

# The Burial Tomb of the Eighth Blue Wizard

(An AD&D adventure module for 4-6 characters of levels 3-5)

By

Jeremy Fowler(-Lindemulder)

(Companion Module to Lendow's Berkshire)

## The Legend of the Eighth Blue Wizard

Within the hearts of mortal men,  
the whimsical, the wise,  
Lays the metal of a miser's hoard,  
A store of strength and lies.

Without the walls of the wizard's world,  
No one calls or cares  
The stagnant fog of plague and war,  
The truth of all despair.

One of red for all who died,  
One of gold for men and pride,  
One of green for nature's leaf,  
One of silver for sword and sheath.

The one of blue for fair of heart,  
Though prophets call him fear,  
All spring the spirit giving grace  
All need the knowing ear.

This magic bound and intertwined  
Gloves, lock, key, five swords make the Nine.

... or so the legend goes. So many years have passed since it was first written that no one can say what it truly means. Some call it a harmless ballad written after a drunken stupor by some forgotten poet. Many insist that it commemorates the end of the last age of mankind, and the remaking of the old magics.

Whatever it means, it mentions a blue wizard, and Fanus (Fannifax of the south forest) the eighth blue wizard had it embroidered on his best cape. Most people do not know what the title of "Blue Wizard" means. This is because most people do not care. Fanus, however, cared. His explanation, unfortunately, was so long that no one sat around long enough to hear what it was. The highly condensed version rambles something like this:

Many generations ago, the greed of men brought about a war. This war was not of the sword, but magic. The deaths from battle and its counterparts - famine, and plague - were so great in number that when all was done, few manlike creatures survived its ravages. The horror of those remaining led them to form a pact in blood, word, and spells that no future war could be so devastating.

As a balance of power, the men separated into five equal groups, each led by a wizard.

One wizard took the dead to their rest. They died in a bloody war. Red was his color. With him went a token of the pact, a sword named Redblade. No one knows where he went, or what became of the sword.

Another wizard took the families of men which remained intact. His color was gold because he restored their homes and wealth, and gave them a unity in spirit. Then he left them to teach the common folk the wisdom he had blessed them with. But, before he left he gave the blade Darkbane to the head of one of the houses. No one remembers who.

Still others went back to the forests with a wizard dressed all in nature's greenery. His people became wood dwellers and learned the reverence of nature. Somewhere in the forests, he may still be found, and there also is his sword, Renwael.

As the champion of the working men, one wizard gave up his right to magical power. His people took to the mountains. His attire was all their finest makings, giving him a glowing silver appearance. All of his descendants have carried the spell wrought sword named Anarchy, for it began this age and therefore shall end it.

The Blue clad wizard had no men, nor had he battled. His powers were given him by the other four. In him were all the strengths of the others, so that he might chastise them if once again they outgrew their own lands once again. To his champions he is to give the blade Lawsinger. Few have seen this blade, none living.

That is basically the story one might tell after listening to Fanus for several hours. At the beginning of recorded time, the blue wizards were entrusted with the order of the world. Fanus has since stepped down from the title and bestowed the responsibilities on another. Some people believe that he died. others think that he cannot die. Whatever the story is, Fanus was several hundred years old when he last told his story.

## **The Burial Tomb of the 8th Blue Wizard**

### **Fanus' Striek Hollous**

It is common knowledge to anyone living in Lendow's Berkshire that Fanus was their ruler for many years. It was he who renamed the entire province. Lendow was the 1st blue wizard, and their town bares his name. Fanus, however, was the greatest blue wizards, and so the province is named for him. Fanus is gone now but his name lives on in legend.

The name of Fanus' burial tomb, Striek Hollous, strikes terror into the hearts of most sane men; no one has ever returned from it except one man, Penot Tezler. Tezler has long been the master of the Fanus province mages' guild. He has exhibited no inclinations of wanting to return. This lack of enthusiasm may be explained by a rumor that Fanus is not truly dead, and is still wandering about his burial labyrinth waiting to take the life of any foolish traveler.

## Information for the Dungeon Master

Fanus is indeed dead. Because of his own fear of thieves raiding his tomb, he had his friend, Trendnow the alchemist, create a rumor that the 8th blue wizard could not die. Fanus even has a few rooms in his labyrinth set up to appear continually inhabited, in hopes of scaring off intruders.

Within the walls are many fanciful creatures such as unicorns, gargoyles, trolls, demons, and dragons. They have all been bound by Fanus' magic to guard the tomb proper. Some are illusionary, but most are all too real. If dispel magic is cast on any of them and it dispels the 21st level magic which binds them, then they will ignore any intruders as they make their way to the surface. Other creatures such as rats, rotgrubs, and various insects are in the maze under their own guidance, and will pretty much ignore anyone unless they are attacked first. Dragons and demons are malicious and nasty, and it does not matter that they are bound. If they are freed, they will show their gratitude by doing their best to kill anyone nearby, and then proceed to destroy whatever they can before leaving.

Where it is not noted otherwise, the ceilings should be considered to be about 15 feet high. The labyrinth was built to make people feel very small, and so no reference is made to human scale. Everything except the few rooms which are to appear inhabited should be considered monumental, as if it were made by or for giants. On the map it will be obvious that some rooms fit nicely on a grid, while others do not. These "unsquare" rooms are cave-like, and have dirt floors.

Wandering monsters are another consideration. They should be ignored except when the party gets bored, or obnoxious. The purpose of these creatures is to act as either a "pick me up" or the dungeon master's enforcers. Encounters are not rolled for, but will be encountered in order, so if the party survives one "wandering" encounter, feel free to hint that the next one will be worse.

The following encounters should only be used on the 1st through second levels. However, if they run out, feel free to continue with the next group. In effect, if the adventurers screw around too much, the lower levels will come to them. Thus begins the curse of Fanus.

- (1) 1-4 fire beetles (hp.5)
- (2) 1-10 giant rats (hp.3)
- (3) 1 unicorn (hp.23)
- (4) 3 shriekers (hp.11)
- (5) 1-4 hobgoblins (hp.5)
- (6) 2-12 giant centipedes (hp.3)

The next list is to be used on levels three and four. After the fourth level, there should be no need for encounters of this sort.

- (1) 1 unicorn (hp.21)
- (2) 1-3 gargoyles (hp. 26,27,28)
- (3) 1-2 trolls (hp. 30,37)
- (4) Fire flood: An illusion of a firey lava flow will appear to break through a nearby wall. Those failing a saving throw vs. magic will take 21 hit points from the illusion. Those who make the save will take no damage. (All saves are at +2.)
- (5) 2 manes (hp.6,4)
- (6) A frightening unearthly laughter is heard throughout the hall.

As for illusions found within the tomb. Anything which is actually an illusion, and is stated as such like the gargoyle in room #5 or the troll in room #17, will require a saving throw vs. spell to disbelieve. This saving throw is only allowed if the individual actually tries to disbelieve. For all practical purposes they may be considered permanent phantasmal forces. The ever populated rooms are not considered illusions, and allow no saving throw. They are attended by a permanent unseen servant.

### How to get There

Finding the cave which hides the tomb is no small trick and may be an adventure in itself. There is a map in the magic shop and in Trenia Marblem's home in Lendow's Berkshire.

### Chamber Listings for the Tomb Proper

- 1.** This is a large cavernous room with moss growing all over the entrance tunnel. From the outside it looks rather insignificant, and the inside shows no new information. Only if a party continues into the back of the cave will they see any sign of continuation.
- 2.** As adventurers enter from the northern entrance of this cave like room, they can see a humanoid silhouette against the lit tunnel to the south (if it is daytime- otherwise the cave is dark). This figure is a hobgoblin (hp.6) who will attack the first member to approach him with a small axe. He wears a wide eyed expression and is quite insane.
- 3.** This room has its ceiling open to the sky and grass growing all around. A unicorn (at B) (hp.22) will ask any travelers why they might wander in here. She is quite friendly to all who come to drink at the stream. The stream's current is very fast, and anyone trying to wade across may get caught in the undertow. (70% chance with a -10% for every strength point over 14. 100% if wearing armor heavier than studded leather.)
- 4.** Curiously enough this secret room contains two small rafts for fording the stream in the adjoining chamber. (Moving a raft takes a combined strength of 15, and crossing is 100% effective). Special note: After this point, adventurer's will need some light source or infravision in order to see.
- 5.** This is Fanus' first warning: The cave looks natural enough, formed by volcanic activity centuries earlier. In the center of the room is an illusion which has the exact appearance of a gargoyle munching on the corpse of a dwarf. It will not seem to notice anything which happens, as it is not real. If anyone touches it, they will pass right through it, otherwise it looks, smells, and sounds real.
- 6.** This is one of Fanus' "ever populated" rooms. It appears as the sleeping and dressing chamber of a wealthy lord. There is a bed, dressing stand, and wash stand with water running from a fountain in the wall. The room appears to be lived in: there are clothes on the stand, and night clothes on the bed post (nothing of great value). The sheets on the bed are still unmade, and the candle on the dressing stand is still smoking.
- 7.** In this room stands a unicorn with blue fur. It will bow to any who enter this room, and recite these words:

Know what is within these walls, and Kings and queens you be,  
But what would be the use of it, if you could not flee?

If it is allowed to speak this verse unmolested, then it will teleport away. Otherwise it will teleport at first provocation.

**8.** This is a fairly well hidden trap. The years of dust covering the floor have made the seams on the delicately balanced floor stone which triggers the mechanism a little more noticeable. Each character has a 2% chance per level of experience of detecting this trap (3% for rangers and druids, 5% for thieves), and a 20% straight chance of triggering it. Note that certain precautions will allow the adventurers to bypass the trap all together. If those precautions include sticking very close to the walls of the corridors, then the trap will not spring.

If the trap springs: the trigger is located directly under the number "8" on the map. If some unwary traveler steps on it, iron lattices will come crashing through the ceiling at points "A." to free oneself from the trap a successful roll of bending bars must be made (+10% due to age of the metalwork). Also note that the trigger needs about 150lbs to trigger it, and certain individuals can walk across it with no chance of tripping it (ie. halfling thieves).

**9.** In this hidden chamber is kept Lawsinger (the magical blade of the blue wizards). At the room's center is an alter inscribed with golden runes: "Behold the blade of Blue." On this alter is Lawsinger. Lawsinger will note all character's alignments, and act accordingly, only summoning Clay if someone violently opposed to it actually grabs for it. The sword would prefer someone which it might be able to control, rather than it's servant right now; mainly because there is so much evil nearby, and Clay would leave for other parts. As soon as Evil is vanquished in the tomb, it will summon Clay anyway. This Sword is an artifact, and is not meant to be wielded by many individuals. It is a really nice sword. (See section on The spell wrought blades of the colored wizards, at the end of this module).

**10.** The adventurer's meet four hobgoblins here (hp. 8,6,5,4). They will attack with short swords. If the party is noisy, the hobgoblins will be waiting secretly and will surprise on a 1-4 on a 6 sided die. If the party is quiet, they will surprise the hobgoblins. Remember, if any of the character's wield Lawsinger, the blade will make it's presence known, and charge ahead to attack if it can.

There is a hole in the east wall caused by excavation. This is most probably how the hobgoblins got in. The hole exits out to a rocky place on the mountain side, and will allow free access both in and out. Without prior knowledge, however, it cannot be found.

**11.** Upon reaching the bottom of the stairs, an observant looker will find a locked door. This door seems to be of slightly newer construction than the surrounding walls, and is quiet strong. A careful look at the floor will reveal that it is well traveled. And there is a 5% chance per level of the character of being able to discern some hobgoblin foot prints. There is a 1% chance per level to discern troll foot prints. Add 3% per level for rangers.

**12.** This is the Throne room of Garglemer the troll leader. He sits upon his crude rock throne and ponders the will of his god. (His god is in room #13). He and his three hobgoblin entourage will greet any unwary travelers with shortswords. (Troll hp. 29, Hobgoblins hp. 7,6,4). Providence has been kind and has sent a meal for his god, Frosthaver. Garglemer is not an unreasonable troll, and can be reasoned with. The party may offer one of their number to be sacrificed in order to save the others. There is a 20% chance that he will make this offer up front, and he will gladly bargain in such a way with such reasonable people. He will have a meal for his god, however, and there is nothing that will deter him from this idea. On his trollness is the key to the main door to corridor #11. He also has a broadsword with

which he will attack. Behind the throne is a backpack filled with vile foodstuffs, and wine, enough for a week for one troll and about six hobgoblins.

**13.** Here one may meet the object of Garglemer's awe. His god is Frosthaver, the white dragon (hp. 40). He lurks here in his treasure hord, awaiting Garglemer and food. His sense of smell is keen, and he can well tell a human from a troll. He is civil to Garglemer alone, and anyone else is dinner. If Lawsinger is brought within the confines of this cavernous room, it will immediately attempt to dispatch this dragon with a fireball.

The treasure is not large for a dragon's, but it is large for anyone else's. All metal will be a huge molten mass if it was fireballed, and unretrievable in pure form. Otherwise, the treasure consists of 125 platinum pieces, 243 gold, 115 copper, and 15 gems (10 at 10 gold, 4 at 50 gold, and 1 at 150 gold). Also among the treasure are various daggers (4 of them) and swords (2 broadswords, 2 longswords).

**14.** The entrance door (west) of this room is silver, inscribed in gold leaf with the legend of the 8th Blue Wizard, Fanus. If the adventurer's do not already know the legend, you may wish to tell it to them. This can only be read by those literate in the common tongue of these parts.

The door is unlocked. Within the room is a pile of gold, about 1,000 gold pieces worth. Carved in huge letters on the floor are the words: "TRAVELER'S TAKE THIS GOLD AND LEAVE MY TOMB!" This mass of gold is actually Iron with a fools gold spell cast on it permanently. This will become obvious if anyone touches it, because the pile is one connected lump which is bolted to the floor. It was also wired to an electrical source at one time, but Garglemer became infuriated at it when it shocked him for 2-12 points, and ripped the wires out. Now it is a worthless lump. The wires lead into the floor, and cannot be followed.

The east door to this room is made of iron and locked tight. It is old and rusty, however, and can be removed with a successful open doors attempt.

**15.** In this room is a pit filled with misty vapors, and an eerie light from beneath. this is the only path to the 4th level, but the adventurer's do not necessarily know that.

All around this room are grotesque statues of gargoyles like the one found earlier on level 2. They are ugly, but harmless.

The drop down to room #16 is about 20 feet, and there are no walls that may be climbed. If the adventurer's have a long enough rope, they can tie one end of it to a gargoyle statue and attempt to lower themselves down to the lower floor.

**16.** This is the lower counterpart of room 15. The mists are thick, but not a great obscurement. They seem to collect thickest around the opening in the ceiling.

The gargoyle statues upstairs have friends down here which look like huge trolls. They might easily be mistaken for the real thing through the mist.

**17.** From a connecting corridor, the strains of gentle snoring may be heard. Once anyone enters this chamber, the snoring will not seem so gentle.

In this room there appears to be a sleeping troll (at A) which has not been awoken. The first

individual to come within five feet of this illusion will be attacked by 1-3 rot grubs. The troll will disappear, and be replaced by its true form, a large green rock.

This rock has two unique properties. The first is that if it is left undisturbed in a quiet place for more than two days, the illusion of a troll will reappear around it. The second is that it attracts rot grubs at a rate of 1-3 per day. No more than three rot grubs will inhabit it at once.

**18.** This is yet another ever populated room. From the corridor, a faint candle light may be detected through the crack in the slightly ajar door. Inside is what appears to be a drawing room. It has recently been occupied. In the center is a desk, and on the desk is a lit candle and a piece of paper which reads, "You have twice been warned. Will you dare the third?"

Also on the desk is an ink well and a quill with a moist nib. There is nothing of interest in the drawers aside from an ink supply and more candles.

**19.** The floor of this room is a mossy coat. Cutting across this chamber is also a small cool stream of reasonably pure drinking water. The current is not strong, and the eastern bank may be easily reached if the individual does not mind wading. This stream is probably not part of the original design for this room.

On the eastern bank is a stone pedestal, on which is a stone tablet engraved in the common tongue. It tells a rather brief and cryptic story:

This is to all who have thrust thus far to be warned of further still,  
Of deadly beast of baser mind with purposes to kill.

'Twas years ago when fanus spake the curse upon its head,  
If not by hand then by body blaze, all thieving hands be dead.

An so it lives in deep remorse within this cavern's walls,  
To know that if not death to you, it will be death to all.

**20.** From the corridor, a rank odor may be easily detected coming from this cavernous room. It is the stench of death, and foul living which will be unpleasant to all. Upon entering the room, all adventurers must save vs. poison or fight at -1 to hit until leaving the room. This is the lair of a beast most foul, and most pitiful. The creature is inherently evil, yet under a most cruel curse. It has been eternally punished for former crimes, and freedom from its curse is most painful.

Pity then Pristomor (demon type 1, hp. 50) the cursed. He is the unwilling protector of the tomb. He must destroy all who would enter on pain of eternal torment, and he may not lose for fear of eternal destruction. His earthly form is highly unstable, and will literally blow up if he reaches 7 hp. or lower. Upon reaching 7 or lower hits, his body will be consumed as if it were a fireball and do 1d6 of damage for each hit point which was remaining. All within range will take normal damage with no saving throw, unless somehow they have guessed exactly what to expect (then they can have a saving throw). He will take an entire round to size up his opponents, before attacking. All the while he will be chanting in his own demon tongue "or be the death of all."

His squalid living conditions will be made even more disgusting by a fire within its walls. The half decayed corpses, and maggot infested meat was not meant to be cooked, charred or otherwise singed. If someone has the stomach to sort through the mess, much interesting

material may be found. Any one searching, however, has a base 5% chance of contracting a disease (see page 13 of Dungeon Master's Guide). Within the piles can be found 53 gold, 136 silver, and 25 copper. Also of interest will be six longswords, three maces, one shortsword and a large shield (+1). All armor is unwearable, as it has been treated not unlike a banana's peel in most cases.

**21.** This huge room will not be entirely comprehended at first. This is due to the huge 10'x10' pillars which hold up the ceiling, and obscure direct line of sight through to the far side. Welcome to Fanus' Arena of Phantasms.

This arena is the last tomb defense, and therefore may have the appearance of a last ditch effort. No one has ever made it so far before, and few will try to again if word of it gets out. Each round that anyone is in here, a random phantasm will take place as a phantasmal force. The individual spells are not usually deadly if just one is thrown, but one a round (only one per group) will quickly become both annoying and dangerous. Each spell will be against a random individual in the group, and have one of the following effects.

- (1) An arrow shoots from a wall and strikes the adventurer (1d6 damage if no save).
- (2) A mace appears out of nowhere and swings at a random body part. (1d6 damage if no save).
- (3) A 10' deep pit opens under the adventurer. (1d6 damage if no save).
- (4) Flames spring from the ground around the adventurer's feet. (1d4+1 damage if no save).
- (5) Magical Missiles strike the adventurer from random direction. (1d4+1 damage if no save).
- (6) A spear flies through the air at the adventurer. (1d6 damage if no save).

The room is so large, that it will take at least three rounds to run across, and no saving throw is permitted while running. The opposite exit cannot be seen from where one enters the room, and the adventurer's will not necessarily know which way to go.

**22.** Here lies the library of Fanus' the Eighth Blue Wizard. Behind the locked door lies one of the most extensive spell libraries of magical and illusionary spells ever compiled.

To the remorse of anyone wishing to read any of the spell books, they have not withstood the wear of time gracefully. Those which have not already crumbled to dust, are about to, and only require a gentle touch to make them become dust. Not all of these books in such sad a state. All of the illusionary spells which the adventurer's have encountered so far have been destroyed, but a few other's may be gleaned from careful study of the remains (See section on Fanus' spells at end of module).

The Secret door to the actual resting chamber lies behind a huge book case on the north wall.

**23.** In the center of this room is a large glass case containing Fanus' body, perfectly preserved, but quite unresurrectable. He lived to the unheard of age of 312 through his own magics, and refused the connotations of lichhood to leave this world forever.

The chamber is perfectly clean and tidy. It is constantly attended by Qit, the very same unseen servant which keeps the other ever populated rooms in order.

Within the chamber are murals on the walls telling of a great life in peace and war of a much younger man than the one in the glass case, but the two are unmistakably one and the same.

For those who would look for treasure. There is a chest filled with 1256 gold at the foot of the case, and there is a cloak on the wall with the "F" emblem of Fanus inscribed on it. The cloak will work as a cloak of elven kind if worn by one who speaks the words "Shadows claim this form from harm."

### End Note

Thus ends the adventure and search. The adventurer's will be molested by the Arena on the way out, but otherwise should meet no resistance unless there is some reason why they should. (ie. they left the dragon alive).

### The Spell Wrought Blades of the Colored Wizards

Each of these blades was created by one of the colored wizards at the beginning of this age of man. Each blade commands great power, yet together they may become more powerful than any may comprehend. These blades have seen the forging of magic in this age, and only with them may magic be remade.

These blades each have different powers. Each is intelligent and has a tremendous ego. Each blade also has a servant which may be summoned at any time to wield it. In this case, a servant will be switched with anyone who might be wielding it. The plane where the servants dwell is Limbo, not an unpleasant place.

Also, if one of the servants dies, the next person to pick up the blade, and fail a save vs. magic at -4 on the die, will become the next servant until death.

#### The Blade of The Blue Wizard

Lawsinger is the sword of justice. It has an intelligence of 14 and may speak both common and elvish. As an added surprise for anyone wishing to wield the sword is that it is violently opposed to evil and chaos. It can detect evil at a distance of 60' and will make its presence known by quivering noisily in its sheath. If at all possible, it will force its wielder to attack that evil. Like the other wizard blades, Lawsinger is considered a +4 blade even though its actual combat pluses are dependent on the target's alignment.

- +1 vs. Neutral Good or Lawful Neutral
- +2 vs. True Neutral
- +3 vs. Lawful Evil or Chaotic Good
- +5 vs. Neutral Evil or Chaotic neutral
- +7 vs. Chaotic Evil

In addition to the above mentioned abilities, Lawsinger has the ability to cast one fireball

spell per day at the weilder's level.

## Fanus' Spells

The spells listed here are the spells which may be reconstructed from those few books which may survive in the library (room #22).

### Magic User spells:

#### **MESOR'S DICTATION (NECROMANTIC)**

LEVEL: 3                    COMPONENTS: V,S,M  
RANGE: special            CASTING TIME: 3 turns  
DURATION: permanent    SAVING THROW: special until discharged  
AREA OF EFFECT: special

Explanation/Description: By use of this spell, a magic user may teach a magic mouth to speak magic. To cast this spell, both magic mouth and some other spell must be cast simultaneously. First the dictation spell is cast on a section of wall not less than 2'X 3'. Then a magic mouth is cast on the same spot and the spell which it is to cast is spoken to it. In a while, a hole will open in the wall allowing the insertion of all material components (for the magic mouth, for the spell it is to cast, and for the dictation spell). Once all of the components are placed within the hole will close and the condition for triggering the magic mouth can be set. Thus a party may turn a corner in the depths of an old castle and the wall at the opposite end may instantly throw a lightning bolt at them. They would all save as if a magic user had thrown it. The lightning bolt would be cast at the same level as the magic user was at the time of the original casting. The material components of this spell are a cocoon, and the arms of a deceased magic user. The arms become part of the spell and make all semantic gestures.

#### **GASEOUS GOLD (Alteration) reversible**

LEVEL:4                    COMPONENTS: V,S,M  
RANGE:Touch            CASTING TIME:1 round  
DURATION:Permanent    SAVING THROW:None  
AREA OF EFFECT:20# per level of caster.

Explanation/Description: By means of this spell a magic user may make up to 200 gold pieces weight of gold vaporize in a large billowing cloud. Those breathing the gas formed by this transmutation must save vs. poison or suffer the same effects as a stinking cloud. The gas will settle to the floor within 5 rounds after casting and seep into any nook or cranny that it can, leaving only a golden residue behind. Since this gas is so heavy, it will seek the lowest possible point in with a visible flowing motion. If left to itself, 1 gold piece of weight will be lost for each turn it is left alone. This spell may be handy for moving large amounts of gold down hill. The material component of this spell is a griffin feather. The reverse of this spell will form a Gaseous Gold cloud into one solid mass. The reverse uses no material components. Note that Dispel Magic does not affect the cloud, as once the spell is cast the cloud will not radiate magic.

## Illusionist spells

### **HAND SHADOWS (EVOCATION)**

LEVEL:1      COMPONENTS:S,M  
RANGE:1"/LEVEL CASTING TIME:1 ROUND  
DURATION:1 TURN/LEVEL    SAVING THROW: NEG.  
AREA OF EFFECT:ONE SHADOW/LEVEL

Explanation/Description: By use of this spell an illusionist may alter the shadow of any one creature or object for each level he has attained. The old shadow is essentially reformed into a new one created by the illusionists hands. Thus a rat may have the shadow of a manticore, or a thief may have no shadow at all. The material component of this spell is any small light source such as a candle flame. the light will go out as the spell is completed.

### **VERTIGO (ILLUSION/PHANTASM)**

LEVEL:3      COMPONENTS:V,S  
RANGE:1"/LEVEL CASTING TIME:3 SEGMENTS  
DURATION:SPECIAL      SAVING THROW:NEG.  
AREA OF EFFECT:2" X 2" AREA

Explanation/Description: This spell functions exactly as the third level illusionist spell paralyzation except that the recipients experience disorientation, and nausea instead of freezing.

### **SENSORY OVERLOAD BLAST (ILLUSION/PHANTASM)**

LEVEL:3      COMPONENTS:V,S,M  
RANGE:10"+1"/LEVEL      CASTING TIME:3 SEGMENTS  
DURATION:INSTANTANEOUS    SAVING THROW:1/2  
AREA OF EFFECT:2" RADIUS SPHERE

Explanation/Description: This spell assaults all of the senses of all creatures caught in its sphere of influence. The barrage of nerve impulses will cause one six sided die of damage for every level of the spell caster to all of those affected. those making their saving throw vs. spell will take only 1/2 damage. This may be described as the neutron bomb of fireballs. The material component of this spell is the nervous system of some small animal (frog, bat, etc.) which is crushed at the end of the incantation.





