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Acid Spells

Keflin's Instant Acid Fog

1st Power Magist Spell (Evocation)**Time (SF):** 1**Components:** V, S**Duration:** Instantaneous**Save:** ½ (Physical)**Range:** 5 yards per level**Area:** Up to 5×5×5 foot cube**Effect:** Acid fog 2hp damage per level**Notes:**

Creates an acid fog, which causes 2hp damage per level of caster; physical save halves damage.

Keflin's Acid Rain

3rd Power Magist Spell (Evocation)**Time (SF):** 3**Components:** V, S**Duration:** Instantaneous**Save:** ½ (Physical)**Range:** 10 yards per level**Area:** Up to 10×10×10 foot cube**Effect:** Acid rain d6 hp damage per level**Notes:**

Creates an acid rain, which causes d6 hp damage per level of caster; physical save halves damage.

Keflin's Heavy Acid Rain

5th Power Magist Spell (Evocation)**Time (SF):** 5**Components:** V, S**Duration:** Instantaneous**Save:** ½ (Physical)**Range:** 15 yards per level**Area:** Up to 15×15×15 foot cube**Effect:** Acid rain d8 hp damage per level**Notes:**

Creates heavy acid rain, which causes d8 hp damage per level of caster; physical save halves damage.

Keflin's Acid Downpour

7th Power Magist Spell (Evocation)**Time (SF):** 7**Components:** V, S**Duration:** Instantaneous**Save:** ½ (Physical)**Range:** 15 yards per level**Area:** Up to 20×20×20 foot cube**Effect:** Acid rain d10 hp damage per level**Notes:**

Creates an acid downpour, which causes d10 hp damage per level of caster; physical save halves damage.

Keflin's Acid Thundershower

9th Power Magist Spell (Evocation)**Time (SF):** 9**Components:** V, S**Duration:** Instantaneous**Save:** ½ (Physical)**Range:** 20 yards per level**Area:** Up to 30×30×30 foot cube**Effect:** Acid rain d12 hp damage per level**Notes:**

Creates an acid thundershower, which causes d12 hp damage per level of caster; physical save halves damage.

Keflin's Instant Heavy Acid Rain

7th Power Magist Spell (Evocation)**Time (SF):** 1**Components:** V, S**Duration:** Instantaneous**Save:** ½ (Physical)**Range:** 15 yards per level**Area:** Up to 15×15×15 foot cube**Effect:** Acid rain d8 hp damage per level**Notes:**Like the 5th Power Magist Spell *Keflin's Heavy Acid Rain*, but fast.

Keflin's Instant Acid Downpour

10th Power Magist Spell (Omni)

Time (SF): 1	Range: 15 yards per level
Components: V, S	Area: Up to 20×20×20 foot cube
Duration: Instantaneous	Effect: Acid rain d10 hp damage per level
Save: ½ (Physical)	Notes:

Like the 7th Power Magist Spell *Keflin's Acid Downpour*, but fast.

Keflin's Dormant Acid Rain

4th Power Magist Spell (Evocation)

Time (SF): Casting SF=4, Activation SF=0	Range: 5 yards per level
Components: V, S	Area: Up to 10×10×10 foot cube
Duration: Special (up to 24 hours)	Effect: Acid rain d4 hp damage per level
Save: ½ (Physical)	Notes:

Creates an acid rain, which causes d4 hp damage per level of caster; physical save halves damage.

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.

This spell is considered a *reactive* spell while dormant.

Keflin's Enhanced Dormant Acid Rain

6th Power Magist Spell (Evocation)

Time (SF): Casting SF=6, Activation SF=0	Range: 10 yards per level
Components: V, S	Area: Up to 15×15×15 foot cube
Duration: Special (up to 24 hours)	Effect: Acid rain d6 hp damage per level
Save: ½ (Physical)	Notes:

Creates an acid rain, which causes d6 hp damage per level of caster; physical save halves damage.

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.

This spell is considered a *reactive* spell while dormant.

Keflin's Dormant Heavy Acid Rain

8th Power Magist Spell (Evocation)

Time (SF): Casting SF=8, Activation SF=0	Range: 15 yards per level
Components: V, S	Area: Up to 20×20×20 foot cube
Duration: Special (up to 24 hours)	Effect: Acid rain d8 hp damage per level
Save: ½ (Physical)	Notes:

Creates an acid rain, which causes d8 hp damage per level of caster; physical save halves damage.

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.

This spell is considered a *reactive* spell while dormant.

Arrow Spells

Keflin's Instant Acid Arrow1st Power Magist Spell (Conjuration)**Time (SF):** 1**Components:** V, S**Duration:** Instantaneous**Save:** ½ (Physical)**Range:** 5 yards per level**Area:** One creature or object**Effect:** Acid arrow 2hp damage per level**Notes:**

This spell creates an arrow that on impact burst with acid. The arrow speeds to its target without modifiers for range, proficiency or specialization. There is no splash damage but on impact the arrow will burst with acid, which causes 2hp damage per level of caster; physical save halves damage.

Keflin's Acid Arrows4th Power Magist Spell (Conjuration)**Time (SF):** 4**Components:** V, S**Duration:** Instantaneous**Save:** ½ (Physical)**Range:** 10 yards per level**Area:** 1-2 targets in 10×10×10 foot cube**Effect:** 2 acid arrows 2hp damage per level**Notes:** AV applies once to total damage

This spell creates 2 arrows that on impact burst with acid. The arrows speed to their targets without modifiers for range, proficiency or specialization. There is no splash damage but on impact each arrow will burst with acid, which causes 2hp damage per level of caster; physical save halves damage.

Keflin's Corrosive Acid Arrows7th Power Magist Spell (Conjuration)**Time (SF):** 7**Components:** V, S**Duration:** Instantaneous**Save:** ½ (Physical)**Range:** 15 yards per level**Area:** 1-3 targets in 20×20×20 foot cube**Effect:** 3 acid arrows 2hp damage per level**Notes:** AV applies once to total damage

This spell creates 3 arrows that on impact burst with acid. The arrows speed to their targets without modifiers for range, proficiency or specialization. There is no splash damage but on impact each arrow will burst with acid, which causes 2hp damage per level of caster; physical save halves damage.

Keflin's Extra Corrosive Acid Arrows9th Power Magist Spell (Conjuration)**Time (SF):** 9**Components:** V, S**Duration:** Instantaneous**Save:** ½ (Physical)**Range:** 20 yards per level**Area:** 1-3 targets in 30×30×30 foot cube**Effect:** 3 acid arrows d4 hp damage per level**Notes:** AV applies once to total damage

This spell creates 3 arrows that on impact burst with acid. The arrows speed to their targets without modifiers for range, proficiency or specialization. There is no splash damage but on impact each arrow will burst with acid, which causes 1d4 hp of damage per caster level; physical save halves damage.

Keflin's Omni Corrosive Acid Arrows10th Power Magist Spell (Omni)**Time (SF):** 10**Components:** V, S**Duration:** Instantaneous**Save:** ½ (Physical)**Range:** 20 yards per level**Area:** 1-4 targets in 30×30×30 foot cube**Effect:** 4 acid arrows 2hp damage per level**Notes:** AV applies once to total damage

This spell creates 4 arrows that on impact burst with acid. The arrows speed to their targets without modifiers for range, proficiency or specialization. There is no splash damage but on impact each arrow will burst with acid, which causes 2hp damage per level of caster; physical save halves damage.

Keflin's Instant Corrosive Acid Arrows10th Power Magist Spell (Omni)**Time (SF):** 1**Components:** V, S**Duration:** Instantaneous**Save:** ½ (Physical)**Range:** 15 yards per level**Area:** 1-3 targets in 20×20×20 foot cube**Effect:** 3 acid arrows 2hp damage per level**Notes:** AV applies once to total damage

Like the 7th Power Magist Spell *Keflin's Corrosive Acid Arrows*, but fast.

Like that spell it creates 3 arrows that on impact burst with acid. The arrows speed to their targets without modifiers for range, proficiency or specialization. There is no splash damage but on impact each arrow will burst with acid, which causes 2hp damage per level of caster; physical save halves damage.

Keflin's Dormant Acid Arrows7th Power Magist Spell (Conjuration)**Time (SF):** Casting SF=7, Activation SF=0**Components:** V, S**Duration:** Special (up to 24 hours)**Save:** ½ (Physical)**Range:** 10 yards per level**Area:** 1-2 targets in 10×10×10 foot cube**Effect:** 2 acid arrows 2hp damage per level**Notes:** AV applies once to total damage

Like the 4th Power Magist Spell *Keflin's Acid Arrows*, except activation is waiting.

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.

This spell is considered a *reactive* spell while dormant.

Keflin's Omni Dormant Acid Arrows10th Power Magist Spell (Omni)**Time (SF):** Casting SF=10, Activation SF=0**Components:** V, S**Duration:** Special (up to 24 hours)**Save:** ½ (Physical)**Range:** 15 yards per level**Area:** 1-3 targets in 20×20×20 foot cube**Effect:** 3 acid arrows 2hp damage per level**Notes:** AV applies once to total damage

Like the 7th Power Magist Spell *Keflin's Corrosive Acid Arrows*, except activation is waiting.

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.

This spell is considered a *reactive* spell while dormant.

Armor Spells

Keflin's Bronze Skin4th Power Magist Spell (Alteration)

Time (SF): 4	Range: 0
Components: V, S	Area: The Caster
Duration: One round per level	Effect: The Caster's AV increases to 6
Save: N/A	Notes:

This spell makes the skin of the caster as hard as bronze, thus protecting the Caster as if wearing a bronze plate mail (AV 6). The protection has no encumbrance, thus it does not hinder movement or spell casting.

Keflin's Steel Skin6th Power Magist Spell (Alteration)

Time (SF): 6	Range: 0
Components: V, S	Area: The Caster
Duration: One round per level	Effect: The Caster's AV increases to 8
Save: N/A	Notes:

This spell makes the skin of the caster as hard as steel, thus protecting the Caster as if wearing a field plate mail (AV 8). The protection has no encumbrance, thus it does not hinder movement or spell casting.

Keflin's Dragon Skin9th Power Magist Spell (Alteration)

Time (SF): 9	Range: 0
Components: V, S	Area: The Caster
Duration: One round per level	Effect: The Caster's AV increases to 11
Save: N/A	Notes:

This spell makes the skin of the caster as hard as the scales of a Dragon, thus protecting the Caster with AV 11. The protection has no encumbrance, thus it does not hinder movement or spell casting.

Keflin's Electrical Armor5th Power Magist Spell (Alteration, Evocation)

Time (SF): 5	Range: 0
Components: V, S	Area: Personal
Duration: 2 rounds per level	Effect: 6 Layers, ½ hp Lightning damage per level
Save: None	Notes: AV is ineffective

The spell creates 6 layers of protection around the caster. When an attacker touches the Caster, a layer discharges with Lightning causing ½ hp damage per caster level (and then disappears). The next attack touching the Caster will trigger the next layer and so on until all 6 layers are used.

The spell can be seen as a bluish transparent armor.

Keflin's Major Electrical Armor9th Power Magist Spell (Alteration, Evocation)

Time (SF): 9	Range: 0
Components: V, S	Area: Personal
Duration: 2 rounds per level	Effect: 6 Layers, 1hp Lightning damage per level
Save: None	Notes: AV is ineffective

The spell creates 6 layers of protection around the caster. When an attacker touches the Caster, a layer discharges with Lightning causing 1hp damage per caster level (and then disappears). The next attack touching the Caster will trigger the next layer and so on until all 6 layers are used.

The spell can be seen as a bluish transparent armor.

Death and Disintegrate Spells**Keflin's Deadly Touch**3rd Power Magist Spell (Necromancy)**Time (SF):** 3**Components:** V, S**Duration:** Instantaneous**Save:** None**Range:** Touch**Area:** One creature (not undead)**Effect:** d4 hp life draining damage per level**Notes:** AV is ineffective

This spell takes life energy out of the victim, causing 1d4 hp of damage per caster level. The spell has no effect on undead creatures and objects without life force.

Keflin's Life Remover6th Power Magist Spell (Necromancy)**Time (SF):** 6**Components:** V, S**Duration:** Instantaneous**Save:** None**Range:** Touch**Area:** One creature (not undead)**Effect:** d6 hp life draining damage per level**Notes:** AV is ineffective

This spell removes life energy from the victim, causing 1d6 hp of damage per caster level. The spell has no effect on undead creatures and objects without life force.

Keflin's Life Evaporator8th Power Magist Spell (Necromancy)**Time (SF):** 8**Components:** V, S**Duration:** Instantaneous**Save:** None**Range:** Touch**Area:** One creature (not undead)**Effect:** d8 hp life draining damage per level**Notes:** AV is ineffective

This dreadful spell evaporates life energy out of the victim, causing 1d8 hp of damage per caster level. The spell has no effect on undead creatures and objects without life force.

Keflin's Life Annihilator9th Power Magist Spell (Necromancy)**Time (SF):** 9**Components:** V, S**Duration:** Instantaneous**Save:** Special (Physical, Mental)**Range:** 5 yards per level**Area:** One creature**Effect:** d8 hp life draining damage per level**Notes:** AV is ineffective

This horrific spell destroys life energy in the victim, causing 1d8 hp of damage per caster level with no Save allowed. The victim must also save (physical or mental) or die regardless of hit points. Undead save automatically but are still affected by the hit point damage. The spell has no effect on objects without life force.

Keflin's Life Exterminator9th Power Magist Spell (Necromancy)**Time (SF):** 9**Components:** V, S**Duration:** Instantaneous**Save:** None**Range:** 5 yards per level**Area:** 30 feet radius (not undead)**Effect:** d8 hp life draining damage per level**Notes:** AV is ineffective

This horrific spell destroys life energy in the victims in the area of effect, causing 1d8 hp of damage per caster level with no save allowed. The spell has no effect on undead creatures and objects without life force.

Keflin's Omni Life Obliterator10th Power Magist Spell (Omni)

Time (SF): 10	Range: 10 yards per level
Components: V, S	Area: 35 feet radius (not undead)
Duration: Instantaneous	Effect: 2d4 hp life draining damage per level
Save: None	Notes: AV is ineffective

This horrific spell destroys life energy in the victims in the area of effect, causing 2d4 hp of damage per caster level with no save allowed. The spell has no effect on undead creatures and objects without life-force.

Keflin's Instant Life Remover9th Power Magist Spell (Necromancy)

Time (SF): 1	Range: Touch
Components: V, S	Area: One creature (not undead)
Duration: Instantaneous	Effect: d6 hp life draining damage per level
Save: None	Notes: AV is ineffective

Like the 6th Power Magist Spell *Keflin's Life Remover*, but fast.

Keflin's Instant Soft Disintegrate (KISD)1st Power Magist Spell (Alteration)

Time (SF): 1	Range: 5 yards per level
Components: V, S	Area: Up to 5×5×5 foot cube
Duration: Instantaneous	Effect: 2hp disintegration damage per level
Save: ½ (Physical)	Notes: AV is ineffective

This spell causes soft materials (flesh, cloth, vegetable etc.) within the area of effect to take damage.

The damage inflicted is 2hp damage per level of caster; physical save halves damage.

Keflin's Advanced Disintegrate (KAD)3rd Power Magist Spell (Alteration)

Time (SF): 3	Range: 10 yards per level
Components: V, S	Area: Up to 10×10×10 foot cube
Duration: Instantaneous	Effect: 3hp disintegration damage per level
Save: ½ (Physical)	Notes: AV is ineffective

This spell causes all materials within the area of effect to take damage.

The damage inflicted is 3hp damage per level of caster; physical save halves damage.

Keflin's Enhanced Disintegrate (KED)5th Power Magist Spell (Alteration)

Time (SF): 5	Range: 50 yards + 10 yards per level
Components: V, S	Area: Up to 15×15×15 foot cube
Duration: Instantaneous	Effect: 4hp disintegration damage per level
Save: ½ (Physical)	Notes: AV is ineffective

This spell causes all materials within the area of effect to take damage.

The damage inflicted is 4hp damage per level of caster; physical save halves damage.

Keflin's Improved Disintegrate6th Power Magist Spell (Alteration)

Time (SF): 6	Range: 50 yards + 10 yards per level
Components: V, S	Area: Up to 15×15×15 foot cube
Duration: Instantaneous	Effect: 5hp disintegration damage per level
Save: ½ (Physical)	Notes: AV is ineffective

This spell causes all materials within the area of effect to take damage.

The damage inflicted is 5hp damage per level of caster; physical save halves damage.

Keflin's Inappearance Disintegrate (KID)8th Power Magist Spell (Alteration)

Time (SF): 8	Range: 15 yards per level
Components: V, S	Area: One creature
Duration: Instantaneous	Effect: 3hp disintegration damage per level
Save: Special (Physical, Mental)	Notes: AV is ineffective

This spell causes the creature to take damage, causing 3hp of damage per caster level with no Save allowed. The victim must also save (physical or mental) or disintegrate regardless of hit points.

Keflin's Disappearance Disintegrate9th Power Magist Spell (Alteration)

Time (SF): 9	Range: Touch
Components: V, S	Area: One creature
Duration: Instantaneous	Effect: 5hp disintegration damage per level
Save: Special (Physical)	Notes: AV is ineffective

This spell causes the creature to take damage; causing 5hp of damage per caster level with no Save allowed. The victim must also save (physical) or disintegrate regardless of hit points.

Keflin's Obliterating Disintegrate9th Power Magist Spell (Alteration)

Time (SF): 9	Range: 20 yards per level
Components: V, S	Area: Up to 30×30×30 foot cube
Duration: Instantaneous	Effect: 7hp disintegration damage per level
Save: ½ (Physical)	Notes: AV is ineffective

This spell causes all materials within the area of effect to take damage.

The damage inflicted is 7hp damage per level of caster; physical save halves damage.

Keflin's Omni Disintegrate10th Power Magist Spell (Omni)

Time (SF): 10	Range: 25 yards per level
Components: V, S	Area: Up to 35×35×35 foot cube
Duration: Instantaneous	Effect: 2d6 hp disintegration damage per level
Save: ½ Physical -2 (sg22)	Notes: AV is ineffective

This spell causes all materials within the areas of effect to take damage.

The damage inflicted is 2d6 hp damage per level of caster; physical save at a -2 penalty halves damage.

Keflin's Instant Enhanced Disintegrate7th Power Magist Spell (Alteration)

Time (SF): 1	Range: 50 yards + 10 yards per level
Components: V, S	Area: Up to 15×15×15 foot cube
Duration: Instantaneous	Effect: 4hp disintegration damage per level
Save: ½ (Physical)	Notes: AV is ineffective

Like the 5th Power Magist Spell *Keflin's Enhanced Disintegrate*, but fast.

Keflin's Instant Improved Disintegrate9th Power Magist Spell (Alteration)

Time (SF): 1	Range: 50 yards + 10 yards per level
Components: V, S	Area: Up to 15×15×15 foot cube
Duration: Instantaneous	Effect: 5hp disintegration damage per level
Save: ½ (Physical)	Notes: AV is ineffective

Like the 6th Power Magist Spell *Keflin's Improved Disintegrate*, but fast.

Enhancement Spells

Keflin's Augmentation III

9th Power Magist Spell (Evocation)

Time (SF): 9	Range: 0
Components: V, S	Area: Special
Duration: 3 Turns	Effect: Next 3 spells damage increase by +2hp/die
Save: (as augmented spells)	Notes:

This is a more powerful version of the 3rd power *Augmentation I* and the 6th power *Augmentation II* spells.

The damage of the next 3 spells cast will increase by +2 points per die, for up to one die per level (i.e. for spells that do more than one die of damage per level, only 2 points of damage per level is added).

It will only affect 8th or lower power spells and only spells that cause direct physical damage.

Keflin's Dilation III

9th Power Magist Spell (Alteration)

Time (SF): 9	Range: 0
Components: V, S	Area: Special
Duration: Special	Effect: Next spell's area of effect increases by +100%
Save: None	Notes:

This is a more powerful version of the 4th power *Dilation I* and the 6th power *Dilation II* spells, The next spell cast will have its area of effect increased by 100% in all dimensions.

It will only affect 8th or lower power spells.

Keflin's Far Reaching IV

9th Power Magist Spell (Alteration)

Time (SF): 9	Range: 0
Components: V, S	Area: Special
Duration: Special	Effect: Next spell's range increases by +200 %
Save: None	Notes:

This spell is a more powerful version of the 3rd power *Far Reaching I*, 4th power *Far Reaching II*, and 5th power *Far Reaching III* spells (from *Tome of Magic*). The next spell cast will have its range extended by 200%.

It will only affect 8th or lower power spells.

Keflin's Dormant Augmentation I

5th Power Magist Spell (Evocation)

Time (SF): Casting SF=5, Activation SF=0	Range: 0
Components: V, S	Area: Special
Duration: Special (up to 24 hours)	Effect: Next spell's damage increases by +1hp/die
Save: (as augmented spell)	Notes:

This spell when cast can be activated at a later time within 24 hours. When activated, the damage of the next spell will increase by +1 point per die. As the SF for activation is zero, the "next spell" may be within the same sub-round, if so desired. The damage increase only applies for up to one die per level (i.e. for spells that do more than one die of damage per level, only 1 point of damage per level is added).

It will only affect 4th or lower power spells and only spells that cause direct physical damage.

Keflin's Dormant Augmentation II

8th Power Magist Spell (Evocation)

Time (SF): Casting SF=8, Activation SF=0	Range: 0
Components: V, S	Area: Special
Duration: Special (up to 24 hours)	Effect: Next 3 spells damage increase by +1hp/die
Save: (as augmented spells)	Notes:

This spell is similar to Keflin's Dormant Augmentation I, except that the next 3 spells are affected.

It will only affect 7th or lower power spells and only spells that cause direct physical damage.

Keflin's Dormant Dilation I6th Power Magist Spell (Alteration)

Time (SF): Casting SF=6, Activation SF=0
Components: V, S
Duration: Special (up to 24 hours)
Save: None

Range: 0
Area: Special
Effect: Next spell's area of effect increases by +25%
Notes:

This spell when cast can be activated at a later time within 24 hours. When activated, the next spell will get its area of effect increased by +25% in all dimensions. As the SF for activation is zero, the "next spell" may be within the same sub-round, if so desired.

It will only affect 5th or lower power spells.

Keflin's Dormant Dilation II8th Power Magist Spell (Alteration)

Time (SF): Casting SF=8, Activation SF=0
Components: V, S
Duration: Special (up to 24 hours)
Save: None

Range: 0
Area: Special
Effect: Next spell's area of effect increases by +50%
Notes:

This spell when cast can be activated at a later time within 24 hours. When activated, the next spell will get its area of effect increased by 50% in all dimensions. As the SF for activation is zero, the "next spell" may be with in the same sub-round, if so desired.

It will only affect 7th or lower power spells.

Keflin's Dormant Far Reaching I5th Power Magist Spell (Alteration)

Time (SF): Casting SF=5, Activation SF=0
Components: V, S
Duration: Special (up to 24 hours)
Save: None

Range: 0
Area: Special
Effect: Next spell's range increases by +50 %
Notes:

This spell when cast can be activated at a later time within 24 hours. When activated, the next spell will get its range extended by 50%. As the SF for activation is zero, the "next spell" may be with in the same sub-round, if so desired.

It will only affect 4th or lower power spells.

Keflin's Dormant Far Reaching II7th Power Magist Spell (Alteration)

Time (SF): Casting SF=7, Activation SF=0
Components: V, S
Duration: Special (up to 24 hours)
Save: None

Range: 0
Area: Special
Effect: Next spell's range increases by +100 %
Notes:

This spell when cast can be activated at a later time within 24 hours. When activated, the next spell will get its range extended by 100%. As the SF for activation is zero, the "next spell" may be with in the same sub-round, if so desired.

It will only affect 6th or lower power spells.

Keflin's Dormant Far Reaching III9th Power Magist Spell (Alteration)

Time (SF): Casting SF=9, Activation SF=0
Components: V, S
Duration: Special (up to 24 hours)
Save: None

Range: 0
Area: Special
Effect: Next spell's range increases by +150 %
Notes:

This spell when cast can be activated at a later time within 24 hours. When activated, the next spell will get its range extended by 150%. As the SF for activation is zero, the "next spell" may be with in the same sub-round, if so desired.

It will only affect 8th or lower power spells.

Keflin's Omni Enhancer

10th Power Magist Spell (Omni)

Time (SF): 9

Components: V, S

Duration: Special

Save: (as the enhanced spell)

Range: 0

Area: Special

Effect: Increase range, area and damage of the next spell

Notes:

This spell combines the effect of the 3rd power *Far Reaching I*, the 3rd power *Augmentation I* and the 4th power *Dilation I* spells (from *Tome of Magic*).

Thus the next spell cast will have its range extended by 25%, +1 point of damage per die is added, and the area of effect is increased by 25% in all dimensions. The damage increase only applies for up to one die per level (i.e. for spells that do more than one die of damage per level, only 1 point of damage per level is added).

It will only affect 9th or lower power spells.

Delay Spells

Keflin's Minor Spell Delayer

2nd Power Magist Spell (Evocation)

Time (SF): 2

Components: V, S

Duration: Special (up to 2 rounds)

Save: N/A

Range: Up to 5 yards

Area: One Spell

Effect: Delays Next spell up to 2 rounds

Notes: -

This spell enables the caster to delay the next 1st power or lower spell. When this spell is cast, a subsequent spell's effect will come into operation from 1 subround up to 2 rounds later, as chosen at the time of casting.

The range is only of importance when the spell and the subsequent spell are cast; afterwards the caster is free to move away (walk, teleport etc.). A delayed spell is considered a *reactive* spell.

Keflin's Spell Delayer

4th Power Magist Spell (Evocation)

Time (SF): 4

Components: V, S

Duration: Special (up to 4 rounds)

Save: N/A

Range: Up to 5 yards per level

Area: One Spell

Effect: Delays Next spell up to 4 rounds

Notes: -

This spell enables the caster to delay the next 3rd power or lower spell. When this spell is cast, a subsequent spell's effect will come into operation from 1 subround up to 4 rounds later, as chosen at the time of casting.

The range is only of importance when the spell and the subsequent spell are cast; afterwards the caster is free to move away (walk, ride etc.). A delayed spell is considered a *reactive* spell.

Keflin's Major Spell Delayer

6th Power Magist Spell (Evocation)

Time (SF): 6

Components: V, S

Duration: Special (up to 6 rounds)

Save: N/A

Range: Up to 5 yards per level

Area: One Spell

Effect: Delays Next spell up to 6 rounds

Notes: -

This spell enables the caster to delay the next 5th power or lower spell. When this spell is cast, a subsequent spell's effect will come into operation from 1 subround up to 6 rounds later, as chosen at the time of casting.

The range is only of importance when the spell and the subsequent spell are cast; afterwards the caster is free to move away (walk, Dimension Door etc.). A delayed spell is considered a *reactive* spell.

Keflin's Greater Spell Delayer9th Power Magist Spell (Evocation)

Time (SF): 9	Range: Up to 10 yards per level
Components: V, S	Area: One Spell
Duration: Special (up to 9 rounds)	Effect: Delays Next spell up to 9 rounds
Save: N/A	Notes: -

This spell enables the caster to delay the next 8th power or lower spell. When this spell is cast, a subsequent spell's effect will come into operation from 1 subround up to 9 rounds later, as chosen at the time of casting.

The range is only of importance when the spell and the subsequent spell are cast; afterwards the caster is free to move away (walk, teleport etc.). A delayed spell is considered a *reactive* spell.

Keflin's Omni Spell Delayer10th Power Magist Spell (Omni)

Time (SF): 10	Range: Up to 15 yards per level
Components: V, S	Area: One Spell
Duration: Special (up to 9 rounds)	Effect: Delays Next spell up to 9 rounds
Save: N/A	Notes: -

This spell enables the caster to delay the next 9th power or lower spell. When this spell is cast, a subsequent spell's effect will come into operation from 1 subround up to 9 rounds later, as chosen at the time of casting.

The range is only of importance when the spell and the subsequent spell are cast; afterwards the caster is free to move away (walk, teleport, use a Gate etc.). A delayed spell is considered a *reactive* spell.

Hold Spells**Keflin's Major Hold Person**6th Power Magist Spell (Enchantment/Charm)

Time (SF): 6	Range: Up to 5 yards per level
Components: V, S	Area: One Creature
Duration: One round per level	Effect: Holds a Single Creature
Save: Mental -5 (sg25)	Notes: -

This spell immobilizes a single creature of any type, except constructs and mindlessly animated creatures. It is possible to resist the effect but it is difficult, the mental save is done with a -5 penalty.

Keflin's Ultimate Hold Person9th Power Magist Spell (Enchantment/Charm)

Time (SF): 9	Range: Up to 5 yards per level
Components: V, S	Area: One Creature
Duration: One round per level	Effect: Holds a Single Creature
Save: Mental -8 (sg28)	Notes: -

This spell immobilizes a single creature of any type, except constructs and mindlessly animated creatures. It is possible to resist the effect but it is very difficult, the mental save is done with a -8 penalty.

Keflin's Omni Hold Person10th Power Magist Spell (Omni)

Time (SF): 10	Range: Up to 5 yards per level
Components: V, S	Area: One Creature
Duration: One round per level (or one subround)	Effect: Holds a Single Creature
Save: Mental -8 (sg28)	Notes: -

This spell immobilizes a single creature of any type, except constructs and mindlessly animated creatures. It is possible to resist the effect but it is very difficult, the mental save is done with a -8 penalty; even if the save is successful the creature is held for one subround.

Healing Spells

Keflin's Catalytic Healing

6th Power Magist Spell (Alteration)

Time (SF): 6

Components: V, S

Duration: Next spell within one round

Save: N/A

Range: Touch

Area: The Caster (1 creature for next spell)

Effect: Transforms next spell into healing

Notes: 2hp healing per power of extra spell

This spell enables the caster to channel magic energy into healing power. When this spell is cast, a subsequent spell will heal 2hp per power of spell; the 2nd spell must be cast within one round.

Keflin's Advanced Catalytic Healing

7th Power Magist Spell (Alteration)

Time (SF): 7

Components: V, S

Duration: Next spell within one round

Save: N/A

Range: Touch

Area: The Caster (1 creature for next spell)

Effect: Transforms next spell into healing

Notes: 3hp healing per power of extra spell

This spell enables the caster to channel magic energy into healing power. When this spell is cast, a subsequent spell will heal 3hp per power of spell, the 2nd spell must be cast within one round.

Keflin's Omni Healing

10th Power Magist Spell (Omni)

Time (SF): 10

Components: V, S

Duration: Instantaneous

Save: N/A

Range: Touch

Area: Individual

Effect: Heals 20 hp damage, stops poison & wounding

Notes:

This spell enables the caster to channel magic energy into healing power. When this spell is cast the recipient is instantly healed of 20 hp damage. If the recipient is under the influence of poison or a *Wounding* effect, such effects are also immediately stopped; this will not bring a dead recipient back to life however.

Vampiric Healing Spells

Keflin's Enhanced Vampiric Touch

5th Power Magist Spell (Necromancy)

Time (SF): 5

Components: V, S

Duration: 1 Touch within 1turn

Save: None

Range: Touch

Area: The Caster

Effect: Drains Victim for 1d8 hp/2lv, which Heals Caster

Notes: AV is ineffective

When the Caster touches an opponent it loses 1d8 hp for every 2 caster levels, these hit points are added to the Caster's total. The spell has no effect on undead creatures and objects without life-force.

It is possible to add hit points up to +10% above the Casters normal, but these are treated as temporary. Damage is taken from the temporary hit points first. After 1 hour the temporary hit points are lost.

Keflin's Improved Vampiric Touch

7th Power Magist Spell (Necromancy)

Time (SF): 7

Components: V, S

Duration: 1 Touch within 1turn

Save: None

Range: Touch

Area: The Caster

Effect: Drains Victim for 1d10 hp/2lv, which Heals Caster

Notes: AV is ineffective

When the Caster touches an opponent it loses 1d10 hp for every 2 caster levels, these hit points are added to the Caster's total. The spell has no effect on undead creatures and objects without life-force.

It is possible to add hit points up to +10% above the Casters normal, but these are treated as temporary. Damage is taken from the temporary hit points first. After 1 hour the temporary hit points are lost.

Keflin's Greater Vampiric Touch

9th Power Magist Spell (Necromancy)

Time (SF): 9	Range: Touch
Components: V, S	Area: The Caster
Duration: 1 Touch within 1 turn	Effect: Drains Victim for 1d12 hp/2lv, which Heals Caster
Save: None	Notes: AV is ineffective

When the Caster touches an opponent it loses 1d12 hp for every 2 caster levels, these hit points are added to the Caster's total. The spell has no effect on undead creatures and objects without life-force.

It is possible to add hit points up to +10% above the Casters normal, but these are treated as temporary. Damage is taken from the temporary hit points first. After 1 hour the temporary hit points are lost.

Image Spells

Keflin's Electrical Images

5th Power Magist Spell (Alteration, Illusion)

Time (SF): 5	Range: 0
Components: V, S	Area: Personal
Duration: 2 rounds per level	Effect: 6 images, ½ hp Lightning damage per level
Save: None	Notes: AV is ineffective

The spell creates 6 images of the caster, similar to those images created by the 2nd power spell *Mirror Image*. When an Image is hit it will discharge with Lightning causing ½ hp damage per caster level (and then disappear).

Keflin's Major Electrical Images

9th Power Magist Spell (Alteration, Illusion)

Time (SF): 9	Range: 0
Components: V, S	Area: Personal
Duration: 2 rounds per level	Effect: 6 images, 1 hp Lightning damage per level
Save: None	Notes: AV is ineffective

The spell creates 6 images of the caster, similar to those images created by the 2nd power spell *Mirror Image*. When an Image is hit it will discharge with Lightning causing 1hp damage per caster level (and then disappear).

Keflin's Omni Images

10th Power Magist Spell (Omni)

Time (SF): 10	Range: 0
Components: V, S	Area: Personal
Duration: 2 rounds per level	Effect: 8 images, 1 hp Lightning damage per level
Save: None	Notes: AV is ineffective

The spell creates 8 images of the caster, similar to those images created by the 2nd power spell *Mirror Image*. When an Image is hit it will discharge with Lightning causing 1hp damage per caster level (and then disappear).

Mind Spells

Keflin's Mental Armor

6th Power Magist Spell (Alteration, Abjuration)

Time (SF): 6	Range: 0
Components: V, S	Area: Personal
Duration: One turn per level	Effect: The imAV increases by +2 and dmAV by +3
Save: N/A	Notes:

This spell enhances the caster's Inner Mental Shield and Deep Mental Shield, increasing imAV by +2 and increasing dmAV by +3. These bonuses are similar to bonuses for a psionic master coercer-redactor, and thus they do not stack with those bonuses if the wizard is also a psionicist of the aforementioned status.

Note that it is the Inner Mental Shield and Deep Mental Shield themselves which are enhanced, thus unlike *Mind Blank* (and other spells) the enhancement is elastic (and reflective for the Deep Mental Shield).

Keflin's Enhanced Mental Armor

8th Power Magist Spell (Alteration, Abjuration)

Time (SF): 8	Range: 0
Components: V, S	Area: Personal
Duration: One turn per level	Effect: The imAV increases by +4 and dmAV by +6
Save: N/A	Notes:

This spell enhances the caster's Inner Mental Shield and Deep Mental Shield, increasing imAV by +4 and increasing dmAV by +6. These bonuses are similar to bonuses for a psionic grandmaster coercer-redactor, and thus they do not stack with those bonuses if the wizard is also a psionist of the aforementioned status.

Note that it is the Inner Mental Shield and Deep Mental Shield themselves which are enhanced, thus unlike *Mind Blank* (and other spells) the enhancement is elastic (and reflective for the Deep Mental Shield).

Keflin's Omni Mental Armor

10th Power Magist Spell (Omni)

Time (SF): 10	Range: 0
Components: V, S	Area: Personal
Duration: One turn per level	Effect: The imAV increases by +6 and dmAV by +9
Save: N/A	Notes:

This spell enhances the caster's Inner Mental Shield and Deep Mental Shield, increasing imAV by +6 and increasing dmAV by +9. These bonuses are similar to bonuses for a psionic grandmaster coercer-redactor, and thus they do not stack with those bonuses if the wizard is also a psionist of the aforementioned status.

Note that it is the Inner Mental Shield and Deep Mental Shield themselves which are enhanced, thus unlike *Mind Blank* (and other spells) the enhancement is elastic (and reflective for the Deep Mental Shield).

Keflin's Instant Evasive Mind

1st Power Magist Spell (Abjuration)

Time (SF): 1	Range: Touch
Components: V, S	Area: Individual
Duration: One round per level	Effect: Mental AC improves by +1
Save: N/A	Notes:

This spell blurs the outline of the recipient's mind, thus enhancing the mental Armor Class by +1.

This mAC bonus is accumulative with other bonuses, such as for *Mind Blank*, but only up to a +5 total.

Keflin's Minor Evasive Mind

3rd Power Magist Spell (Abjuration)

Time (SF): 3	Range: Touch
Components: V, S	Area: Individual
Duration: One round per level	Effect: Mental AC improves by +2
Save: N/A	Notes:

This spell blurs the outline of the recipient's mind, thus enhancing the mental Armor Class by +2.

This mAC bonus is accumulative with other bonuses, such as for *Mind Blank*, but only up to a +5 total.

Keflin's Evasive Mind

5th Power Magist Spell (Abjuration)

Time (SF): 5	Range: Touch
Components: V, S	Area: Individual
Duration: One round per level	Effect: Mental AC improves by +3
Save: N/A	Notes:

This spell blurs the outline of the recipient's mind, thus enhancing the mental Armor Class by +3.

This mAC bonus is accumulative with other bonuses, such as for *Mind Blank*, but only up to a +5 total.

Keflin's Major Evasive Mind

7th Power Magist Spell (Abjuration)

Time (SF): 7

Components: V, S

Duration: One round per level

Save: N/A

Range: Touch

Area: Individual

Effect: Mental AC improves by +4

Notes:

This spell's enhanced blurring of the mind's outline enhances the mental Armor Class by +4.

This mAC bonus is accumulative with other bonuses, such as for *Mind Blank*, but only up to a +5 total.

Keflin's Greater Evasive Mind

9th Power Magist Spell (Omni)

Time (SF): 9

Components: V, S

Duration: One round per level

Save: N/A

Range: Touch

Area: Individual

Effect: Mental AC improves by +5; Non-Detection

Notes:

This potent spell makes the mind's outline almost undetectable just like the 3rd power *Non-Detection* spell, and also enhances the mental armor Class by +5.

Keflin's Omni Evasive Mind

10th Power Magist Spell (Omni)

Time (SF): 10

Components: V, S

Duration: One round per level

Save: N/A

Range: Touch

Area: Individual

Effect: Mental AC improves by +6; Non-Detection

Notes:

This omnipotent spell makes the mind's outline almost undetectable just like the 3rd power *Non-Detection* spell, and also enhances the mental Armor Class by +6.

Keflin's Instant Obvious Mind

1st Power Magist Spell (Charm)

Time (SF): 1

Components: V, S

Duration: One round per level

Save: None

Range: Touch

Area: Individual

Effect: Mental AC decreases by -1

Notes: Must hit physical AC, but not mental AC

This spell makes the outline of the recipient's mind noticeable, thus reducing the mental Armor Class by -1.

This mAC penalty is accumulative with other penalties, such as for *Keflin's Obvious Mind*, but only up to a -5 total. Wisdom 18 is sufficient to resist this spell, since it is of the *Charm* type.

Keflin's Minor Obvious Mind

3rd Power Magist Spell (Charm)

Time (SF): 3

Components: V, S

Duration: One round per level

Save: None

Range: Touch

Area: Individual

Effect: Mental AC decreases by -2

Notes: Must hit physical AC, but not mental AC

This spell makes the outline of the recipient's mind noticeable, thus reducing the mental Armor Class by -2.

This mAC penalty is accumulative with other penalties, such as for *Keflin's Major Obvious Mind*, but only up to a -5 total. Wisdom 20 is sufficient to resist this spell, since it is of the *Charm* type.

Keflin's Obvious Mind

5th Power Magist Spell (Charm)

Time (SF): 5

Components: V, S

Duration: One round per level

Save: None

Range: Touch

Area: Individual

Effect: Mental AC decreases by -3

Notes: Must hit physical AC, but not mental AC

This spell makes the outline of the recipient's mind noticeable, thus reducing the mental Armor Class by -3.

This mAC penalty is accumulative with other penalties, such as for *Keflin's Major Obvious Mind*, but only up to a -5 total. Wisdom 22 is sufficient to resist this spell, since it is of the *Charm* type.

Keflin's Major Obvious Mind

7th Power Magist Spell (Charm)

Time (SF): 7

Components: V, S

Duration: One round per level

Save: None

Range: Touch

Area: Individual

Effect: Mental AC decreases by -4

Notes: Must hit physical AC, but not mental AC

This spell makes the outline of the recipient's mind noticeable, thus reducing the mental Armor Class by 4.

This mAC penalty is accumulative with other penalties, such as for *Keflin's Obvious Mind*, but only up to a -5 total. Wisdom 24 is sufficient to resist this spell, since it is of the *Charm* type.

Keflin's Greater Obvious Mind

9th Power Magist Spell (Charm)

Time (SF): 9

Components: V, S

Duration: One round per level

Save: None

Range: Touch

Area: Individual

Effect: Mental AC decreases by -5

Notes: Must hit physical AC, but not mental AC

This spell makes the outline of the recipient's mind evident, thus reducing the mental Armor Class by -5.

Wisdom 26 is sufficient to resist this spell, since it is of the *Charm* type.

Un-Protection Spells

Lower Resistance

5th Power Magist Spell (Abjuration, Alteration)

Time (SF): 5

Components: V, S

Duration: 1 turn

Save: ½ Physical -4 (sg24)

Range: 60 yards

Area: One creature or object

Effect: Reduce Magic Resistance by -6 (-30%)

Notes:

This spell will lower the Magic Resistance of the target by -6 (30%), or by -3 (15%) if a successful save is made at a -4 penalty (sg24).

Magic Resistance works normally against this spell, so it is a good idea to use Heavy Magic or Meta-Magic.

Keflin's Reduce Resistance

7th Power Magist Spell (Abjuration, Alteration)

Time (SF): 7

Components: V, S

Duration: 1 turn

Save: None

Range: 90 yards

Area: One creature or object

Effect: Reduce Magic Resistance by -8 (-40%)

Notes:

This spell will lower the Magic Resistance of the target by -8 (40%), no save allowed.

Magic Resistance works normally against this spell, so it is a good idea to use Heavy Magic or Meta-Magic.

Keflin's Penetrate Resistance9th Power Magist Spell (Abjuration, Alteration)**Time (SF):** 9**Components:** V, S**Duration:** 1 turn**Save:** None**Range:** 120 yards**Area:** One creature or object**Effect:** Reduce Magic Resistance by -10 (-50%)**Notes:**

This spell will lower the Magic Resistance of the target by -10 (-50%), no save allowed.

Magic Resistance works normally against this spell, so it is a good idea to use Heavy Magic or Meta-Magic.

Keflin's Omni Un-Protection10th Power Magist Spell (Omni)**Time (SF):** 10**Components:** V, S**Duration:** 1 hour**Save:** None**Range:** Touch**Area:** One creature or object**Effect:** Reduce Magic Resistance by -10 and Saves by -5**Notes:**

This spell will lower the Magic Resistance of a touched target by -10 (-50%), and reduce the mental, physical, reflex, and will save bonuses by -5; no save is allowed to resist this effect.

Magic Resistance works normally against this spell, so it is a good idea to use Heavy Magic or Meta-Magic.

Various Spells

Keflin's Invisible Item

3rd Power Magist Spell (Illusion/Phantasm)

Time (SF): 3 Components: V, S Duration: Special (24 hours) Save: Special (None or Mental)	Range: Touch Area: Object(s) touched max 15lbs per level Effect: Makes object(s) invisible Notes: Intelligence \geq 20 provides immunity
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This spell makes carried objects invisible, one object per 3 caster levels with a maximum of 15 pounds per level of caster. Objects that are not carried, like doors and statues, cannot be made invisible with this spell.

If an object is used it becomes visible, a sword/wand used in combat, an armor hit in combat etc. An object that is dropped by the caster and no longer carried will become visible within one turn unless picked up by the caster again. If the objects are not used the spell lasts for 24 hours.

Since this is an illusion, any intelligent creature, which has reason to suspect that the object is being hidden and where it is hidden, gets a mental save to resist the effect, and thus detect the invisible objects. Ordinarily no one would have a reason to suspect this and thus would get no save. Since this is a 3rd power illusion, anyone with an intelligence of at least 20 will automatically resist it. The objects can of course only be seen if they would otherwise be visible.

Keflin's Enhanced Fireball

7th Power Magist Spell (Evocation)

Time (SF): 7 Components: V, S Duration: Instantaneous Save: ½ (Physical)	Range: 15 yards per level Area: 30 foot radius Effect: Fire ball d8 hp damage per level Notes:
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Creates a fire ball, which causes d8 hp damage per level of caster; physical save halves damage.

Created by Keflin in the *For Love And Money* adventure in order to clear a tower.

Keflin's Enhanced Lightning Bolt

7th Power Magist Spell (Evocation)

Time (SF): 7 Components: V, S Duration: Instantaneous Save: ½ (Reflex, Physical)	Range: 15 yards per level Area: 10'×80' or 20'×40' forked Effect: Lightning d8 hp damage per level Notes: AV is ineffective
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Creates a *Lightning Bolt* doing 1d8 hp damage per level of caster; reflex save or physical save will halve damage.

Keflin's Enhanced non-Detection

9th Power Magist Spell (Abjuration)

Time (SF): 9 Components: V, S Duration: One hour per level Save: None	Range: Touch Area: 30 foot radius Effect: Scrying protection Notes: -
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Like the 3rd Power Magist Spell *Non-Detection*, but with a radius.

Created by Keflin in the *For Love or Money* adventure.

Keflin's Mass Protection from Normal Missiles9th Power Magist Spell (Abjuration)

Time (SF): 9	Range: Touch
Components: V, S	Area: 50 yards radius
Duration: One turn per level	Effect: Protection from Missiles
Save: None	Notes: -

Like the 3rd Power Magist Spell *Protection- from Normal Missiles*, but with a radius. All creatures and objects within a 50 yard radius of the Caste, or a target touched by the Caster, are protected from normal missiles.

Created by Keflin in the *For Love or Money* adventure.

Keflin's Reverse Scrying9th Power Magist Spell (Divination)

Time (SF): 9	Range: 0
Components: V, S	Area: Personal
Duration: 1 round/level	Effect: Reveals Who is Scrying
Save: None	Notes: -

This powerful spell enables the Caster to see who is scrying upon him. Whatever device, spell, psionic or other means is used on the caster, a reversed scrying is created, tracing the scrying back to its origin; thus the Caster is now scrying back upon whoever started scrying on the Caster.

The spell does not provide any Scrying detection; other means must be used for that, nor does it attempt to negate the original scrying.

Created by Keflin in the *For Love or Money* adventure.

Open Plane Border (Create Gate)8th Power Magist Spell (Alteration)

Time (SF): 8	Range: 20 yards
Components: V, S	Area: Up to 20x20 foot "gate"
Duration: One round	Effect: Creates one temporary gate
Save: N/A or automatic	Notes:

This spell creates a "gate" between two adjacent planes, thus making it possible to pass between them. The gate can be created in any location not occupied by a living or undead creature, such as in midair or on a wall or floor. If a gate is created under a creature able to move away, an unwilling creature may move away from the gate before it would fall through – no save is necessary.

Any creature or object passing through the gate when it closes will be pushed completely into the plane that currently contains the larger part of the creature; under normal circumstances all carried possessions of such a creature is pushed to the same plane.

This spell has been created by Keflin and Aven to pass from the 77th level of the Abyss to the Primary plane during the DarkGate mission, but also by others independently.

Keflin's Omni Missile of Many Energies

10th Power Magist Spell (Omni)

Time (SF): 10

Components: V, S

Duration: Instantaneous

Save: ½ (Physical) except missile damage

Range: 50 feet + 10 feet per level

Area: One creature/object and 10 feet radius

Effect: Damage 7*(6d6hp)= 42d6hp

Notes: -

This powerful spell is intended for use when you have no idea of the immunities of an opponent.

The spell hurls a massive missile (a large javelin) at the opponent causing 6d6hp 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 6d6hp damage (save to half).

The missile itself is super cooled (to hold the electrical charge) and upon impact this Cold energy spreads through the opponent for 6d6hp cold damage (save to half) additional acid from the Missile sprays the opponent for 6d6hp damage (save to half).

Also the tip of the missile is charged with negative life force, which at impact will drain the opponent for 6d6hp of damage.

1 segment after impact the tip of the missile collapses in an implosion that tears the interior of the opponents body for 6d6hp 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 6d6hp damage (save to half). The fire explosion has an area effect of a 20' diameter.

In summary the effects are:

- Physical impact: 6d6 hp damage (AV applies, no save)
- Electrical charge: 6d6 hp damage (physical save to half)
- Cold: 6d6 hp damage (physical save to half)
- Acid 6d6 hp damage (physical save to half)
- Life Drain 6d6 hp damage (physical save to half)
- Implosion: 6d6 hp damage (physical save to half)
- Fire explosion: 6d6 damage 20' radius (physical save to half, AV doesn't apply for primary target)

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 Staff and point it at the throat (or the like) of the opponent while saying the incantation and then hurling the Staff at the opponent whereby the Staff will transform into the missile. The throwing of the Staff is actually an illusion as the caster still has his Staff in his hands when the spell has been cast.

Omni Wish

10th Power Magist Spell (Omni)

Time (SF): 10

Components: V

Duration: Special

Save: Special

Range: Special

Area: Special

Effect: Special

Notes: Drains 10 SSP; May drain 10, 20, 30 or 40kXP

This is a more potent version of the 9th power *Wish* spell, allowing the caster to accomplish even greater effects. If used for duplicating any wizard spell of 9th power or lower, a witch spell of 8th power or lower, or a priest spell of 7th power or lower, the Omni Wish does not drain any kXP. In any case an Omni Wish always drains 10 SSP from the caster's sigma buffer, thus limiting how many times per day the spell can be cast.

The Omni Wish can accomplish effects up to four times as complicated as a regular *Wish*, using up to 40 kXP in a single effect. On the **Wish Power Scale**, a regular *Wish* is a "Wish4" and costs 10 kXP; Omni Wish can reach up to a Wish6 (costing 20kXP), Wish8 (30 kXP), and Wish10 (40 kXP) if desired.

- ◆ A Wish6 is sufficient to raise an attribute above 23 (by +½ for one Wish6) to a maximum of 25.
- ◆ A Wish10 is sufficient to raise an attribute from 23 to 24 or from 24 to 25 (maximum).
- ◆ Other effects are at the DM's discretion.

The wording of Wishes depends on the intended power of the Wished effect:

Wish5: "I Wish and Hope that ..."

Wish7: "I Wish and Expect that ..."

Wish9: "I Demand that ..."

Wish6: "I Wish and Request that ..."

Wish8: "I Wish and Demand that ..."

Wish10: "I Demand and Expect that ..."