

## **MERCHANT SPELLS by William.**

### Level 1.

*Additional Flavour.*  
*Burnish Object.*  
*Cause Damp.*  
*Change Object.*  
*Clean Object.*  
*Colour Object.*  
*Detect Magic.*  
*Duplicate Object.*  
*Gather Objects.*  
*Glint.*  
*Hide Object.*  
*Mask.*  
*Read Magic.*  
*Refresh Produce.*  
*Remove Dust.*  
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### Level 2.

*Appearance Change.*  
*Aura.*  
*Floating Disc.*  
*Hold Portal.*  
*Identify Magic.*  
*Intruder Alert.*  
*Invisible Signature.*  
*Magnetism.*  
*Mend Object.*  
*Remove Writings.*

### Level 3.

*Appearance Alteration.*  
*Bind Object.*  
*Detect Evil.*  
*Detect Invisible.*  
*ESP.*  
*Four-Flusher.*  
*Invisibility.*  
*Knock.*  
*Locate Object.*  
*Magic Mouth.*  
*Pockets of Big Holding.*  
*Preserve Produce.*  
*Shatter Object.*  
*Wizard Lock.*

## **Spell Descriptions.**

### A.

#### *Additional Flavour.*

Spell Level: Merchant, 1st level

Range: Touch

Duration: Permanent

When cast this spell gives the Merchant the power to change the flavour of an item, or to give it a superior or better flavour. Stale food can be made to taste like a royal banquet, and a royal banquet can be made to taste like rotten eggs. Likewise poison can also be masked with the use of this spell, making its use deadly.

#### *Appearance Change.*

Spell Level: Merchant, 2nd level

Range: The Merchant

Duration: Up to 1 turn per experience level of the Merchant

When the Merchant casts this spell they are able to change their appearance. The effect can also make the Merchant look 1 ft taller or shorter, wider or thinner.

This spell is often used to help get Merchants out of harm's way, such as during a robbery or an unexpected brush with the law. Chaotic and even sometimes Neutral Merchants use the spell when escaping the aftermath of a dishonest business deal.

#### *Appearance Alteration.*

Spell Level: Merchant, 3rd level

Range: The Merchant

Duration: Up to 1 turn per experience level of the Merchant

When the Merchant casts this spell they are able to change their appearance. The effect is semi real, making it a more powerful appearance spell. The Merchant is able to change his or her size by anything up to 50% larger or smaller, as part of the Merchant's mass is transported to a different plane of existence.

This spell is often used in order to help get Merchants out of harm's way, such as during a robbery or during an unexpected brush with the law. Chaotic and even sometimes Neutral Merchants use the spell when escaping the aftermath of a dishonest business deal.

#### *Aura.*

Spell Level: Merchant, 2nd level

Range: Touch

Duration: Up to 1 day per experience level of the Merchant

This spell will create a magical aura that can be placed upon any item that the Merchant touches, up to a weight of 10 lbs per experience level of the Merchant. All creatures seeing the aura are allowed a saving throw, and those who make the saving throw know that the aura is not real but has in fact been put there by the use of magic.

The *Aura* spell is used to give an otherwise mundane object the appearance of being enchanted or valuable.

#### B.

##### *Bind Object.*

Spell Level: Merchant, 3rd level

Range: 9 ft

Duration: Up to 1 turn per experience level of the Merchant

When this spell is cast the Merchant can make any cord, rope, sash, string, or yarn of any material to act as the Merchant wishes. About 100 ft of the material, plus a further 10 ft per level of the Merchant, can be affected by the spell. The material may be manipulated to form a coil, to form a loop, to make a knot, or to wrap around an object and hold or secure it. If the material is to bind an object then the material must be within 9 ft of the object that is to be bound. Any living creature that is to be bound against its will may make a saving throw, and must use any Strength bonuses or penalties that it possesses when making the throw.

Failure means that it is now bound, but success means that it has broken free and may make an attempt at damaging the rope, though its movement will be reduced by half (round fractions down) for one round. It is within the jurisdiction of the Referee to determine whether or not a piece of material is long enough to bind a specific creature.

This spell can be reversed - *Unbind Object*.

##### *Burnish Object.*

Spell Level: Merchant, 1st level

Range: Up to 20 ft from the Merchant

Duration: Until the object or surface becomes worn again

With this spell the Merchant can make an object or surface like new again. There are a number of materials that the object or surface can be made from - wood, ceramic, clay, metal, leather, stone, etc. The object will have all scratches, nicks, and dents removed, and will also be fully polished and shiny too. In order for the spell to be successful the object or surface must be clean and dusted. The Merchant can affect an area of up to 100 sq ft per experience level.

## C.

### *Cause Damp.*

Spell Level: Merchant, 1st level

Range: Up to 20 sq ft from the Merchant

Duration: Until evaporation (Referee's decision)

When this spell is cast the area affected is enveloped by a damp fog roughly 3 cubic yards in size, which leaves all material objects within it damp to the touch. All objects affected by the spell become hard to set alight with fire, and they will remain so until the object has dried out. All objects and creatures within the fog will lose their visual detail whilst they remain within the 3 cubic yards of the spell's effect.

This spell can be reversed - *Cause Evaporation*.

### *Change Object.*

Spell Level: Merchant, 1st level

Range: Touch

Duration: Up to 1 turn per experience level of the Merchant

If the Merchant uses this spell he or she can change one small object to another. The object must be an animal or a plant. A tomato could be changed to a beetroot, whilst a rabbit could be changed to a rat. Each use of the spell will only create one change, so in order to change the object again one must cast another *Change Object* spell. However, the effects of the spell will, as already stated, wear off after up to 1 turn per level of the Merchant. The spell will not cause more than a 50% increase in either capacity, size, volume, or weight.

### *Clean Object.*

Spell Level: Merchant, 1st level

Range: Up to 20 sq ft from the Merchant

Duration: n/a

This spell makes floors, cutlery, walls, and other surfaces plus objects such as boots, robes, padded armour, and the like, free from dust, soil, soot, excrement, and so forth. The surfaces and materials are then completely free of dirt, smears, and grime. The spell will affect up to 5 sq yds (or 15 ft) per level of the Merchant.

This spell can be reversed - *Smear Object*.

### *Colour Object.*

Spell Level: Merchant, 1st level

Range: Touch

Duration: Up to 1 month per experience level of the Merchant

This spell brings colour to an otherwise dull, colourless item, and also restores the colour in items that have faded over the course of time e.g. old robes or gowns. It may also be used to completely change the colour of an item to a new colour of the Merchant's choice.

## D.

### *Detect Evil.*

Spell Level: Merchant, 3rd level

This spell is the same as the 2nd level Magic User spell.

*Detect Invisibility.*

Spell Level: Merchant, 3rd level

This spell is the same as the 2nd level Magic User spell.

*Detect Magic.*

Spell Level: Merchant, 1st level

This spell is the same as the 1st level Magic User spell.

*Duplicate Object.*

Spell Object: Merchant, 1st level

Range: Up to 5 ft per experience level of the Merchant

Duration: Up to 1 round per experience level of the Merchant

This spell allows the Merchant to create an Illusionary duplicate of an object, so that he or she may hide or move the real version of the object for whatever reasons he or she needs to. The duplicate object is an illusion, and can be discovered by being touched or by having something thrown at it, as any kind of touching of the object will just pass right through its mass.

E.

*E.S.P.*

Spell Level: Merchant, 3rd level

This spell is the same as the 2nd level Magic User spell.

E.

*Floating Disc.*

Spell Level: Merchant, 2nd level

Range: 6'

Duration; 6 turns

With this spell the Merchant can create an invisible magic floating disc about the same shape and area as a small shield. This disc cannot be created in any area where another object already exists, and it can only be created at the same height as the caster's waist. It will follow the caster around, going wherever they go to and travelling at the same rate as the caster, though the caster may move (if they wish) up to 6 ft away from the disc before it begins to move (casters choice). It can carry up to and including 500 lbs in weight. Should the duration of the spell expire whilst something is still carried upon the disc all items upon the disc will be dropped to the ground.

*Four-Flusher.*

Spell Level: Merchant, 3rd level

Range: Touch

Duration: Up to 1 hour (6 turns) per experience level of the Merchant

When this spell is cast the Merchant can touch copper, brass, or any other lower value metal and make it appear to be solid gold. All those viewing the false gold are entitled to a saving throw, but they must make the throw with a -1 penalty to the die roll for every experience level of the Merchant e.g. a person making a saving throw when witnessing false gold made by a 7th level Merchant must make their die roll with a -7 penalty.

This spell will affect an area of 1 cubic ft per level of the Merchant, and a 1 cubic ft space can hold 4,000 gold pieces. Items and possessions (rather than money) will have to be measured in order to see if the Merchant is powerful enough to change its appearance (Referee's decision).

## G.

### *Gather Objects.*

Spell Level: Merchant, 1st level

Range: Up to 20 sq ft from the Merchant

Duration: Permanent

With this spell the Merchant can gather numerous small objects together into a small pile. Coins, paper receipts, grains, nuts, nails, and other such items can all be placed together. The Merchant can also be selective about what he or she wishes to gather together, but only one individually selected type of item can be chosen per experience level of the Merchant, otherwise the spell will just gather all loose, unorganised items together into a pile, whatever those items may be.

### *Glint.*

Spell Level: Merchant, 1st level

Range: Up to 20 ft away from the Merchant

Duration: Until a fresh onset of rust or corrosion

The Merchant may remove rust and corrosion from non-magical metal items with the use of this spell. The spell will affect all known metals that can rust i.e. iron and steel, and also all known metals that corrode i.e. aluminium, copper, and lead. The surface of the item will become smooth and unmarked. An area up to and including 3 sq ft per experience level of the Merchant may be affected with this spell.

## H.

### *Hide Object.*

Spell Level: Merchant, 1st level

Range: Up to 20 ft from the Merchant

Duration: Up to 1 turn per experience level of the Merchant

A Merchant may hide an object with this spell, temporarily partially moving the object's mass into a magical dimension. Only the Merchant will be able to handle the hidden object. The object will be completely hidden from view and not even noises made by the object, such as breathing or movement, may be detected by those in the surrounding area. For every experience level of the Merchant he or she can hide an object of a cumulative 4 cubic yds in area and 4 yds in height.

### *Hold Portal.*

Spell Level: Merchant, 2nd level

This spell is the same as the 1st level Magic User spell.

L

*Identify Magic.*

Spell Level: Merchant, 2nd level

Range: Touch

Duration: Up to 1 round per experience level of the Merchant

When the *Identify* spell is cast the Merchant may attempt to identify the magical properties of one touched item, magical or not. The item that is touched must be handled in the normal fashion for the item type e.g a sword must be wielded in one or both hands, a ring must be worn, etc. The downside to the use of the spell is that if the item turns out to be cursed then the Merchant must make the appropriate saving throw. Also, if the Merchant does not want to be affected by any unknown magic, including of the beneficial kind, then he or she must make a saving throw anyway should the item turn out to possess magical properties. The Referee may make the saving throws in secret if he or she wishes to build suspense about the item, and / or to keep its identity a secret should the spell fail.

A 4th level Merchant has a 20% chance of identifying one magical property of the item, and for every experience level above the 4th the Merchant adds a further 10% to their chance of identification. Each use of the spell can only reveal one magical property of the item, and a new spell must be cast in order to determine additional magical properties. Merchants of less than the 4th level of experience cannot cast this spell.

It is possible to cast this spell and for an item to be revealed by the spell to be non-magical.

*Intruder Alert.*

Spell Level: Merchant Level, 2nd level

Range: Up to 10 sq ft from the Merchant per experience level of the Merchant

Duration: Up to 1 hour per experience level of the Merchant

When the Merchant casts this spell the Merchant causes an area to be responsive to almost any presence from outside the area making its way into the area. Anything larger than about a cubic foot in size, and heavier than about 3 lbs in weight will, if it enters the specified area, trigger the *Intruder Alert* spell. The spell will create a noise that can be anything that the Merchant wishes it to be, and it can be heard any distance up to a 60 ft radius (exact distance is the Merchant's choice). Note that thick doors and especially thick walls can reduce the distance and volume of the noise. The noise can last up to 1 round per experience level of the Merchant, rounding fractions down (the exact duration is up to the Merchant as long as the duration is within the Merchant's power).

Note that astral or ethereal creatures will not trigger the alert, but levitating, invisible, and flying creatures will.

*Invisibility.*

Spell Level: Merchant, 3rd level

This spell is the same as the 2nd level Magic User spell.

*Invisible Signature.*

Spell Level: Merchant, 2nd level

Range: Touch

Duration: Permanent

*Invisible Signature* allows the Merchant to write his or her personal signature upon his or her personal stock or items. Each casting of the spell allows up to and including 10 characters to

be written, and these may be written upon any kind of surface including metal and stone. The signature can be seen with a *Detect Invisibility* or a *Detect Magic* spell (both of which will make the signature glow with a radiant warmth), plus any magic item that allows invisibility to be seen to the user.

Should the signature be written in a magical prose a *Read Magic* spell will reveal the meaning of the signature, though most signatures are just a symbol or a name, and a *Remove Writings* spell will remove the signature, though it is the only thing which can.

## K.

### *Knock.*

Spell Level: Merchant, 3rd level

This spell is the same as the 2nd level Magic User spell.

## L.

### *Locate Object.*

Spell Level: Merchant, 3rd level

This spell is the same as the 2nd level Magic User spell.

## M.

### *Mask.*

Spell Level: Merchant, 1st level

Range: Self

Duration: Up to 1 round per experience level of the Merchant

When the Merchant casts this spell he or she is able to change his or her facial features to whatever he or she desires as long as the features are human, demi-human, or humanoid.

All of the Merchant's features are affected - eyes, ears, mouth, nose, and both facial and head hair. If anyone looks up close at the Merchant i.e. 1 ft away or less, then that person can make a saving throw in order to try and see through the magical disguise.

### *Magic Mouth.*

Spell Level: Merchant, 3rd level

This spell is the same as the 2nd level Magic User spell.

### *Magnetism.*

Spell Level: Merchant, 2nd level

Range: Self

Duration: Up to 1 round per experience level of the Merchant

When cast this spell will increase the Merchant's charm with any creature who fails to make a saving throw. The Merchant's Charisma score is temporarily raised by 1D8 points with all those who fail their saving throw, whilst his or her Charisma remains unaffected with those who manage to make their saving throw. Note that a character's Charisma score cannot be raised above 18.

This spell has absolutely no effect on the undead or any creature of animal level Intelligence or lower.

*Mend Object.*

Spell Level: Merchant, 2nd level

Range: Touch

Duration: Permanent

With this spell the Merchant can mend broken non-magical objects without having the manual skill to work with the object e.g. mending a wooden wagon wheel without any carpentry skill. The spell will magically rejoin wood, clay, and ceramic items, magically weld metal, and magically stitch rips, sew seams, or mend holes in leather or any kind of fabric. This spell will not work on magical objects.

P.

*Pockets of Big Holding.*

Spell Level: Merchant, 3rd level

Range: Touch

Duration: 5 hours (30 turns) plus 1 hour (6 turns) per experience level of the Merchant

This spell, when cast, allows the Merchant to carry far more in the pockets of any piece of clothing or accessory than what would appear normal from the outside of the clothing or accessory. There will be no noticeable bulge where the pocket is, as it will just look like a normally filled pocket. For every 10 lbs that the pocket could normally hold, once this spell is cast it will be able to hold 100 lbs for the duration of the spell.

Should a *Dispel Magic* spell be cast upon the wearer or carrier of the pocket, or should the duration of the spell run its course whilst the pockets are still full, then the wearer / carrier has to make a saving throw. A failed saving throw indicates that the contents of the pockets have been lost forever to a different dimension, whilst a successful saving throw causes the pockets to burst and the contents to fall victim to the consequences of gravity.

*Preserve Produce.*

Spell Level: Merchant, 3rd level

Range: Touch

Duration: Permanent

The Merchant can magically preserve perishable produce by casting this spell, so that the produce may be transported from one area to another, or be stored for a long period of time, without any worries about the produce becoming rotten or "off". The spell can be used on foodstuffs, liquids, and plant life, but if the produce is to be exposed to heat or moisture then a container for the produce must be used.

R.

*Read Magic.*

Spell Level: Merchant, 1st level

This spell is the same as the 1st level Magic User spell.

*Refresh Produce.*

Spell Level: Merchant, 1st level

Range: Up to 3 ft from the Merchant

Duration: Permanent

By using this spell the Merchant can make any food or plant item completely fresh. This includes baked goods; beer, cider, and wine; meat, poultry, and fish; eggs and dairy;



vegetables and legumes; plus roses and other flowers of ornamentation. The area affected is equal to 1 sq ft per experience level of the Merchant.

This spell can be reversed - *Spoil Produce*.

*Remove Dust.*

Spell Level: Merchant, 1st level

Range: Up to 20 sq ft per experience level of the Merchant

Duration: Until a new layer of dust settles (Referee's decision)

When this spell is cast it removes all dust particles from all surfaces where dust has accumulated such as window ledges, tables, shelves, etc. The dust in question is magically transported to another dimension. The spell affects a 10 sq ft radius per experience level of the Merchant.

This spell can be reversed - *Create Dust*.

*Remove Writings.*

Spell Level: Merchant, 2nd level

Range: 5 ft

Duration: Permanent

This spell erases writing of either a non-magical or a magical nature from either one scroll or two pages of a book. It will not remove magical glyphs, runes, sigils or symbols, but it will remove linguistic magical writings concerning the casting of a spell. The base level for success that the writing will be removed is 50% plus 2% per experience level of the Merchant, with a maximum chance of 100% (modifiers may reduce this chance, such as attempting to remove magical writings from a spell book whilst being attacked by a Magic User's familiar).

S.

*Seize Object.*

Spell Level: Merchant, 1st level

Range: Up to 2 ft per level of the Merchant

Duration: Up to 1 round per level of the Merchant

With this spell the Merchant can make an object or group of objects appear in his or her hand. The object/s, if in plain sight, will automatically move from their location and just appear in his or her possession. However, if the object's are in the possession of another individual then that individual must make a saving throw against magic in order to retain the object/s. One normal sized object, such as a decent sized book, can be seized by using this spell, or the Merchant may seize a number of smaller objects such as jewellery or coins (Referee's personal judgement on how much).

*Shatter Object.*

Spell Level: Merchant, 2nd level

Range: 10 ft

Duration: Permanent

The Merchant can shatter objects made from ceramic, crystal, glass, porcelain, or clay with this spell. The spell simply shatters the object into a multitude of small pieces. Objects of up to, and including, 10 lbs in weight per experience level of the Merchant may be shattered.

W.

*Wizard Lock.*

Spell Level: Merchant, 3rd level

This spell is the same as the 2nd level Magic User spell.