

**The Lords of Hack Present**

**THE BADLANDS  
CAMPAIGN  
MAGIC BOOK**

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**Final Draft**

# BADLANDS CAMPAIGN: MAGIC RULES

## PART 1: MAGIC-USER SCHOOLS AND ORDERS

**The Order of the Silver Stars:** founded by several Ardean wizards in Southern Hallia when the Towers fell and the barbarians and Old Ones began to seize power across the world, this order is dedicated to the Lawful ideal and the restoration of the Ardean empire or some similar great state to drive back the forces of Chaos. The order has spread across the continent and maintains a lodge at each city which has an orthodox cathedral. **Alignment:** all members must be Lawful. **Local Headquarters:** a lodge each in Orchester and Portchester. **Garb:** blue robe with at least 1 silver star emblazoned. **First Level Spell Set:** Read Magic, Protection from Evil, Light, Sleep, Friends. **Bonus Item:** each level 1 Silver Star wizard gets a Staff of Star Light which has a range of 20", 100 charges, and strikes for 1d4 damage if the wizard makes a successful "to Hit" roll, plus it can be used as a normal quarterstaff in combat. **Rules:** members of the order pay 10% of their income to the order, must help fellow members in need, can get free lodging at the order lodges and a 10% discount on magical equipment and supplies in cities with a lodge. Members may never trade or teach magic spells to Neutral or Chaotic magicians.

**The School of Mulfando:** founded by the wizard Mulfando in Orchester 100 years ago. It is strictly a for-profit magic academy where the current head teaches pupils of be wizards in exchange for pay. **Alignment:** any **Local Headquarters:** A school building in Orchester **Garb:** Gray Robe with black lightning bolt **First Level Spell Set:** Read Magic, Shield Spell, Magic Missile, Unseen Servant, Hold Portal **Bonus Item:** each level 1 graduate of the School of Mulfando gets a wand of the Master which has a range of 20", 100 charges and discharges a bolt of lightning that does 1d4 damage on a successful hit. **Rules:** a PC will typically owe the school 1000gp in student loans, which has a 10% per year interest fee. Members of the school swear an oath to grant mercy to other members of the school they encounter. A graduate can consult the master of the school once per year for answer to a question (as sage advice).

**The Disciples of Invincible Dengwur:** the various evil sorcerers who flocked to Dengwur's banner at the end of the Ardean Empire soon formed a disciplined order dedicated to spreading his message of might. **Alignment:** Chaotic **Local Headquarters:** the Tower of Dengwur **Garb:** Black Robe **First Level Spell Set:** Read Magic, Burning Hands, Charm Person, Create Goblins, Affect Normal Fires **Bonus Item:** each level 1 disciple gets a Bone Rod, which can fire out a sheet of flame 6" long, 2" wide, causing 1 point of damage to each target in the zone. It has 100 charges. **Rules:** a member must obey the commands of a superior member, or be willing to fight to the death about it. He may never show mercy to Lawfuls, Old Ones or Orcs. One per calendar year he must offer a human sacrifice at the cavern entrance near Dengwur's tower. When encountering goblins, hobgoblins or bugbears, gain a +4 to reaction roll. When encountering orcs, suffer a -4 reaction.

**Demon Cultists:** these magic-users actually get their powers from making a pact with the demon lord of the cult. **Alignment:** Chaotic **Local Headquarters:** secret lodges in various basements and sewers **Garb:** different robe for each cult **First Level Spell Set:** Read Magic,

Burning Hands, Magic Missile, Shield Spell, Spider Climb **Bonus Item:** each cultist has an evil sacrificial knife, with can be used as a normal dagger, but also can shoot a flame bolt to a range of 20" for 1d4 damage if a hit is scored, the knife has 100 charges. **Rules:** Cultists may never enter a church or cathedral unless while attacking it. He must join with his cult for a meeting every full moon, and may be called upon to make sacrifices by the demon. Cultists can't learn spells from scrolls or captured spell books, but must be taught them by their demonic masters. At each level the demon will teach 2-4 new spells, chosen at random.

**The Order of the Violet Lotus:** an ancient order of magicians from the great Easterling kingdom. Since the order is so ancient, various masters can be found all over the world. The order is dedicated to the gathering of magical knowledge for its own sake. **Alignment:** all members must be Neutral. **Local Headquarters:** one master has a quiet house in the country near Portchester **Garb:** purple robe **First Level Spell Set:** Read Magic, Charm Person, Friends, Detect Magic, Identify. **Bonus Item:** each journeyman magic-user of the order receives a Dazzling Medallion which has 100 charges and a range of 20 inches, it fires a beam that if the mage makes a hit roll in combat with it causes the target to be dazed and lose 1 round (it cannot be used more than once per combat on the same target). **Rules:** A Violet Lotus mage may not undertake any quest or mission for a Cleric, Druid, Demon Cultist or Warlock. He must refrain from harming any fellow Violet Lotus and must offer assistance to such if practicable. A Violet Lotus must obey any commands of the master who trained him and must avenge his master's death if he is violently slain.

**The Order of the Shadow:** is an organized body of Illusionists. There is a world-wide council that seeks to promote the arts of illusion, but is suspected by some as having a secret agenda of some sort. **Alignment:** any. **Local Headquarters:** there is a secret lodge in Portchester **Garb:** A robe of three or more colours. **First Level Spell Set:** Audible Glamour, Phantasmal Force, Change Self, Light, Darkness **Bonus Item:** each level 1 Shadowman gets a wand of phantoms which has 100 charges and a range of 20", if the caster scores a hit, the target is frightened by a phantom image and loses 1 round (cannot be used against the same target more than once per combat). **Rules:** The order can call on each member once per year to do it a favor of any sort (generally, however it cannot ask for a gift of cash, only a loan). Once per year each member can ask the order for a favor as well. The members pay 5% of their income to the order as dues.

**Hedge Wizards:** any magic-user or illusionist who is not part of another school or order is called a Hedge Wizard. This includes all elf and half-elf magic-users who are multi-classed and all Gnomish illusionists. **Alignment:** any. **Local Headquarters:** none **Garb:** any **First Level Spell Set:** Magic-Users: 4 spells rolled randomly as per DMG. Illusionists: 4 spells rolled randomly from the Illusionist list. **Bonus Item:** none **Rules:** none

## PART TWO: MAGIC ITEM CREATION:

**SPELL BOOKS:** each magic-user, summoner and illusionist begins with a standard spell book with all of his spells inscribed in it. Whenever he learns a new spell he must scribe it into his book. Each spell, regardless of level, requires 1 dose of *Magic Ink* (100gp) to copy into the book, and requires 1 day per spell level. Each spell level that the character knows requires a new volume for his spell books (1000gp). A caster may also create spare spell books if he has the time and the money.

Travelling spell books are smaller (100 page, 500gp) books used by some mages while on journeys or adventures so their main books can be kept safe at home. In a travelling book, each spell that is copied into the book still costs 100gp in Magic Ink and 1 day per spell level, but unlike a standard book, where the entire spell level will fit into a the volume, careful attention must be paid to capacity of the book. Each spell takes up 1 page of the book, plus 1 page per spell level.

A magic-user or summoner must cast Read Magic to read a scroll or another mage's spell book, but an illusionist does not need to. In order to copy a spell into a book when the caster is insufficient level to cast that spell, the caster must use the Write spell.

**POISON:** poisons can be made by assassins of level 7 or greater, or by certain NPC poison experts. Refer to the DMG or the Gear Book for types available. It takes one half of the list price to make a dose of poison, and it takes 1 day per 50gp list price to create one dose of poison (minimum of 1 full day).

**SPELL SCROLLS:** any cleric, druid, magic-user, summoner or illusionist can create scrolls of any spells he can cast. First, the caster must have 1 sheet of *Purest Vellum* per spell to be inscribed. A sheet of *Purest Vellum* usually costs 50gp, and is only available in limited locations. Additionally, a magic-user, summoner or illusionist must have a supply of *Magic Ink*, a cleric must have a supply of *Blessed Ink*, or a druid must have a supply of *Sacred Ink* to scribe the spell. Such ink costs 100gp per spell level of the spell to be made and also is available in limited locations. The scroll takes 1 week per level of the spell to write.

**RUNE WANDS:** Instead of scrolls a Gothi can make a 1-use Rune Wand of any spell he can cast. First, the caster must have 1 stick of *Sacred Beech* per spell to be inscribed. A stick of *Sacred Beech* usually costs 25gp, and is only available in limited locations. He must have a (re-useable) *Silver Knife* to carve the runic letters on the wand (50gp for the knife). Additionally, a Gothi must have a supply of *Sacred Dye* to stain the carved runes on the wand. Such dye costs 100gp per spell level of the spell to be made and also is available in limited locations. The wand takes 1 week per level of the spell to carve.

**PROTECTION SCROLLS:** scrolls of protection cannot be made until the caster is 7<sup>th</sup> level or higher. The experience point value in the AD&D DM's guide will indicate the amount of money that needs to be spent on the correct type of ink to scribe the spell. Divide the experience point value by 300 to determine the number of weeks it takes to scribe the scroll. Any caster may create any of the protection scrolls.

**POTIONS:** magic-users (and alchemist NPCS) can create potions if they have an *Alchemy Laboratory* and the formula for the potion. Magic-users begin the game with no potion formula knowledge, whereas an alchemist begins play with the knowledge of 1 potion formula, rolled at random. To learn the formula, the maker must find a sample and analyze it, which takes 1d6 weeks and destroys the sample in the process. The formula will contain 1 secret ingredient, which cannot be bought for money, but rather must be sought after for on an adventure of some sort. Once the formula has been found, the maker enters it in his spell book as a separate spell level (i.e., he may only know a number of formulae equal to his maximum spells per level ). Once the formula is found and the secret ingredient collected, check the experience point value of the potion in the DMG, that will be the cost in materials to create the potion, divide that number by 10 to get the number of days needed to brew the potion.

**OTHER MAGIC ITEMS:** other magic items can also be made by magic-users or any level. To make other magic items, a magic-users need to have a formula and an Enchanter's Furnace (2500gp). These formulae can be found on adventures (in the records of ancient wizards and so forth) or can be found through spell research (treating the formula as an appropriate level spell). The formula will contain 1 secret ingredient, which cannot be bought for money, but rather must be sought after for on an adventure of some sort. Once the formula has been found, the maker enters it in his spell book as a separate spell level (i.e., he may only know a number of magic item formulae equal to his maximum spells per level ). If the magic item duplicates or closely imitates a spell effect, the DM may rule that the magician must know the spell in question (e.g. you need to know Magic Missile spell to make a Wand of Magic Missiles). Once the formula is found and the secret ingredient collected, check the experience point value of the magic item in the DMG, that will be the cost in materials to create the item, divide that number by 10 to get the number of days needed to create the item in the Enchanter's Furnace.

Non-magic-users can also use this method to make magic items, however, they are limited to certain items appropriate to their classes.

Clerics of level 10+: Rod of Resurrection, Staff of Command, Staff of Curing, Staff of the Serpent, Staff of Withering, Candle of Invocation, Incense of Meditation, Necklace of Prayer Beads, Pearl of Wisdom, Phylactery of Faithfulness, Phylactery of Long Years, Talisman of Pure Good, Sword-Holy Avenger, Mace of Disruption.

Gothi of level 10+: Rod of Resurrection, Staff of Command, Staff of Curing, Candle of Invocation, Incense of Meditation, Pearl of Wisdom, Horn of Valhalla, Sword-Berserking.

Warlocks of level 10+: Rod of Resurrection, Staff of Command, Staff of Curing, Staff of the Serpent, Staff of Withering, Candle of Invocation, Incense of Meditation, Necklace of Prayer Beads, Pearl of Wisdom, Phylactery of Faithfulness, Phylactery of Long Years, Talisman of Ultimate Evil, Mace of Disruption.

Illusionists: Rod of Beguiling, Wand of Fear, Wand of Illumination, Wand of Illusion, Eyes of the Eagle, Eyes of Minute Seeing, Robe of Blending, Robe of Scintillating Colors, Ring of Invisibility

Dwarf Fighters of Level 5 or better: weapons, armor, shields and swords of all sort.

Summoners: Ring of Djinni Summoning, Ring of Elemental Command, Ring of Three Wishes, Wand of Conjunction, Wand of Wonder, Amulet of the Planes, Bag of Beans, Bag of Tricks, Bowl of Commanding Water Elementals, Brazier of Commanding Fire Elementals, Censer of Controlling Air Elementals, Cubic Gate, Horn of Valhalla, Pipes of the Sewers, Quaal's Feather Token, Robe of Useful Items, Stone of Controlling Earth Elementals, Well of Many Worlds.

# PART THREE: SPELLS

## 1. NEW SPELLS

### **Create Goblins** conjuration/summoning

Level 1 (m-u , cleric or summoner)

Range: touch

Duration: permanent

Area of Effect: 1 goblin per level

Components V,S,M

Casting Time: 1hour

Saving Throw: none

This spell allows a chaotic magic-user or anti-cleric to create goblin servitors. The material components are a large caldron (50gp), which can be re-used, and the blood of a black-haired sheep or goat (3gp each) for each goblin (which will be consumed), and 1 load of firewood per casting (1gp), consumed. The spell summons a minor demonic spirit which uses the blood to take bodily form. One such goblin can be created at the casting for each level the caster has. The goblins emerge from the caldron naked and unarmed, but are otherwise normal goblins. They must be armed and fed but will be absolutely loyal to their creator, but still are subject to morale checks in battle. When killed, a goblin collapses into a puddle of blood. If the master is killed, the goblins become free agents and make their own way in the world. Creating goblins is a Chaotic act, and any Lawful or Neutral caster who attempts it is switched automatically to the Chaotic alignment and loses a level.

### **Create Orcs** conjuration/summoning

Level 2 (m-u or summoner) Components V,S,M

Range: touch Casting Time: 1hour

Duration: permanent Saving Throw: none

Area of Effect: 1 orc per level

This spell allows a chaotic magic-user or summoner to create orc servitors. The material components are a large caldron (50gp), which can be re-used, and the blood of a black-haired pig (4gp each) for each orc (which will be consumed), and 1 load of firewood per casting (1gp), consumed. The spell summons a minor demonic spirit which uses the blood to take bodily form. One such orc can be created at the casting for each level the caster has. The orcs emerge from the caldron naked and unarmed, but are otherwise normal orcs. They must be armed and fed but will be absolutely loyal to their creator, but still are subject to morale checks in battle. When killed, the orc collapses into a puddle of blood. If the master is killed, the orcs become free agents and make their own way in the world. Creating orcs is a Chaotic act, and any Lawful or Neutral caster who attempts it is switched automatically to the Chaotic alignment and loses a level. The creation of orcs using this spell is thus far a monopoly of the Old Ones.

## 2. CHANGES TO SPELLS

### **Bless, Chant, Prayer**

Characters who are under the protection of any of these three spells are able to attempt a saving throw vs. spells against the level-draining attacks of the undead or demons.

### **Color Spray**

Delete the phrase “the spell caster is able to affect 1 hit die or level of creature for each of his or her own levels.” Allow targets with a class and level a saving throw vs. the unconsciousness effect.

### **Identify**

Remember to apply the 100gp pearl material component for each casting. If the spell is successful, it will reveal the magic item’s complete description, not just some limited aspect. It doesn’t work on Artifacts or Relics.

### **Protection from Evil/Detect Evil/Dispel Evil**

Replace “Evil” with “Chaos” and “Good” with “Law”.

### **Restoration**

This spell does not age the caster. Reduce the cost to 1000gp plus 1000gp per level of the recipient.

### **Sleep Spell**

Characters with 1 or more levels in a player character class do get a saving throw against a sleep spell.

## PART FOUR: SUMMONER SPELLS

	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>	<b>Level 4</b>
1.	<b>Create Goblins</b>	Continual Light (M2)	<b>Banishment</b>	Animate Dead (M5)
2.	<b>Demon Warriors 1</b>	<b>Create Orcs</b>	Create Food and Water (C3)	Conjure Elemental (M5)
3.	Detect Magic (M1)	Create Water (C2)	<b>Demon Warriors 3</b>	<b>Demon Warriors 4</b>
4.	Find Familiar (M1)	<b>Demon Warriors 2</b>	Dispel Magic (M3)	Dispel Evil (C4)
5.	<b>Guardian 1</b>	Detect Invisibility(M2)	<b>Guardian 3</b>	Faithful Hound (M5)
6.	Light (M1)	<b>Guardian 2</b>	Monster Summoning III (M5)	<b>Guardian 4</b>
7.	Monster Summoning 1 (M3)	Magic Mouth (M2)	Protection from Evil 10' Radius (M3)	Insect Plague (D5)
8.	Protection from Evil (M1)	Monster Summoning II (M4)	Protection from Normal Missiles (M3)	Minor Globe of Invulnerability(M4)
9.	Push (M1)	Produce Flame (D2)	Speak with Dead (C3)	Monster Summoning IV (M6)
10.	Read Magic (M1)	Pyrotechnics (M2)	Summon Insects (D3)	<b>Spirit Guide</b>
11.	Shield (M1)	Resist Fire (C2)	Tiny Hut (M3)	<b>Summon Flying Steed</b>
12.	Unseen Servant (M1)	<b>Summon Steed</b>	Tongues (M3)	Wizard Eye (M4)

	<b>Level 5</b>	<b>Level 6</b>	<b>Level 7</b>
1.	<b>Army Summoning I</b>	Aerial Servant (C6)	<b>Army Summoning III</b>
2.	Call Woodland Beings (D4)	<b>Army Summoning II</b>	Astral Spell (M9)
3.	<b>Demon Warriors 5</b>	Cacodemon (M7)	Gate (M9)
4.	<b>Guardian 5</b>	Conjure Animals (C6)	Monster Summoning VII (M9)
5.	Instant Summons (M7)	Globe of Invulnerability(M6)	Power Word: Kill (M9)
6.	Invisible Stalker (M6)	<b>Greater Banishment</b>	Trap the Soul (M8)
7.	Monster Summoning V (M7)	Limited Wish (M7)	Wish (M9)
8.	Power Word: Stun (M7)	Monster Summoning VI(M8)	
9.	Spirit-rack (M6)	Power Word: Blind (M8)	
10.	Summon Shadow (I-5)		

Spells that come from other lists are in regular text, with the list and level in parentheses (M=magic-users, I=Illusionist, C=Cleric, D=Druid). Boldfaced spells indicate new spells.

## NEW SUMMONER SPELLS:

### **Army Summoning 1** conjuration/summoning

Level 5 Components V,S,M  
Range: 12" Casting Time: 5 segments  
Duration: 1 hour per level Saving Throw: none  
Area of Effect: summoned creatures

This spell summons an army of 40 demonic warriors. The warriors are AC6, HD 1, Move 9", 1 attack, 1d8 damage. They will follow the commands of the caster and will understand his language. They may look like skeletons, zombies, beast-men, demons, orcs or goblins, but the appearance does not have game effect. The warriors can be turned by a cleric as if they were wights. The army must stay together as a body, within sight of one another as much as possible, but will do whatever task required. The material component is 40 sticks of incense (1gp each) and the sacrifice of a warhorse (150gp+).

### **Army Summoning 2** conjuration/summoning

Level 6 Components V,S,M  
Range: 12" Casting Time: 6 segments  
Duration: 1 hour per level Saving Throw: none  
Area of Effect: summoned creatures

This spell summons an army of 80 demonic warriors. The warriors are AC5, HD 1+1, Move 10", 1 attack, 1d8 damage. They will follow the commands of the caster and will understand his language. They may look like skeletons, zombies, beast-men, demons, orcs or goblins, but the appearance does not have game effect. The warriors can be turned by a cleric as if they were wights. The army must stay together as a body, within sight of one another as much as possible, but will do whatever task required. The material component is 80 sticks of incense (1gp each) and the sacrifice of a warhorse (150gp+).

### **Army Summoning 3** conjuration/summoning

Level 7 Components V,S,M  
Range: 12" Casting Time: 7 segments  
Duration: 1 hour per level Saving Throw: none  
Area of Effect: summoned creatures

This spell summons an army of 120 demonic warriors. The warriors are AC4, HD 2, Move 12", 1 attack, 1d8 damage. They will follow the commands of the caster and will understand his language. They may look like skeletons, zombies, beast-men, demons, orcs or goblins, but the appearance does not have game effect. The warriors can be turned by a cleric as if they were wights. The army must stay together as a body, within sight of one another as much as possible, but will do whatever task required. The material component is 120 sticks of incense (1gp each) and the sacrifice of a warhorse (150gp+).

### **Banishment** conjuration/summoning

Level 3 Components V,S  
Range: 12" Casting Time: 3 segments  
Duration: instantaneous Saving Throw: none  
Area of Effect: 4"x4" square

This spell instantly banishes any creature, demon or object in the area of effect which was summoned by a conjuration/summoning spell of level 1,2 or 3.

**Create Goblins** conjuration/summoning

Level 1 (m-u , cleric or summoner)

Components V,S,M

Range: touch

Casting Time: 1hour

Duration: permanent

Saving Throw: none

Area of Effect: 1 goblin per level

This spell allows a chaotic magic-user or anti-cleric to create goblin servitors. The material components are a large caldron (50gp), which can be re-used, and the blood of a black-haired sheep or goat (3gp each) for each goblin (which will be consumed), and 1 load of firewood per casting (1gp), consumed. The spell summons a minor demonic spirit which uses the blood to take bodily form. One such goblin can be created at the casting for each level the caster has. The goblins emerge from the caldron naked and unarmed, but are otherwise normal goblins. They must be armed and fed but will be absolutely loyal to their creator, but still are subject to morale checks in battle. When killed, a goblin collapses into a puddle of blood. If the master is killed, the goblins become free agents and make their own way in the world. Creating goblins is a Chaotic act, and any Lawful or Neutral caster who attempts it is switched automatically to the Chaotic alignment and loses a level.

**Create Orcs** conjuration/summoning

Level 2 (m-u or summoner) Components V,S,M

Range: touch Casting Time: 1hour

Duration: permanent Saving Throw: none

Area of Effect: 1 orc per level

This spell allows a chaotic magic-user or summoner to create orc servitors. The material components are a large caldron (50gp), which can be re-used, and the blood of a black-haired pig (4gp each) for each orc (which will be consumed), and 1 load of firewood per casting (1gp), consumed. The spell summons a minor demonic spirit which uses the blood to take bodily form. One such orc can be created at the casting for each level the caster has. The orcs emerge from the caldron naked and unarmed, but are otherwise normal orcs. They must be armed and fed but will be absolutely loyal to their creator, but still are subject to morale checks in battle. When killed, the orc collapses into a puddle of blood. If the master is killed, the orcs become free agents and make their own way in the world. Creating orcs is a Chaotic act, and any Lawful or Neutral caster who attempts it is switched automatically to the Chaotic alignment and loses a level. The creation of orcs using this spell is thus far a monopoly of the Old Ones.

**Demon Warriors 1** conjuration/summoning

Level 1

Components V,S,M

Range: 3"

Casting Time: 1 segment

Duration: 1 turn

Saving Throw: none

Area of Effect: summoned creatures

This spell summons 1d6 demonic warriors, which will fight fanatically for the caster. If there are no enemies to attack, the warriors will follow behind the caster until enemies appear or the spell expires. The warriors look like humanoids with sheep or goat heads, and have AC6, HD: 1 hitpoint, 1 attack, 1d6 damage, Move 8". The warriors make no attempt to communicate and will do nothing but fight. If the caster points at a specific target, the warriors will attempt to attack that enemy, otherwise will attack the nearest enemy first. The material component is an evil candle (2sp) and a stick of incense (1gp) which must be lit.

**Demon Warriors 2** conjuration/summoning

Level 2

Components V,S,M

Range: 3"

Casting Time: 2 segments

Duration: 1 turn

Saving Throw: none

Area of Effect: summoned creatures

This spell is identical to Demonic Warriors 1, except as noted above, and the demonic warriors are AC5, HD:1, 1 attack, 1d8 damage, Move 9".

**Demon Warriors 3** conjuration/summoning

Level 3 Components V,S,M  
Range: 3" Casting Time: 3 segments  
Duration: 1 turn Saving Throw: none

Area of Effect: summoned creatures

This spell is identical to Demonic Warriors 1, except as noted above, and the demonic warriors are AC4, HD:2, 1 attack, 1d10 damage, Move 10".

**Demon Warriors 4** conjuration/summoning

Level 4 Components V,S,M  
Range: 3" Casting Time: 4 segments  
Duration: 1 turn Saving Throw: none

Area of Effect: summoned creatures

This spell is identical to Demonic Warriors 1, except as noted above, and the demonic warriors are AC3, HD:3, 1 attack, 1d12 damage, Move 11".

**Demon Warriors 5** conjuration/summoning

Level 5 Components V,S,M  
Range: 3" Casting Time: 5 segments  
Duration: 1 turn Saving Throw: none

Area of Effect: summoned creatures

This spell is identical to Demonic Warriors 1, except as noted above, and the demonic warriors are AC2, HD:4, 1 attack, 2d6 damage, Move 12".

**Greater Banishment** conjuration/summoning

Level 6 Components V,S  
Range: 12" Casting Time: 3 segments  
Duration: instantaneous Saving Throw: special

Area of Effect: 4"x4" square

This spell instantly banishes any creature, demon or object in the area of effect which was summoned by a conjuration/summoning spell of level 1,2,3,4 or 5. Creatures summoned by a 6,7,8,or 9<sup>th</sup> level spell get a saving throw against the spell.

**Guardian 1** conjuration/summoning

Level 1 Components V,S,M  
Range: caster Casting Time: 1 segment  
Duration: 1 turn Saving Throw: none

Area of Effect: summoned creature

This spell summons a single demonic warrior who will act to protect the caster. The warrior is AC5, HD1, 1 attack, 1d8 damage. The warrior will stand adjacent to the caster and move to intercept any attack against him. It will attack anyone who attempts to attack the caster. Also, if a missile attack or even a magic missile spell or similar is directed against the caster, there is a 50% chance that the guardian demon will block the attack and take damage instead. The material components are an evil candle (2sp) and a stick of incense (1gp) which must be lit.

**Guardian 2** conjuration/summoning

Level 2

Range: caster

Duration: 1 turn

Area of Effect: summoned creature

This spell is identical to Guardian 1, above, except that 2 demon warriors are summoned.

Components V,S,M

Casting Time: 2 segments

Saving Throw: none

**Guardian 3** conjuration/summoning

Level 3

Range: caster

Duration: 1 turn

Area of Effect: summoned creature

This spell is identical to Guardian 2, above, except that the two demon warriors are AC 4, HD 2, 1 attack, 1d10 damage.

Components V,S,M

Casting Time: 3 segments

Saving Throw: none

**Guardian 4** conjuration/summoning

Level 4

Range: caster

Duration: 1 turn

Area of Effect: summoned creature

This spell is identical to Guardian 3, except that 4 demon warriors are summoned to surround the caster.

Components V,S,M

Casting Time: 4 segments

Saving Throw: none

**Guardian 5** conjuration/summoning

Level 5

Range: caster

Duration: 1 turn

Area of Effect: summoned creature

This spell is identical to Guardian 4, except that the 4 warriors are AC 3, HD3, 1d12 damage.

Components V,S,M

Casting Time: 5 segments

Saving Throw: none

**Spirit Guide** conjuration/summoning

Level 4

Range: 3"

Duration: 1-6 turns

Area of Effect: summoned creature

This spell summons an other-worldly spirit (perhaps a ghost or demon or light elf of some sort). The spirit guide will attempt to answer questions from the caster, the spirit guide will answer one question each turn it is present. There is a 75% chance that the guide will know the answer to most yes or no questions about magical spells or items, or about the location of specific objects. If a more detailed answer is needed, there is only a 25% chance that it will give a plain, comprehensible answer. The material component is a large caldron (50gp, re-useable) filled with mead (50gp), which is used up in the spell.

Components V,S,M

Casting Time: 1 turn

Saving Throw: none

**Summon Steed** conjuration/summoning

Level 2

Range: 3"

Duration: 2 hours per level

Area of Effect: summoned creature

Components V,S,M

Casting Time: 2 segments

Saving Throw: none

This spell summons a demonic horse with fiery eyes with stats equal to a Superior Race-horse (see gear book). The horse will allow the caster or one other person, touched by the caster during the casting process, to ride on its back until the spell expires.

**Summon Flying Steed** conjuration/summoning

Level 4

Components V,S,M

Range: 3"

Casting Time: 4 segments

Duration: 2 hours per level

Saving Throw: none

Area of Effect: summoned creature

This spell summons a demonic horse with fiery eyes and bat-like wings with stats equal to a Griffon (see Monster Manual). The horse will allow the caster or one other person, touched by the caster during the casting process, to ride on its back until the spell expires, but will not make any sort of attack.