

Mega magic bumps up one increment.

Ranges:

- Touch.
- Short = 30 feet
- Medium (only used for ranged spell attacks): 30 okay, 60 feet: -1
- Long = 60 feet

Durations:

Instant.

Concentration for encounter

No concentration for encounter /short while

Long while (hour)

Day (til midnight)

Other: week

Month year permanent

A short while = about 5 to 10 minutes, or an Encounter/Battle.

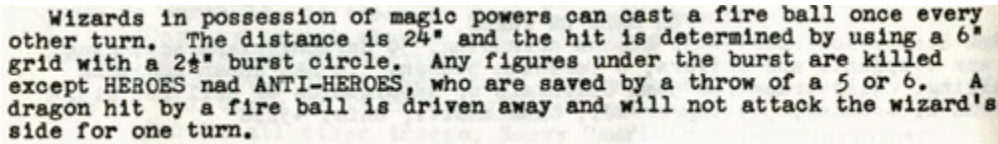
A long while = about 1 hour, or a few hours, or an Exploration Phase.

A day.

Fireball

Synonym: Fire Ball

Pre-D&D origins: "Rules for Middle Earth" (1970) by Leonard (Len) Patt.



Itself based on J.R.R. Tolkien:

"He [Gandalf] gathered the huge pinecones from the branches of his tree. Then he set one alight with bright blue fire, and threw it whizzing down among the circle of the wolves. It struck one on the back, and immediately his shaggy coat caught fire, and he was leaping to and fro yelping horribly. Then another came and another, one in blue flames, one in red, another in green. They burst on the ground in the middle of the circle and went off in coloured sparks and smoke."

–*The Hobbit*, Chapter 6: "Out of the Frying-Pan Into the Fire"

"Naur an edraith amen! Naur dan I ngaurhoth!"; [Gandalf] cried.

There was a roar and a crackle, and the tree above him burst into a leaf and bloom of blinding flame. The fire leapt from tree-top to tree-top. The whole hill was crowned with dazzling light."

–*The Fellowship of the Ring*, "A Journey in the Dark"

<http://playingattheworld.blogspot.com/2016/02/a-conversation-with-len-patt.html>

Chainmail (1971):

"Missiles: A Wizard can throw either of two types of missile (select which before play begins). A fire ball, equal in hit area to the large catapult hit area, or a lightning bolt, 3/4" wide by 6" long, with an attack value equal to a heavy field gun, are the two missile types employed. These missiles will destroy any men or creatures which are struck by them, with certain exceptions noted below. Both types of missiles can be thrown up to 24", direct or indirect fire, with range being called before the hit pattern is placed. The center of the fire ball is placed down at the number of inches called. The head of the lightning bolt is placed at the number of inches called, so that its body extends 6" behind it in a straight line from the Wizard who threw it."

Exceptions: Result of a Hit:

Hero-types

Super Hero

Wraith

Balrog

Giant

Dragon

mental:

ed by a dice roll of 6 or better

ed by a dice roll of 7 or better

ed by a dice roll of 6 or better

ie under 5, routs off board; dice under 9,

k 1 move; dice 9 or better, no effect

Air
Earth
Fire
Water

ed by a dice roll of 9 or better
ves dragon back 1 move
e drives back 1 move
htning drives back 1 move
htning drives back 1 move
e drives back 1 move

OD&D (1974):

Fire Ball: A missile which springs from the finger of the Magic-User. It explodes with a burst radius of 2" (slightly larger than specified in CHAINMAIL). In a confined space the Fire Ball will generally conform to the shape of the space (elongate or whatever). The damage caused by the missile will be in proportion to the level of its user. A 6th-level Magic-User throws a 6-die missile, a 7th a 7-die missile, and so on. (Note that Fire Balls from Scrolls (see Vol. II) and Wand are 6-die missiles and those from Staves are 8-die missiles. Duration: 1 turn. Range: 24"

BD&D 1E (Holmes, 1977)

BD&D 2E (Moldvay/Cook, 1981)

BD&D 3E (Mentzer, 1983)

Fire Ball

Range: 240'

Duration: Instantaneous

Effect: Explosion in a sphere 40' diameter

This spell creates a missile of fire that bursts into a ball of fire of 20' radius when it strikes a target. The *fire ball* will cause 1-6 points of fire damage per level of the caster to every creature in the area. Each victim may make a Saving Throw vs. Spells; if successful, the spell will only do half damage. *For example, a fire ball cast by a 6th level magic-user will burst for 6-36 points of damage, or one half the total to those making the Saving Throw.*

BD&D 4E (Allston)

AD&D 1E (1977)

AD&D 2E

Fireball (Evocation)

Level: 3

Range: 10' + 1'/level

Duration: Instantaneous

Area of Effect: 2' radius sphere

Components: V, S

Casting Time: 3 segments

Saving Throw: ½

Explanation/Description: A *fireball* is an explosive burst of flame, which detonates with a low roar, and delivers damage proportionate to the level of the magic-user who cast it, i.e. 1 six-sided die (d6) for each level of experience of the spell caster. *Exception:* Magic fireball wands deliver 6 die fireballs (6d6), magic staves with this capability deliver 8 die fireballs, and scroll spells of this type deliver a fireball of from 5 to 10 dice (d6 + 4) of damage. The burst of the *fireball* does not expend a considerable amount of pressure, and the burst will generally conform to the shape of the area in which it occurs, thus covering an area equal to its normal spherical volume. [The area which is covered by the *fireball* is a total volume of roughly 33,000 cubic feet (or yards)]. Besides causing damage to creatures, the *fireball* ignites all combustible materials within its burst radius, and the heat of the *fireball* will melt soft metals such as gold, copper, silver, etc. Items exposed to the spell's effects must be rolled for to determine if they are affected. Items with a creature which makes its saving throw are considered as unaffected. The magic-user points his or her finger and speaks the range (distance and height) at which the *fireball* is to burst. A streak flashes from the pointing digit and, unless it impacts upon a material body prior to attaining the prescribed range, flowers into the *fireball*. If creatures fail their saving throws, they all take full hit point damage from the blast. Those who make saving throws manage to dodge, fall flat or roll aside, taking ½ the full hit point damage — each and every one within the blast area. The material component of this spell is a tiny ball composed of bat guano and sulphur.

Reality-2:

Reality-3:

Reality-4:

Fireball

Wizard Attack 5

A globe of orange flame coalesces in your hand. You hurl it at your enemies, and it explodes on impact.

Daily ♦ Arcane, Fire, Implement

Standard Action **Area burst 3 within 20 squares**

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier fire damage.

Miss: Half damage.

Reality-5:

Reality-6:

Fireball

Arcane Schools: Evocation, Fire

Frequency: Daily/Session

Range: Long (60 feet)

Effect: Area Burst 3 (the target square + 15 feet in all directions, square-shaped)

Classes: Magic-User 5, Sorcerer 6, Cleric of Light

Resolution: Class Attribute (INT, CHA, or WIS) + Spellcraft vs. DEX (Reflex) Save.

Hit: 4 Fire Damage [=Legacy: 5d6], unattended objects ignited; Critical Hits: One attended item (per Crit) of player's choice, takes full damage and may be destroyed.

Miss: 2 Fire Damage; Fumble: 0 damage; if multiple Fumbles: Mishap.

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame.

Spell Components: VSM

Verbal:

- "Ast kiranann Soth-aran / Suh kali Jalaran!"
- "Drish fetts, drish fetts, lorgon trits!"

Somatic:

- "Pointed finger."



Material: "A tiny ball composed of bat guano and sulfur."

Lightning Bolt

OD&D:

“Missiles: A Wizard can throw either of two types of missile (select which before play begins). A fire ball, equal in hit area to the large catapult hit area, or a lightning bolt, 3/4" wide by 6" long, with an attack value equal to a heavy field gun, are the two missile types employed. These missiles will destroy any men or creatures which are struck by them, with certain exceptions noted below. Both types of missiles can be thrown up to 24", direct or indirect fire, with range being called before the hit pattern is placed. The center of the fire ball is placed down at the number of inches called. The head of the lightning bolt is placed at the number of inches called, so that its body extends 6" behind it in a straight line from the Wizard who threw it.

Mending

Synonym: Aksa's Repair

Reality-O and Reality-B: None.

Reality-1: Level-2 Magic-User spell.

Mending (Alteration)

Level: 1

Range: 3"

Duration: *Permanent*

Area of Effect: *One object*

Components: V, S, M

Casting Time: 1 segment

Saving Throw: *None*

Explanation/Description: This spell repairs small breaks in objects. It will weld a broken ring, chain link, medallion or slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a *mending* spell. This spell will not repair magic items of any kind. The material components of this spell are two small magnets of any type (lodestone in all likelihood) or two burrs.

Note: In 1E, Range 3" means 30 feet indoors and 90 feet outdoors. There is no explicit limit to the size of the object, except that it must be a "small break."

Reality-2.5: Level-2 Wizard spell.

Mending

(Alteration)

Range: 30 yds.

Duration: *Permanent*

Area of Effect: 1 object

Components: V, S, M

Casting Time: 1

Saving Throw: *None*

This spell repairs small breaks or tears in objects. It will weld a broken ring, chain link, medallion, or slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a *mending* spell. This spell does not, by itself, repair magical items of any type. One turn after the spell is cast, the magic of the joining fades, and the effect cannot be magically dispelled. The maximum volume of material the caster can mend is 1 cubic foot per level.

The material components of this spell are two small magnets of any type (lodestone in all likelihood) or two burrs.

Changes: No outdoor range. The exact volume of the object is stated. And this now scales with caster level.

Reality-3.0:

Mending

Transmutation

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S [No Material]

Casting time: 1 action

Range: 10 ft.

Target: One object of up to 1 pound

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (not warps). In metallic objects, it will weld a broken ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staffs, or wands.

Changes: 2nd-Lvl Wizard spell is reduced to a 0-Level Cantrip. Added to the Bard and Divine spell lists. Range reduced to 10 feet. Effect expressed as "one pound" instead of by cubic feet. No longer scales with caster level.

Reality-3.5:

Mending

Transmutation

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting time: 1 standard action

Range: 10 ft.

Target: One object of up to 1 lb.

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staffs, or wands, nor does it affect creatures (including constructs).

Changes: Notes about *warp wood* and constructs.

Reality 4: None.

Reality-5:

Mending

LEVEL Cantrip	CASTING TIME 1 Minute	RANGE/AREA Touch	COMPONENTS V, S, M *
DURATION Instantaneous	SCHOOL Transmutation	ATTACK/SAVE None	DAMAGE/EFFECT Utility

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

* - (two lodestones)

Spell Tags: **UTILITY**

Available For: **BARD** **CLERIC** **DRUID** **SORCERER** **WIZARD** **ARTIFICER**

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Changes: Increased casting time to one minute, making battle-casting unfeasible. Range decreased to Touch. Effect changed to the length of the break (one foot long). Warp not mentioned. Ceramic and wood objects with multiple breaks can no longer be mended. Lodestone material component from 1E/2E is restored, but not the “burrs.” Artificer added.

Reality-6:

Mending (aka Aksa's Repair)

- Classes: Artificer 0, Brd 0, Clr 0, Drd 0, MU 0, Sor 0
- School: Transmutation (aka Alteration)
- Casting Time: A short while (5 minutes). (Or with Metamagic +1 Level: 1 action)
- Range: Touch (or with Metamagic +1 Level: 30 feet; or +2 Level: 60 feet)
- Duration: Can be dispelled during an Encounter (or 5 minutes), after which the magic fades and the mend is made Permanent. (Or with Metamagic +1 Level: Instantaneously Permanent)
- Display: V, S, M (you conjure two small magnets (e.g. two small lodestones) or two burrs (metal splinters), which are then consumed); (Or with Metamagic +1 Level: Eschew Material Display)
- Damage/Effect: Utility. Mends a one foot-long single break. (Or with Metamagic +1 Level per additional foot of breakage.)
- Pillar: Exploration

This spell repairs a single break or tear (but not warps, such as might be caused by a *warp wood* spell) in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, a hole in a leather sack, or a leaking wineskin. (Or with Metamagic +1 Level: Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new.)

As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage; though it can be dispelled until the magic of the joining fades at the end of the encounter (about 5 minutes), at which point the effect is permanent. (Or with Metamagic +1: the mend is instantaneously permanent, and cannot be dispelled.)

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object. (Or with Metamagic +1: a Construct creature can be mended by this spell.)

Mending was invented by the Netherese arcanist Aksa the Destroyer in the World of Toril the year D.R. -2168 (Polyversal Common Year ???). The deity Dugmaren Brightmantle from the Dwarven Pantheon was an early grantor of the divine version of this spell.

Base Spell:

- Takes a short while to cast (one encounter or 5 minutes). [5E: 1 minute]
- Mends only one break, even if ceramic or wood. [5E]
- Can still be dispelled until a short while has passed (one encounter or 5 minutes). [2E: 10 minutes]
- Touch Range. [5E]
- Mends 1-foot of breakage only. [1E, 3E, 5E]
- V,S,M Display. [1E, 2E, 5E]
- Doesn't repair Construct creatures. [3.5E]

Traditional Metamagic Variants:

- Casting time—one Action: +1 [1E, 2E, 3E]
- Mends Multiple Breaks in Ceramic and Wood: +1 [1E, 2E, 3E]
- Instantaneously Permanent: +1 [1E, 3E, 5E]
- Short Range: +1 [3E: 10 feet], Long Range: +2 [1E: 30 feet indoors, 90 feet outdoors; 2E: 90 feet]
- Mends 2-feet of breakage: +1 [2E: 1 cubic foot per caster level, so when a 3rd-Level Mage first acquired this spell, it would mend 3 cubic feet of breakage. Note: Like 5E, 6E translates “cubic feet” into “largest dimension / edge length”]
- Mends 3-feet of breakage: +2; Mends 4-feet of breakage: +3; etc. [2E]
- Eschew Material Display: +1 [3E]
- Repair Construct creatures: +1 [5E]

Example of maximized Mending: One Action, Multiple Ceramic/Wood Breaks, Instantaneously Permanent, Long Range, Eschew Material Display, Repair Construct = Level 8 Magic-User spell. Add +1 for each foot of breakage beyond 1 foot.

Moonbeam

Reality-3.5:

MOONBEAM Evocation [Light] Level: Moon 2 Components: V, S, M/DF Casting Time: 1 standard action Range: 30 ft. Area: Cone-shaped emanation Duration: 1 minute/level (D) Saving Throw: None or Will negates; see text Spell Resistance: No As you complete this spell, a swath of pale moonlight springs from your hand. On your turn each round, you can change the direction the cone of light points. Light from a moonbeam spell does not adversely affect creatures that are sensitive to light, but lycanthropes in humanoid form caught in the cone must make a Will save to avoid involuntarily assuming their animal forms. A lycanthrope in animal form can change out of it on the creature's next turn (spending a round in animal form). However, if it is still in the area of the spell, it must succeed on a Will save to do so. Once a lycanthrope successfully saves against moonbeam, it is not affected by any more of your moonbeam spells for 24 hours. Moonbeam penetrates any darkness spell of equal or lower level, but does not counter or dispel it. Darkness spells of higher level block a moonbeam. Arcane Material

Reality-5:

Moonbeam

Concentration

LEVEL

2nd

CASTING TIME

1 Action

RANGE/AREA

120 ft (5 ft *)

COMPONENTS

V, S, M *

DURATION

Concentration 1 Minute

SCHOOL

Evocation

ATTACK/SAVE

CON Save

DAMAGE/EFFECT

Radiant

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam up to 60 feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

* - (several seeds of any moonseed plant and a piece of opalescent feldspar)

Spell Tags: DAMAGE CONTROL

Available For: DRUID TWILIGHT DOMAIN OATH OF THE ANCIENTS OATH OF THE WATCHERS

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sinar bulan

Components:

Reality-6:

Moonbeam

- Concentration, up to a Short While (an encounter, or approx. 5 minutes, whichever is shorter). You must make a CON (Concentration) skill check each round, and each you time take damage. If you're in an exploration or downtime phase, with no immediate distractions, you don't have to make a CON check.
- Classes/Level: Drd 2, Clr-Twilight Domain 2, Pal-Oath of the Ancients 2, Pal-Oath of the Watchers 2. Can learn as a +1 level spell, and do an additional 1 point damage.
- School: Evocation (aka Invocation)
- Casting Time: 1 Action
- Range: Short (30 feet) (Or with Metamagic, Long Range (60 feet))
- Area: 30 foot blast emanating from your hand; OR a vertical cylinder 10 feet in diameter x 40 feet tall.
- Duration: A Short While (encounter or approx. 5 minutes) (OR, with Metamagic +1 minute per XP)
- Display: V, S, M (or Divine Focus)
 - V: "Sinar bulan!" [Indonesian for "ray of moonlight; moonbeam"]
 - M: You conjure either:
 - A pinch of white powder, OR
 - Several seeds of any moonseed plant, OR
 - An opalescent feldspar, OR
- Damage/Effect: None (+1 Metamagic to do 2 points of dmg)
- Pillar: Battle

As you complete this spell, a swath of pale moonlight springs from your hand. On your turn each round, you can change the direction the cone of light points. Light from a

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