

**THE GRAND GRIMOIRE**  
**A Short Collection of Arcane Works by**  
*Tremlock Lightwing*

**Locate Portal** (Divination)

Level: 2

Range: 10/yds per level

Components: V, S

Duration: 1 turn

Casting Time: 6

Area of Effect: 1 portal \*

Saving Throw: None

When this spell is cast the caster is able to divine the closest portal to him. If cast inside Sigil it will work but will not however reveal where it goes to or how to activate it.

\*Also there is a 2% base chance that while in Sigil (per level of caster) that the spell will reveal to him more than one portal. To determine how many, the DM is required to roll a random number at 3d6.

---

*"The following spells were extracted from the tome of Morgana Zannveld." – Tremlock*

**Frozen Touch** (Necromancy)

Level: 3

Range: 0

Components: V, M

Casting Time: 1 round

Area of Effect: 1 object

Saving Throw: None

When cast two small portals open up on the palms of the caster. These portals lead to the Para-Elemental Plane of Ice. Only when the object no more than 50 gold piece weight will work, does the two portals open up. At the end of the casting time is the spell complete. When completed the object held is completely and irreversibly frozen solid. This spell will work on living Beings but during combat situations it would be hard to hold onto a creature's body part (i.e. arms, hands, head, etc.) for a round waiting for the caster to perform the verbal portion of the spell. If for instance a mage is fortunate enough to do this use the following information:

*Area Effected*

Arms, legs (more specifically at the shoulder or hip) Save vs Para/Poison or lose limb.

If saved Suffers 2d12 points of damage.

If creature's head is affected Save vs Para/poison or Die, if save is made receive 3d10 points of damage and lose 1 point of Intelligence, wisdom, charisma, dexterity, and constitution. Anywhere in the mid section, i.e. where major organs are save vs para/poison or die or suffer Ice Shock in which case a system shock roll is required if failed then coma 1d4 hours then death. If made then constitution checks every 1/2 hr. Every failed con check is 3d10 points of damage.

The material component for this spell is a pinch of salt and glass dust

**Reverse Present** (Necromancy)

Level: 3

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 3

Area of Effect: 1 object

Saving Throw: Negates

This is an updated version of the cantrip “present.” The original cantrip allowed a caster to magically retrieve an object of no more than 12 gp weight from a specified location, While this the reverse of that cantrip allows the caster to put an object of no more than 15 gp weight into a specified location. For instance if the DM allowed the non-weapon proficiency of anatomy a wizard might reverse present a shard of glass into the victims stomach or heart. The intended victim does receive a saving throw against spell if successful the spell is simply negated.

**Wings of Flight** (Alteration)

Level: 3

Range: 0

Duration: One turn

Components: V, S, M

Casting Time: 6

Area of Effect: Target

Saving Throw: Negates

The Recipient of this spell is granted a set of Wings (casters choice) that will allow him/her to fly as if these magical wings were naturally part of their body.

**Morgana’s Metal Morph**

Level: 4

Range: 0

Components: V, S, M

Duration: 1 rd/per level of caster

Casting Time: 2 full rounds

Area of Effect: Casters arms

This spell, allows the caster to shift or polymorph His/her forearms and hands into a shiftable, shape forming liquid metal. There, the caster has an instant weapon as His/Her forearms can be used as blade like implements or stabbing weapons. While the spell is in affect the caster need only verbally say what shape is to be formed. At any time the caster may say the command words to revert his hands/arms back to normal. Special ability of this is when you bring both your arms together to form larger non-complex weapons like axes, war hammers etc.

The material component of this spell is a nugget of dead metal from a living steel which must be taken internally during the last segment of the spell.

**Isotol’s Instant Razorvine** (Conjuration/Alteration)

Level: 4  
Range: 0  
Components: V, S, M  
Casting Time: 4  
Duration: Permanent  
Area of Effect: 1 creature or building  
Saving Throw: None

The material component of this spell is only that the spell works, the component is a barb or thorn from a section of razor vine found throughout the city of Sigil. When the Verbal and Somatic gestures are cast into the thorn the mage must throw it towards a Creature or building. Once done that barb turns itself into a Thriving vine of Razorvine that grows around the specified target. It that target be man or beast He/She/It takes 4d4 points of damage every round until the plant stops growing (DM's Choice) There is no save for this, the only way to rid oneself of this magically grown Razorvine is for someone to cast dispel magic on it while its still grows. If the target is not a man or creature, the Razorvine will attach itself to the side of a building and cover it side to side, top to bottom.

### **Create Weightlessness** (Enchantment)

Level: 4  
Range: 15' radius  
Components: V, S, M  
Duration: 2 rounds + 1 rd/per level of the caster  
Area of Effect: Target  
Saving Throw: Negates

When cast, this spell imbues a specified target with a fifteen foot bubble around him/her. While inside this bubble the target is totally and utterly weightless. This Weightlessness is centered on the target and the target only. Meaning that nothing else is, even if someone voluntarily enters the enchanted area. Because of this the target loses control of movement, also loses his Dexterity bonus to armor class if any and is subject to normal and magical attack rolls.

If the target makes a save vs spell, than the effect is simply negated.

The material component for this spell is a feather from a morning dove and a dandelion seedling.

---

“The next and rest of these spells were created during the war of Greyhawk and the Scarlet Brotherhood they are a collaboration between myself, Tremlock Lightwing, my wife Morgana Zanweld, and my dear friend, teacher, and mentor.” – Tremlock

### **Summon Beastlord** (Summoning)

Level: 5  
Range: 5 miles per level of caster  
Components: V, S, M  
Duration: 1 turn + 1 rd/per level of caster  
Area of Effect: The Beastlands  
Saving Throw: Negates

When cast this spell will summon a desired beastlord (cumulative 5% chance in the per number of hit dice of the beastlord in the Beastlands, and cumulative 2% chance on a Material Plane).

There is also an 8% chance per hit dice of the beastlord, that once it arrives whether in the beast lands or on a Material Plane that it will become annoyed by the interruption and punish the caster for his/her lack of respect.

The material component for this spell is a lock of fur from what ever type of specified lord, for instance if the lizard lord is to be summoned then a scale from a lizard is the main component, and so on.

### **Tremlocks Reverse Melt Ice Bomb** (Conjuration/Summoning)

Level: 5

Range: 0

Components: V, S, M

Duration: 5 segments

Area of Effect: Casters hands

Saving Throw: ½

The main component for this spell is the small pile of dust in the casters hand that consists of “gun” powder, sodium phosphate, and sugar. During the Verbal part of this spell the caster opens up two small portals into the para-elemental plane of Ice and forms a perfectly round sphere of Ice around the powder. Then the somatic gesture is the caster throwing it at the target. At that point of release the ice ball starts to melt from the inside out. At the end of the 4th segment, the melting will generate enough droplets of water to ignite the powder at the balls core, and exploding it. Any persons standing within 5’ will suffer 6d4 points of damage, Save for 1/2. Those few unfortunate to fail their saving throw utterly and completely more specifically roll a 1 will take double damage.

The other material component for this spell is a pinch of salt.

### **Ecpare’s Kenkuan Koins** (Illusion/Phantasm/Alteration)

Level: 5

Range: 0

Components: V, S, M

Duration: 1 week + 1 day per level of caster

Area of Effect: Inert matter of 15 lbs. + 5 lbs./per level of caster

Saving Throw: none

When this spell is cast a small pile of inert matter such as plain soil, sand or dust (other things may be considered inert at DM’s discretion) is compressed into hard tight disks and finally with the material component of 25 G.P. worth of gold dust those disks are colored and transformed into exact duplicates of gold coins. Exact down to the script and mint of the actual coin trying to be copied. These coins have the same weight as regular gold coins and feel, but the downfall to the poor sod who receives these coins are that after a week or two the inert matter and magical composition begin to break down into a crumbly chalk powder, making them utterly and irretrievably worthless.

### **Enhanced Baatezu Strength** (Enchantment/Alteration)

Level: 5

Range: 0

Components: V, S, M  
Duration: ½ turn  
Area of Effect: Target  
Casting Time: 2 rounds  
Saving Throw: Negates

The recipient of this spell receives the strength bonus of Baatezu, more specifically a greater baatezu. A pit Fiends Strength being 18/00 with +6 to damage. as the spell is listed this strength is then enhanced by 1 point for every four levels of the caster. Therefore a mage that is 9th level and casts this spell on himself his strength jumps from the norm to an instant 18/00, then because he is 9th level he gets an additional 2 points added to that total making his strength a 20.

The material component of this spell is a dried piece of a pit fiends flesh and a pinch of red sand.

### **Isotol's Canine Barrier** (Enchantment/Conjuration)

Level: 6  
Range: 0  
Components: V, S, M  
Duration: 1 turn + ½ turn/per level of caster  
Area of Effect: 30 ft. around caster  
Casting Time: 1 rd/4 segments

When cast this spell creates a 30 foot diameter bubble around the caster that repels all forms of canine creatures, including all domesticated dogs, Wolves, Worgs, dire wolves and if a saving throw is made by such creatures even werewolves and wolfweres. If an attempt is made by anyone of these creatures they are instantly knocked unconscious for 1d6 rds. The material component for this spell is a lock of dog or wolf hair.

### **Tremlock's Dragon Breath** (Conjuration/Evocation/Enchantment)

Level: 6  
Range: 6 feet  
Components: S, M  
Duration: 1 melee round  
Area of Effect: Target  
Casting Time: 1 full round  
Saving Throw: ½

The affects of this spell are completely random, due to the fact that the material component is a course powder made up of various fine shavings from 10 different colored dragons. this spell in essence does the same thing as the item "Flagon of Dragons". See below for effects:

#### *The Roll of a 1d10*

1. Red Dragon 4d6 damage save for 1/2
2. Black Dragon 4d6 damage save for 1/2
3. White Dragon 3d6 p.o.d. save for 1/2
4. Blue Dragon 4d6 p.o.d. Save for 1/2
5. Crystal Dragon 3d4+4 pod of shards or save for 1/2
6. Topaz Dragon 3d6 pod+1d6+6 points of Strength lost or save vs spell for 1/2

- damage and only 1d6 Str lost
7. Silver Dragon take 4d10+2 and be paralyzed for 3 minutes or save and suffer 1/2 + paralyzation for 4 rds.
  8. Deep Dragon 4d8+3 or save for 1/2 against flesh corroding gas
  - 9 Mercury Dragon 3d8+4 for searing heat save for 1/2
  10. Green Dragon 6d6 chlorine gas save for 1/2

**Tremlock's Delayed Blast Ethereal Fireball** (Conjuration/Evocation)

Level: 6

Range: 10 yards per level of caster

Components: V, S, M

Duration: 3 rounds

Casting Time: 1

Area of Effect: 30-ft. diameter

Saving Throw: Special

This spell unlike the normal fireball spell has a special saving throw attached to it, due to the fact that this fireball is virtually invisible. Save for those few individuals who can see into the Ethereal Plane. When cast the fireball almost immediately enters an invisible state it reaches its target then with a verbal command of the caster it explodes in targeted area for 1d6 + 1d6/per level of caster worth of damage. The special saving throws are considered inadvertent saves due to pre-existing preparations such as armor made from red dragon scales, rings or fire protection/resistance, cloaks of comfort, etc.

The material components of this spell are a pinch of sulfur, guano, and a claw from an intellect devourer.

**Improved Dimension Door** (Alteration)

Level: 6

Range: 0

Components: V

Duration: Instantaneous

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

This spell is exactly the same as in the players handbook, except there is no penalties for traveling through the planes. (This rule is only for PC's or those who are running through a Planescape campaign setting.)

**Improved Plant Growth** (Alteration)

Level: 6

Range: 15 yds/per level of caster

Component: V, S

Duration: Permanent

Casting Time: 6

Area of Effect: an area 15 ft. per side/level

Saving Throw: None

This spell functions just as the 4th level spell in the players handbook, Except for the following: A mage casting this version may bring a plant back to life or may start a new plant from a single piece of existing plant. For instance this spell is cast on a single rose petal miles away from the rose it came from, not only will a new rose grow from the petal but a thicket of vines and thorns will erupt into existence.

### **Isotol's Temporary Enchantment** (Enchantment)

Level: 6

Range: 0

Components: V, M

Duration: 1 rd/level of caster

Casting Time: 1 full round

Area of Effect: Special

Saving Throw: None

This spell is very simple, when it is cast the caster imbues an item of any kind, even if already magically enchanted item with an additional +1, whether it be a sword, shield, a cloak of protection, or even a ring of protection. The downfall to this spell is, that the caster must make a saving throw vs. his own spell. If the caster is successful in his save than the caster still must lose a point of Dexterity modifier against his armor class. On the other hand if he failed than he loses his entire Dexterity modifier against armor class for an entire day and on top of that the caster will suffer 2d6 points of damage from magic burn.

*Note:* This spell does not however imbue a person with an additional +1 to a main contribute.

### **Tremlock's Ride the Lightning** (Alteration)

Level: 6

Range: Special

Components: V, S, M

Duration: 2 rounds

Casting Time: 1 full round

Area of Effect: Special

Saving Throw: None

This spell can only happen during a storm outside that involves lightning. When cast the caster calls forth a tremendous surge of lightning to his/herself, just when it strikes the caster, the caster is instantly transformed into a form of pure energy. Before the lightning dissipates the caster in his/her energy form travels into the storm cloud. With one final command the caster can project himself down to the ground again via another bolt of lightning. Anywhere on the ground that the storm covers.

*Note:* The caster can control himself in the energy state, but however cannot control the storm the material components for this spell are steel rod, and a foot section from a length of spider line.

### **Isotol's Instant Abyssal Monster Summoning** (Conjuration)

Level: 7

Range: Random, to the Abyss

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 full day and 1 full round

Area of Effect: The Abyss

Saving Throw: Negates

When a mage attempts to cast this spell there must be a day of casting gone, especially if being cast on a prime material plane. As said above a day of careful casting must be exacted from the mage. Then and only then will the spell be successful. The material component is a cube of force, which the spell is cast on, then for the rest of the caster's days he carries this cube with him then uses it as he desires. When the time comes where the caster is ready to use it, he must spend a round chanting the activation cost, and then a round later he must throw it ten feet away from his person. Finally, when it is thrown the cube of force is destroyed and the monster released.

*Note:* if the cube is thrown 9' or closer to the caster than the caster is considered an opponent of the caster

The use of this spell works just as any monster summoning spell with the exception of the above notation.

The type of creature which appears is random by the table below:

1. Tanar'ri Lesser, Alu-Fiend 2 HD
2. Tanar'ri Greater, Babau 8+14 HD -3 AC
3. Tanar'ri Lesser, Bar-Lgura 6+6 HD 0 AC
4. Tanar'ri Lesser, Cambion 4 HD 6 AC
5. Tanar'ri True, Glabrezu 10 HD -7 AC
6. Tanar'ri Guardian, Molydeus 12 HD -5 AC

### **Isotol's Magical Termites** (Conjuration/Enchantment)

Level: 7

Range: Field of magicks

Components: V, M

Duration: Special

Casting Time: 2 rounds

Area of Effect: Spells

Saving Throw: None

When cast, 2 magical sparks appear (2+1 spark per level of caster) these are now known as magical termites that thrive on magic spell emanations and will proceed to hassle mages (including the caster) to cast spells. Until a mage does these termites will fly around the head of the mage making it difficult to engage in physical battle. DM's should modify as so. As soon as a magical gesture, word, or component is put forth the magical termites cease and wait until the spell is uttered. These magical termites will not dissipate until they have consumed 10 levels of magic together ex. (A fireball being 3rd they will still stick around to absorb 7 more spell levels.)

A dispel magic will work but must be used before the mage casting. The magical termites are done that spell, if one waits the termites will simply eat the magic of the opposing spell.

### **Morganas Improved Weather Control** (Alteration)

Level: 7

Range: 0

Components: V, S, M

Duration: 4d6 hrs.

Casting Time: 1 and ½ turns

Area of Effect: 5d4 sq. miles

Saving Throw: None

This spell functions exactly the same as the sixth-level spell, except for one thing, not only is the caster able to control the wind conditions and weather and temp. variations but the caster can also call lightning and actually direct where the bolts go. He can also direct the path of tornado and its size. Can Direct flood waters to a certain degree. If the caster gets out of control in a chaotic sense there is a base 5% chance of an elemental showing up and taking control.

### **Cancellation Zone** (Enchantment/Charm)

Level: 8

Range: 120 yds

Components: V, S

Duration: ½ turn + 1 rd/level of caster

Area of Effect: Special

Casting Time: 1 full round

Saving Throw: None

When cast the magic user creates an area around the him/herself where magic is utterly useless. For instance is in a hall way the floors,walls,ceiling and even the air that exists there is saturated with this spell, This zone of magic cancellation, no spell can exist here, this includes Magical weapons, armor, rings, clothing, potions, and devices are rendered normal until this spell cancels itself. There is no way to dispel it since no magic will work within the zone. the only way to cancel it is to anticipate the spell.

### **Disintegrate II** (Alteration)

Level: 9

Range: 5 yds/level

Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: Negates

This spell functions the same as its lesser sixth-level counterpart with the following exceptions: any target hit with it must make 2 saving throws. The first one is the initial one that might negate the spell but if his the second made is vs death ray. The purpose of this is quite simple, for example; Thelmor the fighter has just lost his limb to this spell, and the other save didn't hit the mark, and the disintegration steadily progresses up the fighters arm until it has consumed at least a third of the total hit points, The next condition; No inanimate objects i.e. swords, clothes, supplies, gold and other metals and gems. They are the worst; Disintegrate II can also pass through one person to another. then drifts to another party member and so on.

The material components for this spell are a lodestone, a pinch of dust and an eye stalk from a Beholder or a Beholder-kin.

### **Close Magical Conduits** (Alteration/Abjuration)

Level: 9

Range: 200 yds  
Components: V, S, M  
Duration: 1 turn + 1 rd/level of caster  
Casting Time: ½ turn  
Area of Effect: 30 cubic yards centered on caster or target  
Saving Throw: Negates

*Note:* This spell will not function at all on any Material Plane; it is only for use while traveling through the planes (i.e. Planescape Campaign setting).

This spell, When cast creates a enchanted cube around the said target that has all the conduits of magic closed off around him/her except for wild magic, because of its unpredictability, but all other schools of magic will not work here in fact they don't exist but only in the casters mind. For use of the Planescape rules all spells cast within the zone are instantly diminished. On the same token and spells cast at the zone have an adverse side effect, they bounce back at the caster, only physical attack can be used here.

The material component for this spell is a full goblet of water from the River Styx.

### **Assassin Quest** (Enchantment/Charm)

Level: 10  
Range: 0  
Components: V, S, M  
Duration: Until fulfilled  
Casting Time: 2 hrs.  
Area of Effect: Target (living being)  
Saving Throw: Negates

This spell functions just as the 5th level priest spell but this being a spell for mages it is a bit different in some respects, some call it black magic or necromantic magic. The functions are more simplified, the only thing that is quest is the slaying of a named person or individual, and effector person must complete it wholly. The only difference between this spell and the priest spell is the fact that a person thats been quested with this spell must then kill him/herself after initial target has been eliminated. The first rule of assassination, is to kill the assassin(s). Then and only then will the spell dispel itself.

The material component for this spell is the horn of a gargoyle.

### **Make Sentient** (Necromancy)

Level: 10  
Range: unlimited  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 day  
Area of Effect: 1 object, no size limitations  
Saving Throw: None

With this spell the caster grants life to an inanimate object, no matter what it is, or what size it is. Bonus to this spell, is that whatever is granted life will help the casters friends in a fight, the life that is given to the object is not just so it is alive but so it as smart, 2/3rds of equal intelligence that of

the caster, but it is also aware it is like this. And lastly the caster Receives x.p. For creating a new life form.

*Note for the DM:* The downfall to this spell, the new life form will automatically try to destroy its creator, mainly the spell caster for the fear that the creator may not like what he has created, and possibly destroy the new form before it had a chance to live. The other down fall to this spell is that the caster must sacrifice 1/2 his total hit points for this spell to work, and then suffer 1/2 of that total permanently.

Range is limited to the planet that the caster is on. lets be a little realistic here. this spell can be used as a resurrection spell with the above effects. Objects that cannot be brought to life are bodies of water and mist and steam, anything else goes, carts, planks of woods, mountains perhaps The material component is a much of charcoal and a at least a cup of blood from the caster.

*Any Comments or suggestions can be sent to [Tremlock@Juno.com](mailto:Tremlock@Juno.com).*