

TAVOR' s UNFINISHED SPELLS

PROFOUND SLUMBER

Enchantment (mind-affecting)
Level: Sorcerer/Wizard 5
Components: V, S
Casting Time: 1 full round
Range: Medium (100 feet +10ft/level)
Area of affect: Circle 100' +10' /level diameter centered on caster
Duration: 1 day/level
Save: Will negates (multiple)

Every creature with 5HD or less who fails the Will save falls into a deep sleep that lasts the entire duration of the spell. Only a Dispel Magic or Break Enchantment will wake a creature before the spell ends. An area Dispel Magic can allow all creatures in the area to be awakened.

Creatures who make the initial Will save must make another save every minute that they remain in the area of affect. A creature physically removed from the area of affect can be awakened normally. The spell never affects the caster, even if he leaves and re-enters the area of affect, or creatures with more than 5 hit dice.

[Tavor's last notes: "Functional but pointless. The concepts don't translate to the larger purpose as I'd hoped they would."]

BATTLE READINESS

Conjuration
Level: 5
Components: V, S, F
Casting Time: 1 std action
Range: Personal
Target: You
Duration: 1 round/level

You prepare yourself defensively for a battle. A field of force surrounds your body, giving you a +6 shield bonus to AC. This field negates Magic Missiles targeted at you and absorbs 10hp/level of normal missile damage. Missile damage in excess of 10hp/level affects you normally.

The spell effectively combines aspects of Mage Armor, Shield, and Protection from Arrows.

Focus: A miniature crystal shield worth 150gp or more.

[Mostly complete.]

SOUL BINDING

Necromancy
Level: ??
Components: V, S, M?
Casting time: ??
Target: 1 soul that has been divided into parts
Duration: Instantaneous
Save: ??

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Deities, their heralds and avatars, and powerful extraplanar creatures have the ability to fracture or divide a soul. This spell searches the Outer Planes, locates the fragments of a person's soul, and attempts to reunite them into a single whole.

[Largely incomplete. Material component not identified, and the proper incantations to search the Outer Planes for soul fragments are only partially recorded. "May not be possible by arcane means," Tavor's notes say. "Augustus?"]

AURA OF VULNERABILITY

Transmutation

Level: 6

Components: V, S, M

Casting time: 1 standard action

Range: Close (25' +5ft/2 levels)

Target: One creature with damage resistance (any)

Duration: 1 round/level

Save: Fortitude negates

Spell Resistance: yes

The spell temporarily suppresses the targeted creature's damage resistance special quality if it fails a Fortitude save. During the spell's duration the creature can be harmed by any type of weapon. Weapons of a type that normally would bypass the creature's resistance do normal damage as well.

Material component: a small shard of metal from a broken blade.

[Completed by Theo Gore for Gilead's use.]

POINT IN TIME RESURRECTION

Necromancy

Level: Wizard/Sorcerer 9, Cleric 9

Components: V, S, M, XP

Casting time: 1 hour ??

Range: N/A

Target: 1 deceased person

This spell restores a person to life as the person was at a specific point in time. For instance, a person who died of old age at 85 could be resurrected as a 30-year-old. The restored person has the ability scores, skills, class levels, and memories that they had at that point in their life. A 15th-level fighter resurrected as a 9-year-old boy would remember nothing of his adult life and have no fighting skills or levels.

Material component: some portion of the deceased's body.

XP Cost: 1000XP per level of the resurrected person.

[Mostly complete. There are notes here from Tavor and also from Bainard, indicating they worked together on it. The last notations show that they were experimenting with a way to eliminate the requirement for part of the body by substituting an item strongly connected to the subject at the desired resurrection age. No results are noted.]

SUSPENDED ANIMATION

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Necromancy

Level: 9

Components: V, S, M

Casting time: 10 minutes

Target: 1 willing person

Duration: Indefinite

Save: none

This spell places a willing subject into a state of suspended animation. All bodily functions pause. The subject does not age and does not require food, water, air, or a temperate environment. The subject can still be physically damaged but is immune to all mind-affecting spells, effects, and spell-like abilities. The subject's metabolism is paused so poisons, potions, and similar substances will not affect the subject until the spell ends.

The subject cannot be awakened by any means except a specific trigger event determined at the time of casting. The trigger can be anything, but must be completely unambiguous (ie, "Wake only when the door to this chamber is opened by someone carrying the Pendant of Zynthar" or "Wake only when someone taps your head three times and says 'Wakey-wakey'.")

The spell lasts until the subject is awakened.

Material component: A unique potion brewed from a mixture of poisonous ingredients including Drow sleep poison and blue whinnis, which the subject must drink during casting. The materials cost 350gp and it takes a day to brew the potion prior to casting the spell.

[Looks basically done. Tavor's notation: "The trigger can be impossible, or forgotten. Possibilities."]