

# New Spells

Additional magicks that may be discovered or observed in Dolmenwood.

## DIVIDE BODY

3rd level arcane spell

Duration: 1 turn per level

Range: The caster

The caster's body physically splits into two identical copies, which can be controlled individually.

**Splitting:** The process of splitting into two bodies takes 1 turn. During this turn, the caster cannot act, their body undergoing a horrific process of swelling and splitting.

**Hit points:** The caster's current hit point total, when the spell is cast, is split evenly between the two bodies.

**Individual control:** The caster can control each body independently. Both may engage in speech and spell-casting, sharing all knowledge and experience.

**Telepathic link:** The two bodies share one mind and effectively have a continuous telepathic link, experiencing everything that the other does.

**If either body is killed:** The remaining body must **save versus death** or fall unconscious for 2d6 turns.

**Expiration:** When the spell comes to an end, one of the two bodies (chosen randomly) weakens and dies. The hit points possessed by the dead body are not instantly regained by the body which remains alive—they must be healed as normal by natural or magical means.

## DROUGE'S ARCANES UNRAVELLING

4th level arcane spell

Duration: 1 turn

Range: Object touched

Entering into a state of deep concentration for 1 turn, the caster gains an insight into any enchantment upon the object touched.

**Detect magic:** The caster knows whether the object is magical and whether the enchantment is permanent or temporary.

**Nature of enchantment:** The caster learns the nature and function of the enchantment about the object, including whether it is cursed. Command words are not revealed.

**Chance of error:** There is a 5% chance that the knowledge gained is erroneous or misleading.

**Interruption:** The caster gains no knowledge if interrupted before the 1 turn duration ends.

**Exhaustion:** Casting this spell is mentally exhausting—the caster is unable to cast further spells of greater than 2nd level until they have had a night's rest.

**Material component:** This spell requires a crystal rod worth 100gp. The rod shatters when the spell ends.

## GELATINOUS TRANSFORMATION

3rd level arcane spell

Duration: 1 turn per level

Range: 60'

A living creature within range is transformed into a gelatinous state, similar to an ooze or pudding.

**Capabilities:** The subject cannot attack or cast spells, though their senses and mental faculties (including psionic or mental powers) function as normal. They have a movement rate of 60' (20') and can travel up walls, along ceilings, and through small holes and gaps.

**Mundane damage immunity:** The subject can only be harmed by magic or fire.

**Saving throw:** The subject may **save versus paralysis** to resist the transformation.

## MYCOTIC MIND

2nd level arcane spell

Duration: Permanent (until consumed)

Range: The caster

The caster imprints an aspect of their mind into a fungus, enchanting it with one of the following effects (chosen when the spell is cast):

1. **Memetic store:** The caster imprints selected memories into the fungus. The memories are transferred to a single creature that consumes the fungus.
2. **Clairement link:** The caster imprints a sensory link into the fungus. The sensory experiences of a single creature that consumes the fungus are shared with the caster for 1d6 turns. During this period, the caster falls into a vegetative state.

**Saving throw:** The creature consuming the fungus may make a **save versus spells** to resist the effects.

**INT loss:** The caster loses 1 point of INT, which is only restored when the enchanted mushroom is consumed.

## SPEAK WITH DEAD

3rd level arcane spell

Duration: 1 turn

Range: 10'

The caster may ask questions of a deceased person, the spirit's voice echoing out from beyond the grave.

**Remains:** Some remnant of the person's physical body (e.g. bones) must be within range.

**Time since death:** It is only possible to awaken the spirit of a person who died within a certain time frame, dependent on the caster's level (see table below).

**Questions:** The number which can be asked depends on the caster's level (see table below). The spirit answers truthfully, but only possesses knowledge it had during life.

**Speech:** The spirit speaks with tongues it knew in life.

### SPEAK WITH DEAD LIMITATIONS

Level	Time Since Death	Questions
6 or lower	7 days	2
7–8	7 months	3
9–10	7 years	4
11–12	70 years	5
13 or higher	Unlimited	6

## SPORE CLOUD

1st level arcane spell

Duration: Instant

Range: 60'

A cloud of sickly, yellow mould spores erupts at a chosen point within range.

**Area:** The cloud fills a 10' radius area.

**Effect:** All creatures within the cloud must **save versus poison** or begin coughing and choking for 1d4 rounds. While afflicted, they are unable to attack, speak, or perform coherent actions. They may stagger and crawl at half their normal movement rate.

**Restrictions:** Non-living creatures (e.g. undead, constructs) are not affected.