given below. Regardless of the effect, the target is entitled to a saving throw vs. spells.

- *Multiple suggestion.* The caster may make up to 4 *suggestions* (as per the spell) in each verse of rhyme.
- *Weakness and surrender.* Each verse recited causes the target to lose 1 point of strength. After each verse, the target must make a saving throw vs. paralyzation or completely and abjectly surrender to the caster. After the recitation ends, the target regains its strength and will in 2d4 minutes.
- *Transport.* This functions as a *teleport without error* spell. The number of verses required depends on how far the target is being transported:

TABLE 20: TRUENAME - TRANSPORT

Distance	Verses (segments)
0-100 miles	4
101-500 miles	5
501-2,000 miles	6
2,000+ miles	7
Different plane	8

- *Polymorph.* This functions as if a *polymorph any object* spell had been cast on the target, but no system shock roll is required. The effect will last for 1 hour plus 10 minutes per level of the caster, minus 10 minutes per verse required to activate the effect. The number of verses (segments) required depends on the nature of the *polymorph*:

TABLE 21: TRUENAME - POLYMORPH

	Min.	Veg.	Ani.	Mon.	Hum.
Mineral	2	9	10	10	5
Vegetable	9	3	8	9	5
Animal	10	8	4	7	5
Monster	10	9	7	6	5
Human	5	5	5	5	5

If sent to a different plane, the target's body will be so altered as to be able to survive the conditions there (i.e., if sent to the elemental plane of fire, the target would be given a flaming body).

If the spell is interrupted at any time, the spell fails and any effect is lost.

True Seeing (False Seeing)

Level 6 savant spell (divination)

Requires: incantation, gestures, ointment (see description)

Casting time: 48 seconds (8 segments)

This spell allows the caster, by the application of a special ointment on his eyes or those of another, to perceive reality without any sort of obfuscation. Secret doors are obvious; those things which are invisible, ethereal, or astral are visible; illusions are seen for the flim-flams they are. Any creature whose appearance has been altered, whether through means mundane or magical, will be seen as it truly is. The effect lasts for 1 minute per level of the caster.

The reverse of the spell, *false seeing*, will cause the recipient to see things as the opposite of what they are in reality. Objects of great value are seen as broken and ruined, beautiful women are seen as ugly hags, the cleanest of homes will seem as a pigsty, etc.

This spell requires that a special ointment be prepared in advance. For *true seeing*, it consists of rare mushrooms, saffron, and fat. The ointment for *false seeing* consists of oil, the dust of the poppy flower, and the essence of certain rare pink orchids. Both ointments must age for 1-6 months before they can be used.

Tweak

Savant cantrip (conjuration/summoning)

Requires: incantation, gestures

Casting time: 3 seconds

This cantrip allows the caster to gently "tweak" some part of the body (cheek, rear, nose, etc.) of someone else within 10'. Creatures with an intelligence score of 7 or greater must roll greater than their intelligence on 3d6 or be distracted for 6 seconds (1 segment). Creatures with an intelligence score under 7 must make a saving throw vs. spells or be similarly distracted.

Twitch

Savant cantrip (evocation)

Requires: incantation, gestures

Casting time: 2 seconds

This cantrip will cause an uncontrolled spasm in a limb or other extremity of the target creature. The target must be within 20' and is entitled to a saving throw vs. magic. As with all cantrips, this cannot be used to interrupt spellcasting.

Ultravision

Level 4 savant spell (alteration)

Requires: incantation, gestures, amethyst

Casting time: 24 seconds (4 segments)

This spell allows the caster to impart to some creature by touch (or himself) the ability to see into the ultraviolet spectrum (the same way that *infravision* allows creatures to see into the infrared). See the **ADVENTURES DARK AND DEEP™** Players Manual for more details on the limitations of ultravision. The effect lasts for 1 hour plus 1 hour per experience level of the caster. This spell requires powdered carrots (if cast by an illusionist) or an amethyst of no less than 500 g.p. value (if cast by any other spell-caster).

Unlock

Savant cantrip (conjuration)

Requires: incantation, gestures

Casting time: 3 seconds

This cantrip allows the caster to pick very simple locks with an invisible key. Only locks of the simplest design can be so opened; locks with tumblers, levers, combination locks, etc., are unaffected.

Ventriloquism

Level 1 savant spell (illusion/phantasm)

Requires: incantation, small parchment/paper/vellum cone

Casting time: 6 seconds (1 segment)

This spell allows the caster to “throw his voice”, making it appear to come from some point up to 10’ distant per experience level (maximum 90’). The caster may also use the spell to make the voice sound like that of someone else, or some other simple sound that the caster could otherwise make. If anyone with an intelligence score of 12 or greater hears the voice, there is a 10% chance, plus 10% per point above 12, of recognizing the trick. The spell lasts for 4 minutes plus 1 minute per level of the caster, and requires that the caster speak into a small rolled-up piece of parchment, paper, or vellum, which is not destroyed in the casting.

Vision

Level 8 savant spell (divination)
Requires: incantation, gestures, offering (see spell description)
Casting time: 42 seconds (7 segments)

This spell allows the caster to seek guidance from other realm or power, asking a single question and asking for a *vision* by way of an answer. The spell is perilous, however, and not certain to provide the asked-for answer:

TABLE 22: VISION

Die Roll (2d6)	Result of Vision
2-6	Caster is struck by <i>geis</i> to undertake some service
7-9	<i>Vision</i> is unrelated to the question asked
10-12	Answer is granted

The *vision* spell can be supplemented with some sort of offering, which is made at the time the spell is cast. Depending on the value and rarity of the offering, a bonus to the die roll of +1 (1,000 g.p. or better), +2 (5,000 g.p. or more), or even +3 (10,000 g.p. value) can be had.

Volume

Savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 3 seconds (½ segment)

This spell allows the caster to cause a book or scroll to float down gently from a shelf into his hands. It will not move with enough force to overcome someone trying to hold onto it. The book must be within 10’ when the spell is cast.

Wall of Fog

Level 1 savant spell (evocation)
Requires: incantation, gestures, dried peas
Casting time: 6 seconds (1 segment)

This spell summons a dense bank of mist that obscures all vision, including infravision, beyond 2’. The *fog* will occupy one cube 20’ on a side per experience level of the caster, and will remain for 2-8 minutes plus 1 minute per level (although a strong breeze will dissipate the fog). The *fog* can be made to appear up to 30’ away from the caster.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell.

Wall of Force

Level 5 savant spell (evocation)
Requires: incantation, gestures, powdered diamond
Casting time: 30 seconds (5 segments)

This spell will create an invisible barrier that is completely impervious to magic, breath weapons, missiles, cold, fire, etc. *Dispel magic* will not work

against the *wall of force*, but a *disintegrate* spell will, as will a *rod of cancellation* or *sphere of annihilation* (the *rod* would be completely drained in so doing, and the *sphere* would also suck up any objects weighing less than 10 lbs. that are within 10’). The wall will be up to 20 square feet per level of the caster, and can be made to appear within 30’ of the caster. It will remain for 10 minutes plus 1 minute per experience level of the caster, and will not move under any circumstances. The spell requires powdered diamond equal to 10,000 g.p. in value, which is lost as the spell is cast.

Warm (Chill)

Savant cantrip (evocation)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip causes a small volume of liquid or solid matter (1 cubic foot maximum) to increase by 40°, but if cast on a living creature, it will never cause its body temperature to go above normal). The reverse of this cantrip, *chill*, causes a small volume of liquid or solid matter (1 cubic foot maximum) to cool by 40°, but never lower than freezing (if cast on a living creature, it will never cause its body temperature to go below normal). In both cases, the object will then slowly return back to whatever the ambient temperature may be.

Whispering Wind

Level 2 savant spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell allows the caster to create an illusory breeze that can carry a brief message or sound (if nothing is specified, the *wind* will sound like a gust of wind). The message can be up to 12 words, or the sound can last for up to 12 seconds (2 segments). The *wind* itself will travel up to 10’ per level of the caster, at anywhere between 10 and 20 feet per minute (caster’s choice). When the *wind* reaches the intended distance, it will automatically deliver its message or play its sound, which will be heard by anyone in a 2’ radius.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell.

Wink

Savant cantrip (enchantment/charm)
Requires: incantation, gestures
Casting time: 1 second

This cantrip causes the target creature to close one eye. The target must be within 10’ and is entitled to a saving throw. A successful save indicates that the wink is rapid and will go almost unnoticed. A failed save indicates that the wink is prolonged and exaggerated.

Word of Knowledge

Level 9 savant spell (divination)
Requires: incantation
Casting time: 54 seconds (9 segments)

This spell allows the caster to know one fact about a given individual. The information provided in the *word of knowledge* is always correct. It can be something as innocuous as his home town, something as mundanely important as the number of troops under his direct command or whether or not he has the spell *meteor swarm* in his spell book, or something as

esoterically valuable as his true name. It can be used to diagnose problems not otherwise detectable by other means.

Wrap

Savant cantrip (alteration)
 Requires: incantation, gestures
 Casting time: 3 seconds

This cantrip brings into existence a small wrapping around some object, no more than 1 cubic yard in size. The type of wrapping will be appropriate for the material being *wrapped*; a felt bag for gems, wax paper for a powder, flour in a cloth bag, etc. Liquids cannot be wrapped. The *wrapping* can be undone manually, or can be commanded to come apart by the caster (for this reason, it is often used to hold spell components). The *wrapping* material disappears once emptied.

Write

Level 1 savant spell (evocation)
 Requires: incantation, gestures, quill, ink
 Casting time: 1 minute

This spell allows the caster to transcribe a spell from some source (usually another spell book) into his own spell book. When doing so, the caster must make a saving throw vs. spells, with the following adjustments:

TABLE 23: WRITE

Max. Spell Level the Caster Can Cast Minus Spell Level	Saving Throw Adjustment
1 or less	+2
2	0
3	-1
4	-2
Etc.	

Thus, if a mage who could cast 4th level spells is attempting to transcribe a 7th level spell, he makes his saving throw with a -1 penalty.

If the saving throw is successful, the caster has successfully transcribed the spell, taking 1 hour per level of the spell being transcribed (during which time the caster is in a trance, and will automatically be surprised). If he fails the saving throw, the caster takes 1d4 h.p. of damage per level of the spell he was attempting to transcribe, and will be knocked unconscious for 10 minutes per hit point of damage taken. This damage cannot be healed except by rest, at a rate of 1d4 h.p. per day.

The spell requires special ink which must be custom-brewed for each spell, and which will cost a minimum of 200 g.p. per bottle. The caster may find it necessary to make his own. This is not the same as the ink used to create magic scrolls.

Yawn

Savant cantrip (evocation)
 Requires: incantation, gestures
 Casting time: 1 second

This cantrip causes the subject to yawn. The target must be within 10', and is entitled to a saving throw. Success indicates the cantrip has no effect whatsoever. Failure means that the subject will yawn broadly. In addition, the subject will be more susceptible to the spell *sleep*. If a *sleep* spell is cast on the subject within 1 minute of the *yawn* cantrip successfully being cast on him, that subject will not count for purposes of determining how many creatures are affected by the *sleep* spell.

Combat and Saving Throw Tables

TABLE 24: ATTACK TABLE COLUMN BY LEVEL

		Level / Hit Dice																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
A	A	A	A	A	C	C	C	C	C	F	F	F	F	F	I	I	I	I	I	J	

TABLE 25: ROLL TO HIT BY ARMOR CLASS

	A	C	F	I	J
-10	26	24	21	20	20
-9	25	23	20	20	20
-8	24	22	20	20	20
-7	23	21	20	20	19
-6	22	20	20	19	18
-5	21	20	20	18	17
-4	20	20	20	17	16
-3	20	20	19	16	15
-2	20	20	18	15	14
-1	20	20	17	14	13
0	20	19	16	13	12
1	20	18	15	12	11
2	19	17	14	11	10
3	18	16	13	10	9
4	17	15	12	9	8
5	16	14	11	8	7
6	15	13	10	7	6
7	14	12	9	6	5
8	13	11	8	5	4
9	12	10	7	4	3
10	11	9	6	3	2

TABLE 26: SAVING THROWS BY TYPE AND LEVEL

Level / Hit Dice	Paralyzation, Poison, Death	Petrification, Polymorph	Rod, Staff, Wand	Breath Weapon	Spell
1-5	14	13	11	15	12
6-10	13	11	9	13	10
11-15	11	9	7	11	8
16-20	10	7	5	9	6
21+	8	5	3	7	4

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