

## Lightning Spells

### Glorfindel's Instant Lightning

1<sup>st</sup> Power Magist Spell (Evocation)

<b>Time (SF):</b> 1	<b>Range:</b> 10 yards per level
<b>Components:</b> V	<b>Area:</b> One creature or object
<b>Duration:</b> Instantaneous	<b>Effect:</b> Lightning 2hp damage per level
<b>Save:</b> None	<b>Notes:</b> AV is ineffective

Creates a minor *Lightning Bolt* doing 2 hit points damage per level of caster.

### Glorfindel's Electric Eyes

4<sup>th</sup> Power Magist Spell (Evocation)

<b>Time (SF):</b> Casting SF=4, Activation SF=0	<b>Range:</b> 10 feet per level
<b>Components:</b> V, S	<b>Area:</b> One creature or object per sub-round
<b>Duration:</b> Special (up to 24 hours)	<b>Effect:</b> Lightning d4 hp damage per level
<b>Save:</b> None	<b>Notes:</b> AV is ineffective

This spell when cast can be activated at a later time within 24 hours. When activated, lightning will shoot out from the casters eyes electrocuting the targets for d4 hp damage per level. This lightning damage can be applied all at once, or spread out over several sub-rounds as desired with at least d4 damage per sub-round (10 seconds). Activation and usage of this spell does not count as a separate action; once the spell is cast it can be activated and used while the caster is in melee or casting another spell without hindering his actions.

### Glorfindel's Mega Lightning

5<sup>th</sup> Power Magist Spell (Evocation)

<b>Time (SF):</b> 5	<b>Range:</b> 50 yards + 10 yards per level
<b>Components:</b> V, S	<b>Area:</b> 5'x80' or 10'x40' forked
<b>Duration:</b> Instantaneous	<b>Effect:</b> Lightning d8 hp damage per level
<b>Save:</b> ½ (Reflex, Physical)	<b>Notes:</b> AV is ineffective

Creates *Lightning Bolt* doing 1d8 hp damage per level of caster; reflex save or physical save will halve damage.

### Glorfindel's Giga Lightning

7<sup>th</sup> Power Magist Spell (Evocation)

<b>Time (SF):</b> 7	<b>Range:</b> 100 yards + 10 yards per level
<b>Components:</b> V, S	<b>Area:</b> 5'x80' or 10'x40' forked
<b>Duration:</b> Instantaneous	<b>Effect:</b> Lightning d10 hp damage per level
<b>Save:</b> ½ (Reflex, Physical)	<b>Notes:</b> AV is ineffective

Creates *Lightning Bolt* doing 1d10 hp damage per level of caster; reflex save or physical save will halve damage.

### Glorfindel's Power Lightning

9<sup>th</sup> Power Magist Spell (Evocation)

<b>Time (SF):</b> 9	<b>Range:</b> 150 yards + 10 yards per level
<b>Components:</b> V, S	<b>Area:</b> 5'x80' or 10'x40' forked
<b>Duration:</b> Instantaneous	<b>Effect:</b> Lightning d12 hp damage per level
<b>Save:</b> ½ (Reflex, Physical)	<b>Notes:</b> AV is ineffective

Creates *Lightning Bolt* doing 1d12 hp damage per level of caster; reflex save or physical save will halve damage.

## Fire Spells

## Glorfindel's Instant Explosion

1<sup>st</sup> Power Magist Spell (Evocation)

<b>Time (SF):</b> 1	<b>Range:</b> 10 yards per level
<b>Components:</b> V	<b>Area:</b> One creature or object
<b>Duration:</b> Instantaneous	<b>Effect:</b> Fireball 2hp damage per level
<b>Save:</b> None	<b>Notes:</b>

Creates a minor *Fireball* doing 2 hit points damage per level of caster.

## Glorfindel's Flaming Eyes

4<sup>th</sup> Power Magist Spell (Evocation)

<b>Time (SF):</b> Casting SF=4, Activation SF=0	<b>Range:</b> 10 feet per level
<b>Components:</b> V, S	<b>Area:</b> One creature or object per sub-round
<b>Duration:</b> Special (up to 24 hours)	<b>Effect:</b> Flames d4 hp damage per level
<b>Save:</b> None	<b>Notes:</b>

This spell when cast can be activated at a later time within 24 hours. When activated, flames will shoot out from the casters eyes burning the targets for d4 hp damage per level. This fire damage can be applied all at once, or spread out over several sub-rounds as desired with at least d4 damage per sub-round (10 seconds). Activation and usage of this spell does not count as a separate action; once the spell is cast it can be activated and used while the caster is in melee or casting another spell without hindering his actions.

## Glorfindel's Mega Explosion

5<sup>th</sup> Power Magist Spell (Evocation)

<b>Time (SF):</b> 5	<b>Range:</b> 150 yards + 10 yards per level
<b>Components:</b> V, S	<b>Area:</b> 20 feet radius
<b>Duration:</b> Instantaneous	<b>Effect:</b> Fireball d8 hp damage per level
<b>Save:</b> ½ (Physical)	<b>Notes:</b>

Creates *Fireball* doing 1d8 hp damage per level of caster; physical save will halve damage.

## Glorfindel's Giga Explosion

7<sup>th</sup> Power Magist Spell (Evocation)

<b>Time (SF):</b> 7	<b>Range:</b> 200 yards + 10 yards per level
<b>Components:</b> V, S	<b>Area:</b> 20 feet radius
<b>Duration:</b> Instantaneous	<b>Effect:</b> Fireball d10 hp damage per level
<b>Save:</b> ½ (Physical)	<b>Notes:</b>

Creates *Fireball* doing 1d10 hp damage per level of caster; physical save will halve damage.

## Glorfindel's Power Explosion

9<sup>th</sup> Power Magist Spell (Evocation)

<b>Time (SF):</b> 9	<b>Range:</b> 250 yards + 10 yards per level
<b>Components:</b> V, S	<b>Area:</b> 20 feet radius
<b>Duration:</b> Instantaneous	<b>Effect:</b> Fireball d12 hp damage per level
<b>Save:</b> ½ (Physical)	<b>Notes:</b>

Creates *Fireball* doing 1d12 hp damage per level of caster; physical save will halve damage.

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*Divination Spells*

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**Glorfindel's Magical Identification**4<sup>th</sup> Power Magist Spell (Divination)**Time (SF):** 4**Components:** V, S, M**Duration:** One round per level**Save:** N/A**Range:** Touch**Area:** One or more objects**Effect:** Identifies properties, command words**Notes:**

This spell identifies one property or command word of a magical object touched per round it is held. Each round requires a successful intelligence check to identify something, if the intelligence check fails then another round of identification is required. Curses and alignment are not detected or identified by this spell.

## Omni Spells

## Glorfindel's Omni Quasi-Stasis Energizer

10<sup>th</sup> Power Magist Spell (Omni)

<b>Time (SF):</b> 10	<b>Range:</b> 180 yards + 5 yards per level
<b>Components:</b> V, S	<b>Area:</b> One or more creatures and objects
<b>Duration:</b> 2 sub-rounds (20 seconds)	<b>Effect:</b> 1 energizer ray/level, 4 hp damage
<b>Save:</b> None	<b>Notes:</b> Cannot be turned

This spell opens a connection to the Positive Material plane and to the Sphere of Energy. One or more missiles are created using matter from the Positive Material Plane. These missiles are then fired at the target(s) chosen by the caster, and rays of pure destructive energy follow these missiles. The caster is simultaneously put in stasis for the duration of the next sub-round (10 seconds); therefore he cannot himself be harmed by this spell or by any other attack in that following sub-round after the casting of this spell. At the end of duration, the connections to the Positive Material plane and the Sphere of Energy are closed, and the caster is retrieved from stasis.

This spell cannot be turned, except by a turning spell of 10<sup>th</sup> power or above; if such a spell turning should take effect, it will still not hit the caster who is in stasis, but will instead return to the Sphere of Energy with a tremendous blast blinding everyone except the caster within a 30 foot radius, unless a reflex or physical save is made.

The psionic manifestation Energy Control will affect this spell (unless raised to a higher order) as follows: The energy part can be negated, but the matter part cannot; this discipline can cut the damage in half but no more.

If multiple rays are targeted at the same creature or object, the physical Armor Value if any will only be applicable once for the total damage – not per energizer ray.

## Glorfindel's Omni Power Gaze

10<sup>th</sup> Power Magist Spell (Omni)

<b>Time (SF):</b> Casting SF=10, Activation SF=0	<b>Range:</b> 5 yards per level
<b>Components:</b> V, S	<b>Area:</b> One creatures/object or 20 foot cube
<b>Duration:</b> One round per level	<b>Effect:</b> 1 hp damage per second or burn/melt
<b>Save:</b> None (except for magical objects)	<b>Notes:</b> AV and immunities are ineffective

This spell activates a gaze weapon for the caster which can be turned on and off at will. When the gaze is active, rays of elemental energy radiate from the casters eyes, and these rays can at any given time be directed at a single creature or object, or spread out over a 20 foot cube volume.

Any creature targeted by the gaze will suffer damage continuously regardless of any first order mortal immunities at the rate of 1hp per second.

Any ordinary object targeted by the gaze will suffer the following consequences: One cubic foot of material will burn up, melt, or evaporate depending on the type of material and its current phase. Any magical, psionic or holy object targeted by the gaze will resist until a save versus disintegration is failed; the save must be re-checked once per round.

**Example:** A ten cubic feet iron statue will melt in ten seconds, and then evaporate in another ten seconds.

Damage can be avoided by any creature or object protected by a Prismatic Wall/Sphere or by a Stasis effect. Spells such as Force Field, Spell Turning, Wards of Defense, Reflection etc. are ineffective however, unless raised to a 10<sup>th</sup> power effect. The caster is immune to his own gaze, but not to the gaze of any others.

Activation and usage of this spell does not count as a separate action; once the spell is cast it can be activated and used while the caster is in melee or casting another spell without hindering his actions.