

Dirkalpathol's Swirling Sword Wall

6th Power Magist Spell (Evocation)

Time (SF): 6	Range: 5 yards per level
Components: V, S	Area: 10 foot square per level
Duration: One turn + one round per level	Effect: Wall of blades 10d10 damage
Save: None	Notes:

This spell creates a wall of swirling blades. If someone tries to walk through it they will be hit by the swirling swords and take 10d10 hp in damage.

This spell is created by the caster swirling his sword and saying the incantation while looking at the area to be covered by the wall (must be within the range of the spell).

Dirkalpathol's Swirling Sword Sphere

7th Power Magist Spell (Evocation, Abjuration)

Time (SF): 7	Range: Personal
Components: V, S	Area: Sphere of blades all around caster
Duration: One round per level	Effect: Deflects melee and missile attacks
Save: None	Notes:

This spell creates a sphere of swirling blades. If someone tries to engage in melee or shoot missiles at the caster while this spell is in effect then the swirling blades will deflect the attacks as if the caster was parrying the attacks himself (no save – they are just deflected unless the attacker is able to hit the caster's parrying AC).

The caster understands and controls the swirling blades well enough that he can make attacks out of the sphere, but it demands extra concentration to do so; actions become complex (double the usual amounts of AS are expended).

The Sphere will move at the casters discretion but only at a walking pace. Thus if the enemy wants to break away from the fight he can easily do so. The Sphere itself can't be used an offensive weapon by walking it into someone. You cannot walk through the sphere as it is located close around the caster unless you are a pixie or other small 'monster' in which case the sphere will act like a *Dirkalpathol's Swirling Sword Wall* spell.

This spell is created by the caster swirling his sword in all directions and saying the incantation.

Dirkalpathol's Swirling Band Entangler

5th Power Magist Spell (Evocation)

Time (SF): 5	Range: 10 feet per level
Components: V, S	Area: 1-4 creatures
Duration: One round per level	Effect: 1-4 creatures held
Save: Negates (Physical -3, Mental -3)	Notes: Save at difficulty 23 (sg23)

This spell is created by the caster swirling his sword and saying the incantation while swirling the sword until a trail or band starts to materialize following the tip of the sword as it is swung. When fully formed the caster hurls the band at the target(s) and they get entrapped in the band (unless they save and avoid it entirely).

Spell is equal to *Hold Monster* in its effects otherwise.

Dirkalpathol's Enhanced Swirling Band Entangler

7th Power Magist Spell (Evocation)

Time (SF): 7	Range: 20 feet per level
Components: V, S	Area: One creature
Duration: One turn + one round per level	Effect: One creature held
Save: Negates (Physical -6, Mental -6)	Notes: Save at difficulty 26 (sg26)

This spell is created by the caster swirling his sword and saying the incantation while swirling the sword until a trail or band starts to materialize following the tip of the sword as it is swung. When fully formed the caster hurls the band at the target(s) and they get entrapped in the band (unless they save and avoid it entirely).

Spell is equal to *Hold Monster* in its effects only save is done with a penalty of -6.

Dirkalpathol's Great Dimensional Shear

3rd Power Magist Spell (Evocation)

Time (SF): 3	Range: 10 feet per level
Components: V, S	Area: One creature or object
Duration: Instantaneous	Effect: d6 hp damage per level
Save: ½ (Reflex, Physical)	Notes: AV ineffective

This spell creates a two dimensional plane that is hurled from the tip of the sword towards the victim (with the same chance to hit as a missile attack). The plane is 1'x 1' square.

If the plane hits the target it will cut through any armor (no AV bonus) and try to cut the target in half. If the target dies from this assault then it is because he was actually cut in half by the plane (if possible and logical by a 1'x1' plane).

This spell can be thrown at someone in a mêlée without risk of hitting someone other than the target.

The Somatic component consists of the caster taking his sword and swirling it around him, above him, from hand to hand, faster and faster until the speed exceeds anything physically possible (a small magic illusion) and then with one extra strong swing cut straight through the fabric of the physical universe causing a dislocation in the fabric of the universe (a 1'x1' plane dislocation) that is hurled at the target. The Verbal component is a proper incantation said as the plane is hurled.

Dirkalpathol's Mega Dimensional Shear

5th Power Magist Spell (Evocation)

Time (SF): 5	Range: 50 feet + 10 feet per level
Components: V, S	Area: One creature or object
Duration: Instantaneous	Effect: d8 hp damage per level
Save: ½ (Reflex, Physical)	Notes: AV ineffective

This spell creates a two dimensional plane that is hurled from the tip of the sword towards the victim (with the same chance to hit as a missile attack). The plane is 2'x2' square.

If the plane hits the target it will cut through any armor (no AV bonus) and try to cut the target in half. If the target dies from this assault then it is because he was actually cut in half by the plane (if possible and logical by a 2'x2' plane).

This spell can be thrown at someone in a mêlée without risk of hitting someone other than the target.

The Somatic component consists of the caster taking his sword and swirling it around him, above him, from hand to hand, faster and faster until the speed exceeds anything physically possible (a small magic illusion) and then with one extra strong swing cut straight through the fabric of the physical universe causing a dislocation in the fabric of the universe (a 2'x2' plane dislocation) that is hurled at the target. The Verbal component is a proper incantation said as the plane is hurled.

Dirkalpathol's Giga Dimensional Shear

7th Power Magist Spell (Evocation)

Time (SF): 7	Range: 100 feet + 10 feet per level
Components: V, S	Area: One creature or object
Duration: Instantaneous	Effect: d10 hp damage per level
Save: ½ (Reflex, Physical)	Notes: AV ineffective

This spell creates a two dimensional plane that is hurled from the tip of the sword towards the victim (with the same chance to hit as a missile attack). The plane is 3'x 3' square.

If the plane hits the target it will cut through any armor (no AV bonus) and try to cut the target in half. If the target dies from this assault then it is because he was actually cut in half by the plane (if possible and logical by a 3'x3' plane).

This spell can be thrown at someone in a mêlée without risk of hitting someone other than the target.

The Somatic component consists of the caster taking his sword and swirling it around him, above him, from hand to hand, faster and faster until the speed exceeds anything physically possible (a small magic illusion) and then with one extra strong swing cut straight through the fabric of the physical universe causing a dislocation in the fabric of the universe (a 3'x3' plane dislocation) that is hurled at the target. The Verbal component is a proper incantation said as the plane is hurled.

Dirkalpathol's Power Dimensional Shear

9th Power Magist Spell (Evocation)

Time (SF): 9	Range: 150 feet + 10 feet per level
Components: V, S	Area: One creature or object
Duration: Instantaneous	Effect: d12 hp damage per level
Save: ½ (Reflex, Physical)	Notes: AV ineffective

This spell creates a two dimensional plane that is hurled from the tip of the sword towards the victim (with the same chance to hit as a missile attack). The plane is 4'x 4' square.

If the plane hits the target it will cut through any armor (no AV bonus) and try to cut the target in half. If the target dies from this assault then it is because he was actually cut in half by the plane (if possible and logical by a 4'x4' plane).

This spell can be thrown at someone in a m el e without risk of hitting someone other than the target.

The Somatic component consists of the caster taking his sword and swirling it around him, above him, from hand to hand, faster and faster until the speed exceeds anything physically possible (a small magic illusion) and then with one extra strong swing cut straight through the fabric of the physical universe causing a dislocation in the fabric of the universe (a 4'x 4' plane dislocation) that is hurled at the target. The Verbal component is a proper incantation said as the plane is hurled.

Dirkalpathol's Instant Implosion

1st Power Magist Spell (Evocation, Alteration)

Time (SF): 1	Range: 50 feet + 10 feet per level
Components: V, S	Area: One creature or object
Duration: Instantaneous	Effect: 2hp damage per level
Save: None	Notes:

This spell creates a very concentrated vacuum in a small place that implodes and tears all in the immediate vicinity into it, typically tearing tissue apart if thrown at or on a creature.

The effect comes into effect at the location of the spell casters choosing (within range of course), i.e. it doesn't travel to the location from the caster but simply comes into effect at the location. This means that the caster has to know where this location is by viewing it either directly or through some magical device or maybe even guided by someone else looking around the corner of a wall. This means that you can cast it into a room if you are outside looking in through glass windows for example.

The Somatic component consists of the caster taking his sword and swirling it in a swift swing through the air pointing it at the location of the desired effect. The Vocal component is a proper 3 syllable incantation in ancient elfish magic (like "Die sucker!").

Dirkalpathol's Mega Implosion

5th Power Magist Spell (Evocation, Alteration)

Time (SF): 5	Range: 150 feet + 10 feet per level
Components: V, S	Area: One creature or object
Duration: Instantaneous	Effect: d8 hp damage per level
Save: ½ (Reflex, Physical, Mental)	Notes:

This spell creates a very concentrated vacuum in a small place that implodes and tears all in the immediate vicinity into it, typically tearing tissue apart if thrown at or on a creature.

The "black hole" exerts physical damage on the target in the form of a very powerful vacuum tearing the target apart (or rather together depending on how you look at it). A reflex, physical or mental save will halve the damage.

The Somatic component consists of the caster taking his sword and swirling it around him, above him, from hand to hand, faster and faster until the speed exceeds anything physically possible (a small magic illusion) thus seemingly creating a vacuum due the incredibly fast movement of the sword. The effect comes into effect first as a small "black hole" at the location of the spell casters sword and then is flung from there toward the target (much like a fireball), while accompanied with a proper small incantation.

Dirkalpathol's Giga Implosion

7th Power Magist Spell (Evocation, Alteration)

Time (SF): 7	Range: 200 feet + 10 feet per level
Components: V, S	Area: One creature or object
Duration: Instantaneous	Effect: Death or d6 hp damage per level
Save: Special (Reflex, Physical, Mental)	Notes:

This spell creates a very very concentrated vacuum in a small place that implodes and tears all in the immediate vicinity into it, typically tearing tissue apart if thrown at or on a creature.

The Somatic component consists of the caster taking his sword and swirling it around him, above him, from hand to hand, faster and faster until the speed exceeds anything physically possible (a small magic illusion) thus seemingly creating a vacuum due the incredibly fast movement of the sword. The effect comes into effect first as a small "black hole" at the location of the spell casters sword and then is flung from there toward the target (much like a fireball), while accompanied with a proper small incantation.

The "black hole" exerts physical damage on the target in the form of a very powerful vacuum tearing the target apart (or rather together depending on how you look at it).

This very powerful spell has the capability of actually imploding a vital body part such as the head or the heart of the creature. Thus if successful and the target misses his reflex, physical or mental save (fails to sense the force coming into being inside his skull - and react fast enough on it - for example), then the vital body part implodes, killing the target. If the target saves and manages to move his head (or other vital body part) out of the way, then he still will be right next to a very powerful implosion tearing his body apart, taking physical damage with no additional save to reduce damage.

Dirkalpathol's "Black Hole" Implosion

9th Power Magist Spell (Evocation, Alteration)

Time (SF): 9	Range: 250 feet + 10 feet per level
Components: V, S	Area: One creature or object
Duration: Instantaneous	Effect: Death or d8 hp damage per level
Save: Special (Reflex, Physical, Mental)	Notes:

This spell creates a very very concentrated vacuum in a small place that implodes and tears all in the immediate vicinity into it, typically tearing tissue apart if thrown at or on a creature.

The Somatic component consists of the caster taking his sword and swirling it around him, above him, from hand to hand, faster and faster until the speed exceeds anything physically possible (a small magic illusion) thus seemingly creating a vacuum due the incredibly fast movement of the sword. The effect comes into effect first as a small "black hole" at the location of the spell casters sword and then is flung from there toward the target (much like a fireball), while accompanied with a proper small incantation.

The "black hole" exerts physical damage on the target in the form of a very powerful vacuum tearing the target apart (or rather together depending on how you look at it).

This very powerful spell has the capability of actually imploding a vital body part such as the head or the heart of the creature. Thus if successful and the target misses his reflex, physical or mental save (fails to sense the force coming into being inside his skull - and react fast enough on it - for example), then the vital body part implodes, killing the target. If the target saves and manages to move his head (or other vital body part) out of the way, then he still will be right next to a very powerful implosion tearing his body apart, taking physical damage with no additional save to reduce damage.

Dirkalpathol's Bull's-eye Bow Booster

3rd Power Magist Spell (Alteration)

Time (SF): 3	Range: Touch one bow
Components: V, S	Area: One bow
Duration: One shot	Effect: Adds 300 feet to range and +10 to hit
Save: N/A	Notes:

This spell magically enables the caster to use a bow (or effect a bow and give to someone else to use) and shoot one shot at bulls eye at very long range.

Main use is for "one shot - make it or break it" situations or for show.

Dirkalpathol's Enforced Luck

7th Power Magist Spell (Alteration)

Time (SF): 7	Range: 50 feet + 10 feet per level
Components: V, S	Area: One creature
Duration: Until used, but max 24 hours	Effect: Enables one instance of luck
Save: N/A	Notes: Should only be used once per day

This spell enables the user to have extreme luck in one specific situation. This could be in the form of hitting an opponent exactly where it hurts the most in exactly the right way (not by skill but by luck) (i.e. The player gets to choose a roll on the to-hit die).

Another example is to avoid a bad effect by for example just exactly stepping behind a branch as an arrow aimed at your skull hits it or a big dragon sweeps the field and covers it in a sea of flames but gets a slight hiccup that leaves a small spot (where you stand) un-singed (i.e. the player gets to choose a roll on the save die).

This spell cannot be accumulated. Only one spell per creature or person per day should be used, or a Goddess of Luck and Misfortune would probably interfere.

Dirkalpathol's Burning Missiles

4th Power Magist Spell (Evocation)

Time (SF): 4	Range: 60 feet + 10 feet per level
Components: V, S	Area: One creature or object
Duration: Instantaneous	Effect: Missiles doing d4+1 + d6 hp damage
Save: Special (None and ½ Physical)	Notes: No Save for impact, Save ½ for fire

This spell is a combination of the common *Magic Missile* spell and a fire effect. The spell has all the qualities and description of the *Magic Missile* spell but added to that is an additional fire damage. The number of missiles created is one plus one additional for every two levels above first level (level/2 rounded up).

The missiles fired by the mage will be flaming with magical fire and when a missile hits an opponent it does the usual 1d4+1 damage per missile but does an additional 1d6 of fire damage. If the missile does not hit the target there is no fire damage.

The fire damage bypasses all AV as the arrow already penetrated the armor and the fire damage spreads through the tip of the arrow as well as by the flames in general.

Dirkalpathol's Electrical Missiles

4th Power Magist Spell (Evocation)

Time (SF): 4	Range: 60 feet + 10 feet per level
Components: V, S	Area: One creature or object
Duration: Instantaneous	Effect: Missiles doing d4+1 + d6 hp damage
Save: Special (None and ½ Physical)	Notes: No Save for impact, Save ½ for elect.

This spell is a combination of the common *Magic Missile* spell and an electrical (lightning) effect. The spell has all the qualities and description of the *Magic Missile* spell but added to that is an additional electrical damage. The number of missiles created is one plus one additional for every two levels above first level (level/2 rounded up).

The missiles fired by the mage will be charged with electrical energy and when a missile hits an opponent it does the usual 1d4+1 damage per missile but does an additional 1d6 of electrical damage. If the missile does not hit the target there is no electrical damage.

The electrical damage bypasses all AV as the arrow already penetrated the armor and the electrical damage spreads through the tip of the arrow.

Dirkalpathol's Multiple Blast Missiles

7th Power Magist Spell (Evocation)

Time (SF): 7	Range: 50 feet + 10 feet per level
Components: V, S	Area: One creature or object per missile
Duration: Instantaneous	Effect: Damage
Save: ½ (Physical) except missile damage	Notes:

This spell can be cast in different versions as described below. The general principle is that multiple missiles are directed at one or multiple enemies. Each missile is cast at its own power (3rd or 4th) but if their effects overlap, the damage of each effect is reduced by 30% (approximately as if the damage were added up as statistically orthogonal effects, with the total calculated as the root mean square sum).

Fireball version: This version casts 2 fireballs (like the *Fireball* spell) at one or two different targets. If cast at 2 different targets then they have to be within a 90 degree arc from the viewpoint of the caster for him to be able to control both. Damage for each fireball is like the *Fireball* spell. Effects can be overlapping.

Lightning Bolt version: This version casts 2 lightning bolts (like the *Lightning Bolt* spell) at one or two different targets. If cast at 2 different targets then they have to be within a 90 degree arc from the viewpoint of the caster for him to be able to control both. Damage for each lightning bolt like the *Lightning Bolt* spell.

Implosion version: This version casts 2 *Dirkalpathol's Great Implosion* spells (3rd power, 1d6 damage per level) at one or two different targets. If cast at 2 different targets then they have to be within a 90 degree arc from the viewpoint of the caster for him to be able to control both. Effects can be overlapping.

Dimensional Shear version: This version casts 2 *Dirkalpathol's Great Dimensional Shear* spells (3rd power, 1d6 damage per level) at one or two different targets. If cast at 2 different targets then they have to be within a 90 degree arc from the viewpoint of the caster for him to be able to control both. Effects can be overlapping.

Burning Missiles version: This version casts 1 Burning Missile (see *Dirkalpathol's Burning Missile* spell) per 2 levels of caster at multiple targets within a 180 degree arc in from of the caster. All missiles can be cast at the same target or spread out between targets.

Electrical Missiles version: This version casts 1 Electrical Missile (see *Dirkalpathol's Electrical Missile* spell) per 2 levels of caster at multiple targets within a 180 degree arc in from of the caster. All missiles can be cast at the same target or spread out between targets.

Dirkalpathol's Burst of Many Energies

9th Power Magist Spell (Evocation)

Time (SF): 9	Range: 50 feet + 10 feet per level
Components: V, S	Area: One creature/object and 10 feet radius
Duration: Instantaneous	Effect: Damage
Save: ½ (Physical) except missile damage	Notes:

This spell is designed for use when you have no idea of the immunities of an opponent but you need to hurt him anyway. The spell hurls a massive missile (a large javelin really) at the opponent causing 4d8 of damage (no saving throw but AV applies as for missiles). Just before impact an electrical charge arcs forward striking the opponent with an electrical charge for 6d6 damage (save to half). The missile itself is super cooled (in part to help hold the electrical charge) and upon impact this Cold energy spreads through the opponent for 6d6 cold damage (save to half). 1 segment after impact the tip of the missile collapses in an implosion that tears the interior of the opponents body for 6d6 damage (save to half), This collapse also collapses the super cooled residual matter and energies left in the missile and causes a very limited nuclear combustion resulting in a (fire) explosion that in turn causes 6d6 damage (save to half). The fire explosion has an area effect of a 20' diameter.

In summary the effects are:

Physical impact of missile:	4d8 damage (AV applies, no save)
Electrical charge:	6d6 damage (physical save to half)
Cold:	6d6 damage (physical save to half)
Implosion:	6d6 damage (physical save to half)
Fire explosion:	6d6 damage (physical save to half)

Somatic component consists classically of firing an arrow from a bow while saying a long and complicated incantation. Alternatively it can be done by taking one's sword and point it at the throat (or the like) of the opponent while saying the incantation and then hurling the sword at the opponent whereby the sword will transform into the missile. The throwing of the sword is actually an illusion as the caster still has his sword in his hand when the spell has been cast.

Dirkalpathol's Instant Stoneskin

6th Power Magist Spell (Alteration)

Time (SF): 1	Range: 50 feet + 10 feet per level
Components: V, S	Area: One creature or object
Duration: 24 hours dormant + 1 round active	Effect: Creates a stoneskin
Save: None	Notes:

Like the *Stoneskin* Spell, but fast!

Dirkalpathol's Ultimate Protection from Physical Attacks

8th Power Magist Spell (Abjuration, Evocation)

Time (SF): 2 turns	Range: 50 feet + 10 feet per level
Components: V, S	Area: One creature or object
Duration: One round per level	Effect: Protection from physical attacks
Save: Negates (Reflex, Physical)	Notes: Save applies to withering only

This spell creates a skin-tight protective force field that follows the person around and protects him against purely physical attacks. Any physical attack such as sword, fist, foot, arrows, stones and other weapons will simply hit the field and bounce off. This also includes natural fire, cold, acid and other purely physical attack forms except breath weapons.

Hitting the force field is like hitting a stone wall and any weapon doing so will have to save as per normal rules for crushing blow. If the attack is performed using hand, feet, claws or the like then the force field will induce a withering damage on the member being used for the attack; unless a reflex or physical save is made, the use of the member is lost (can be healed but takes a day at least). This is also rather painful and causes d6 hp of damage per level of caster. This effect will only fire one time on any one person (i.e. if attacked by two fighters they both can be hit by the effect but only once each).

If the attack is performed with a metal weapon then an electrical charge is released at the attacker through the weapon. This effect is like a *Lightning Bolt*, but at 8th power dealing d6 hp of electrical damage per level of caster, with no save allowed (AV is ineffective to resist this). This effect will also only fire once as above.

If the attack is performed with a wooden or other (non-metallic) type of weapon then an intense 2 feet diameter ball of fire will emerge from the force field and follow the weapon back to the arm back toward the torso (engulfing the arm at it does so). This will cause damage like an 8th power fireball dealing d6 hp of fire damage per level of caster, with no save allowed; unless a reflex or physical save is made, the use of the arm is lost (can be healed but takes a day at least).

If a missile weapon hits the force field then not only will the missile bounce off but a swarm of *Dirkalpathol's Burning Magic Missiles* will fly back at the originator of the missile.

Any attack done with magic weapon or done with a Karma Bonus follow these rules: (accumulative)

Any damage to the attacker is as above but the magic (or Karma Bonus) of the attack will damage the force field. An attack at a plus of 1 will reduce the strength of the force field so much that it will last one round less. And at a plus of 2 will reduce it equivalent to 2 rounds etc.

Dirkalpathol's All Around Protection

8th Power Magist Spell (Abjuration)

Time (SF): 8	Range: 50 feet + 10 feet per level
Components: V, S	Area: One creature or object
Duration: 2 turns per level	Effect: Protection
Save: None	Notes:

This spell provides an all around protection on the caster (or whom it may be cast on), which translates into a +5 bonus on all saves.

Note that no bonuses of more than +5 can be achieved (i.e. if you already have a +2 ring then you will only gain an additional +3 bonus as +5 is a limit).

Dirkalpathol's Fighting Protection

9th Power Magist Spell (Alteration, Illusion)

Time (SF): 9	Range: 50 feet + 10 feet per level
Components: V, S	Area: One creature or object
Duration: Special	Effect: Protection in fight
Save: None	Notes:

This spell is used when fighting is unavoidable and you want to increase your defensive capabilities, (offensive capabilities are best increased through years of practice or by abandoning fighting altogether and cast some offensive spells instead).

This spell combines the effects of the regular *Stoneskin* spell, *Mirror Image* spell and gives an AC and AV bonus of +3 for 3 rounds.

Dirkalpathol's Magical Soother

3rd Power Magist Spell (Alteration)

Time (SF): 3	Range: Touch
Components: V, S	Area: One creature or object
Duration: Instantaneous	Effect: Heals 3hp damage
Save: N/A	Notes:

The spell expends magical energy to rearrange the matter of the target so that the effects of the wounds vanish. Once done, the energy is spent and the effect is no longer magical. I.e. it can't be dispelled.

Dirkalpathol's Magical Mega Soother

5th Power Magist Spell (Alteration)

Time (SF): 5	Range: Touch
Components: V, S	Area: One creature or object
Duration: Instantaneous	Effect: Heals 5hp damage
Save: N/A	Notes:

The spell expends magical energy to rearrange the matter of the target so that the effects of the wounds vanish. Once done, the energy is spent and the effect is no longer magical. I.e. it can't be dispelled.

Dirkalpathol's Magical Giga Soother

7th Power Magist Spell (Alteration)

Time (SF): 7	Range: Touch
Components: V, S	Area: One creature or object
Duration: Instantaneous	Effect: Heals 7hp damage
Save: N/A	Notes:

The spell expends magical energy to rearrange the matter of the target so that the effects of the wounds vanish. Once done, the energy is spent and the effect is no longer magical. I.e. it can't be dispelled.

Dirkalpathol's Anti Anti-Magic Shell

6th Power Magist Spell (Abjuration)

Time (SF): 1	Range: 50 feet + 10 feet per level
Components: V, S	Area: 5 foot radius sphere
Duration: One turn per level	Effect: Creates an Anti Anti-Magic Shell
Save: None	Notes:

This spell serves the purpose of negating the effect of an *Anti-Magic Shell*. A 5 foot radius sphere is created within which magic does work regardless of any *Anti-Magic Shell* that might already exist in the area.

This means that all your magic items retain their abilities and you are able to cast spells. Naturally if you cast spells out of your Anti Anti-Magic Shell and into an Anti-Magic area, then your spell will suffer the normal effect from entering an anti-magic area.

This shell is invisible and moves with the caster (or person on whom it is cast). If you move into an Anti-Magic area then the shell may be flattened on one side. For example a BDF (Big Dumb Fighter) has activated an Anti-Magic Shell effect on himself and approaches you to wrestle you to the ground. You have activated your Anti Anti-Magic Shell on yourself. As the fighter comes closer the shells meet and are simply flattened against each other. As the BDF starts wrestling you the shells are virtually skin-tight where you touch. You would however still be able to cast a spell on yourself (like fly, then grab the fighter and lift him into the air and threaten him to surrender or drop to his death). Your magical armor would also still be magical and provide you with the needed bonuses etc. You could however not cast a lightning bolt at the fighter, as it would be negated as soon as it touched his Anti-Magic Shell.

Dirkalpathol's Contingency Buffer (DCB)

8th Power Magist Spell (Evocation)

Time (SF): 8	Range: Touch
Components: V, S	Area: One person
Duration: Permanent	Effect: Creates a <i>Contingency Buffer</i>
Save: N/A (Subject must be willing)	Notes:

This spell creates a Contingency Buffer. This Buffer enables the caster to predefine several standard contingencies that he wishes to employ in different situations and store them. The *Contingency* that is currently the valid one will have to be chosen using the *Dirkalpathol's Contingency Buffer Activator* spell.

For example if the caster wants to define one *Contingency* for use when fighting undead and another for when he is fighting mages and a third for when he is fighting fighters then he can create these contingencies (write them down on or near his character sheet) and lay them in with the DCB spell.

This buffer stays in existence until dispelled by the user or by some external source. The Buffer can contain up to 6 *Contingency* spells, (but only one *Contingency* can be active at a time).

The somatic components are to hold your sword out in front of you and repeat the words of the contingency to be stored 3 times in Auld Wyrnish.

Dirkalpathol's Contingency Buffer Activator (DCBA)

4th Power Magist Spell (Evocation)

Time (SF): 4	Range: Touch
Components: V, S	Area: One person
Duration: Permanent	Effect: Activates a specific <i>Contingency</i>
Save: N/A (Subject must be willing)	Notes:

This spell is used together with *Dirkalpathol's Contingency Buffer (DCB)* and *Contingency*. First the DCB spell is cast creating a contingency buffer. Then a number of Contingencies is cast into the buffer (up to 6). Then the DCBA is cast stating which *Contingency* is to be in effect now. The *Contingency* chosen to be in effect now will stay in effect until DCBA is cast again to switch the active *Contingency*. If no DCBA is cast after a DCB is cast, then no contingency of the buffer will be active. In other words the DCB will be useless unless a DCBA is cast to activate it.

The somatic component is pointing ones sword either up, down, North, east, south or west. Each direction represents one of the Contingencies laid into the Buffer. While pointing the sword in the wanted direction an incantation is stated including the first three words of the contingency to be activated.

Dirkalpathol's Time Space Expander (DTSE)5th or 8th Power Magist Spell (Alteration)

Time (SF): 5 or 8	Range: Personal
Components: V, S	Area: The caster
Duration: Special	Effect: Calls a duplicate of caster from future
Save: N/A	Notes:

This spell allows the caster to travel forward in time to borrow a future self, bringing it back to aid him in the present and creating an identical duplicate of himself. The caster only travels a round (5th power version) or two (8th power version) into the future, and creates a strange hiccup in his own existence.

Example: The net effect looks something like this (5th power version):

First round, first action: The caster casts the spell (one action). To observers, it looks as if nothing happened.

First round, second action: The casters self from 1 round into the future arrives (for example in segment 34), so there are now two mages. Both can act normally during this round, but the future self gains some advantages since he's already lived through this time once and knows what to expect.

Second round: In this round the mage travels back to round one 60 segments earlier to help himself. In our example the mage continues normal actions until the second rounds 34th segment where he then travels to round one. When the mage has left for round one then there is no mage at all present for the next 60 segments. He has no existence at all during this time.

Third round: The future mage who was borrowed from round two returns at the same spot and in the same condition he was in when the 60 segments that started in round 1 are spent. The Time Space Expansion effect has ended.

When the future self returns to round one he knows what happened and can thus go right into action with no delay or need to orient himself, furthermore as he knows the actions of all enemies in the encounter and thus can guard against them he gains a +4 bonus to Armor Class, +4 bonus to saves, and a +2 bonus to any hit rolls he makes. Also when new initiative is rolled for the future self has the option to "roll 0" as he knows what is going to happen.

If the future self is injured or killed, there is no effect on the present mage, other than the fact that he can cringe in anticipation of the wounds he's going to get and possibly die from. However, any injuries to the present self are immediately duplicated on the person of the future mage, as are any form of healing.

The 8th level version functions just like the 5th level version except that it makes a 120 segment Time Space Expansion instead of a 60 segment Time Space Expansion.

Dirkalpathol's Magic Suppressor (DMS)4th thru 9th Power Magist Spells (Alteration, Illusion)

Time (SF): 4 thru 9	Range: Touch
Components: V, S	Area: One creature or object
Duration: Instantaneous	Effect: Conceals magic
Save: None	Notes:

This spell is cast to hide the effect of magic on an item or on a person. This could be a magic sword or item that had some sort of radiation or signature that could be detected by common men or creatures.

The 4th power version of the spell will conceal all common magic items as magic items to the eyes of normal men or monsters and the spell would additionally conceal the magic item as a magic item even if detection were attempted with a *Detect Magic* spell cast at a lower power than the power the DMS has been cast at.

In the event of a spell cast on a person or item the DMS would have to be cast at the same power as the spell to conceal that the person or item is under the effect of the spell. For example a *Globe of Invulnerability* spell (6th power) would need a 6th power DMS to conceal it from view.

Thus the basic power of the spell is 4 but it is designed so that it can be cast at a higher power if needed to conceal higher power spells.

Version 3.5

Dirkalpathol's Space Time Warp Event-Effect-Retrofrier also called: Dirkalpathol's Death Delayer

7th Power Magist Spell (Alteration, Abjuration)

Time (SF): 7	Range: 50 feet + 10 feet per level
Components: V, S	Area: One creature
Duration: One round per level	Effect: Delays damage, max 6hp per level
Save: None	Notes: Uncured damage doubles at spell end

This spell uses the principle of the common Space Time Warp phenomenon to thin out the effect of an event in present time over the time stream of the Will-Be-Was.

In practical terms if the caster or receiver of this spell has suffered damage in present time then this spell takes that damage and pastes it out over the entire length of time of the universe thus making the damage effect in present time insignificant.

Naturally due to elasticity of time such an effect cannot be held in place for very long without a use of Mana approaching infinite. Thus after 1 round per level of caster the power of the spell will no longer be able to hold the spell in place and the time continuum will snap back in place. Due to the power of the elasticity of time the damage taken will be doubled at the time of the snap-back unless the damage has been cured before then.

Example: The caster has 50 hp but has suffered 40 hp damage in a fight. He then casts this spell on himself and the damage will appear to disappear and he will be able to continue the fight with full hp. Lets say he suffers additionally 20 hp damage but wins the fight. He will now have to heal 60 hp damage to avoid any bad effects when the spell ends. If he doesn't heal anything then he will find himself with 20hp + 2×40hp= 100hp damage when the spell ends, and he will die (badly). If he heals 30hp damage before the spell ends then he will have healed the 20hp immediate damage and 10 hp of the damage he had before the spell was cast, thus when the spell ends he will suffer 2×30hp= 60 hp and still die.

The somatic component of this spell is doing a back flip (jumping in the air while rotating backwards and land on your feet) while swinging your sword in a full circle under you.

This spell cannot be stacked, i.e. only one active at a time. Also it can maximally move 6hp pr level of caster.

Dirkalpathol's Spell Encapsulator

6th Power Magist Spell (Abjuration)

Time (SF): 6	Range: 50 feet + 10 feet per level
Components: V, S	Area: One creature or object
Duration: One turn + one round per level	Effect: Encapsulates one spell or spell effect
Save: None	Notes:

This protection spell creates a silver ball that continues to hover over the head of the creature or object it is cast on. The silver ball will then capture the effect of one spell being cast at the person (or object) being protected by the spell. **Note:** If the spell effect takes a long time, the protected person will be protected for a long time (like if he is being attacked by a *Wall of Fire* spell).

Example: If a *Fireball* is cast at the protected person then the silver ball will lurch forward, expand and encapsulate the fireball and contain the effect inside the silver ball (see more details later). It will do the same with a *Meteor Swarm* as long as part of the spell is being aimed directly at the person being protected. If the spell is being directed elsewhere but the protected person is within the spell effect then the silver ball will encapsulate the protected person to shield him from the area effect.

This spell will not protect against breath attacks unless magically created and will not protect against conjured or summoned monsters, as that is not a spell directed directly at the protected person.

The silver ball may not be able to contain the power of the spell if the power of it is too high, and there is always the risk of breakage anyway. See Table:

Level of Spell	Chance of containing
1-6	100%
7	50%
8	25%
9	0%

The spell can be cast at a higher power level and if so works 100% on the level at which it is cast and deteriorates as above for higher levels.

Dirkalpathol's Constitutional Life-force Redirector (DCLR)

8th Power Magist Spell (Necromancy)

Time (SF): 8	Range: 50 feet + 10 feet per level
Components: V, S	Area: One undead creature
Duration: Instantaneous	Effect: Drains life-force
Save: Special (None or Physical/Mental)	Notes: No save allowed for "touched" victim

This spell works only on undead. Its designed to drain the constitutional life-force that undead have stored in them (which they in turn stole from somebody else). Thus this spell actually doesn't drain hit points but merely redirect already stolen life-force from the "batteries" of undead.

The thus drained life-force is stored in the caster as extra hit points (or used to heal damage). Extra hit points thus added will dissipate again at the rate of 1 hp per turn and the caster will start to feel very warm, sweat (regardless of outside temperature) and radiate bright white light from his eyes (useful at night unless you want to hide). The maximum number of temporary extra hp that can be sustained equals the caster's constitution attribute.

The drained hit points can also be used to restore permanently drained hit points in one self or in someone else but if so it must be done within (level of caster) rounds or the life-force will dissolve and be lost.

The somatic component consists of pointing a sword at the undead to be sucked of life-force and utter a deep and ominous sounding incantation while still pointing and shaking the sword at the undead.

The amount of life-force redirected in this way depends on how much life-force is in the undead. If the undead just drained someone and its known how much hp was drained then that's how much is redirected back by the spell. Else 3d4 hp worth of life-force is being gotten. The hp amount is subtracted from the undead hp. When used at a distance this spell can be resisted by a physical or mental save; when delivered by touch however, no save is allowed.

This spell would actually also be capable of redirecting excess life-force from "Superlive" creatures if such should exist, but only with their consent.

This spell has been designed for use in conjunction with *Dirkalpathol's Vial of Life* (see separately).

Dirkalpathol's Vial of Life

Magical Item

Magical vial capable of containing the life force drained from undead using the *Dirkalpathol's Constitutional Life-force Redirector Spell (DCLR)*.

The vial is a hollowed out diamond (worth a lot (to be determined)) with a clear fluid in it. The fluid is created using DCLR. The vial can contain up to 150 hp worth of life-force. The life-force can be used to replace lost hp (due to undead drains etc). The fluid cannot increase the hp of the person beyond the original capacity of the person nor can it give him extra permanent hp.

The Vial is used by drinking some of the fluid until one feels that his life-force (hp) has been restored.

If too much life-force is consumed then the person will start to feel very warm, sweat (regardless of outside temperature) and radiate bright white light from his eyes (useful at night unless you want to hide). He will do this for 1 turn per hp consumed in excess of what he could contain. By drinking excess life fluid the user can temporarily increase his hp but they will radiate out as described above at a rate of 1 hp per turn.

Dirkalpathol's Mind Partitioning

9th Power Magist Spell (Conjuration/Summoning)

Time (SF): One day	Range: 50 feet + 10 feet per level
Components: V, S, M	Area: One creature or object
Duration: Special	Effect: Mind partitioning
Save: None	Notes:

This spell is designed to link a *Dirkalpathol's Animapyxis* (see this) with the person, thus setting up a safe place for the life force to retreat to in case of death.

The casting of this spell takes a full day in which the caster and the receiver (which can also be the caster) both have to participate fully and cannot be interrupted or the spell will be lost and will have to be started all over again.

The casting involves intricate patterns drawn on the ground, correct 3D placing of numerous energy deposits and channels, long involved incantations, ritually correct placing of light sources and a long and strong mental concentration by the caster. The receiving person will not have to know exactly what it all means or even be skilled in any form of meditation but will have to willingly submit to the caster reaching into his most inner deep mind and isolating an unused portion of this mind and transfer it to the Animapyxis.

This part of the operation is critical, as it will feel to the receiving person as if he is going through the process of dying and he may rebel against the action in which case the spell is broken and a side effect may occur. A wisdom check is performed and if successful then the receiver understands that he is actually not dying and the spell can go on, but if the check is failed then he rebels against dying and the spell is broken. In this case roll on the table below to see the side effect. These effects don't apply if the spell is cast on the caster, as he knows exactly what is going on at all times.

Side effect table:

1- 20	Unconscious for 6d4 turns
21- 40	feeble minded for 1d4 days
41- 50	lost in the ethereal plane
51- 60	lost in the astral plane
61- 80	terrified (like a fear effect)
81- 90	insane
91-100	dead

If all goes well the connection with the Animapyxis is made and whenever in the future the person dies it will channel the life force there. (See *Dirkalpathol's Animapyxis* for further details).

This spell is Dirkalpathol's personal spell and is not taught to anyone else!

Dirkalpathol's Animapyxis

Magical Item

This highly magical item is designed for use in conjunction with the *Dirkalpathol's Mind Partitioning* spell.

Latin: Anima – the breath of life, vital principle, soul; -pyxis – a little box, casket.

It is a gem (a black pearl) hung in a necklace, earring or set in a diadem or similar jewelry near the head. The Animapyxis is protected by a *Non-Detection* spell so that it will appear like a worthless object (not worth stealing).

When a person is killed the life force or vital principle of the person is normally lost (unless called back by a cleric). In other words the life force leaves the body and goes to the (or a) realm of the dead (or in some cases simply dissipates). In either case *Dirkalpathol's Mind Partitioning* spell sets up a safe place in the Animapyxis where the life force is directed to if the person is inflicted with death.

This safe place is really a partitioning of the mind that is being set up by the spell and being kept in the Animapyxis. Thus in case of death the life force will retreat to this place and dwell there until such a time as the body has been healed and the diadem is being placed on the head of the body (if it left it) at which point the life force can return to the body at his own discretion.

The life force in the Animapyxis will only be aware of the body that is wearing the Animapyxis. The life force can thus decide if he thinks it's a good idea to return to the body or wait in the Animapyxis until some danger may be gone. The life force can also stay in the Animapyxis (in case the body has been destroyed) and wait for an opportunity to claim a new body. The life force can theoretically stay in the Animapyxis forever (and will incidentally not age while there – although the body may if it's kept alive somewhere).

The Animapyxis will regenerate the body as a ring of regeneration.

There is no simple way of detecting if an Animapyxis contains a life force or not and it will not radiate magic or in any other way give away that it is anything but a nice diadem. A detect magic will of course detect that it is magic (unless concealed effectively by a *Dirkalpathol's Magic Suppressor* spell) and a *Glorfindel's Magical Identification* spell will only tell what type of object it is not if there is any life force in it.

The Animapyxis is permanent and once the link has been made between the person and the Animapyxis this link is also permanent unless the Animapyxis is destroyed.

If an Animapyxis is stolen then the owner will always be aware of where it is by means of direction and distance.

If the person is killed without being in possession of the Animapyxis then he will still go to it when he dies (no choice) unless it's locked up on some other plane and specifically shielded against detection.

The magic in the Animapyxis is a combination of a *Regeneration* effect (like *Ring of Regeneration*), *Reincarnation* effect (wiz 6), *Non-Detection* of object (wiz 3) and *Life Protection* (see DM magical item section).

Dirkalpathol's ruby eye: This is the first Animapyxis that Dirkalpathol will create. It will work as described above. It will appear like a deep red ruby embedded in the forehead of Dirkalpathol. If his body dies then the ruby will appear to fade and turn into a worthless piece of dirty glass (still embedded in his forehead). While regenerating the body it will maintain its worthless appearance and only when the body is reoccupied will it regain its true appearance. This Animapyxis will only work for Dirkalpathol, (due to the highly personalized nature of the item).