

MAGIC MADNESS



SPELLS FOR OSR GAMES

**Magic Madness
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by

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Introduction

Its time for Magic Madness! A little collection of 30 spells for OSR games. Utility spells, offensive spells, curses... the Magic Madness book has it. Forget the Magic Missile and try the Stone Grenade. Have trouble with some slime, the Slime Rebirth could do the trick. Another's arrow can cause a wizard harm or can it be a weapon of the wizards?

These spells can make your spellcaster, whatever you want to call him, more fun. Add the spells in as something new. Make them all available to your caster when he starts learning spells, the choice is up to you.

Terminology

“ means feet: 12” means 12 feet

Caster means the spell caster

Game Master is the person running the game

Spells

Bag Treasure

Spell Level: 1

Range: 10" per level

Duration: Instantaneous

Caster must put containers(bags, chests, etc...) in front of him and before a pile of treasure. For each level he can fill one container completely from the treasure pile in front of him. Once the containers have been arranged the caster casts the spell and the treasure flows out of the pile and into the containers. This all occurs within the round of casting the spell. The containers are automatically closed, tied up, etc... . The caster decides what ends up in which container.

Example:

Zantorf the magic using thief stumbles upon a great golden pile. He knows not what lurks in the far reaches of the cavern. Quietly he places his three sacks in front of him, untied. With some slight mumbling of the Bag Treasure spell the gold flies across the floor and enters the three bags. He places his bags around his body and heads for the exit. Something rumbles in the background.

Black Snake Lightning

Spell Level: 2

Range: 10" per level

Duration: Instantaneous

Caster brings forth an entity that looks like a black snake with a lighting bolt for a body. The snake attacks one foe at a time within one round. The

caster directs the attacks at the foes. The snake essentially passes through the targets doing electrical damage as it does so and becoming more powerful and larger as it moves along. For the first attack roll a d4. This is the amount of damage the target will take if he does not make his saving throw. If he doesn't make his saving throw or dies the caster designates another target who will suffer double the amount of damage the previous target suffered. This process continues until a target makes his saving throw, a target dies from the snake attack or the caster runs out of targets. A target can only be targeted once per spell.

Example:

Zantorf stumbles into a room filled with furry men carrying axes. There are 13 of them. He quickly flexes his fingers and a black snake lightning thing shoots forth. It hits the first furry man who does not make his saving throw and does 3 points of damage. It arcs upwards and strikes another who doesn't make his saving throw for 6 points of damage. Finally it slides across the floor and hits another furry man who doesn't make his saving throw for 12 points of damage. The furry man falls over dead and the snake fizzles out of existence.

Break Free Of Bonds

Spell Level: 2

Range: Caster

Duration: Instantaneous/1 round to complete

Caster with the slight mumbling of his lips is able to escape any nonmagical bonds that restrain him. Chains, ropes, etc... he is able to escape from. The caster's body stretches and shrinks as he quickly worms his way out of the bonds. This all happens within one round. The next round after he is free.

Example:

Zantorf finds himself in prison chained to the wall. He notices the guards are asleep. Quietly he whispers "Free my hands". Zantorf's arms get slimmer

and slimmer until the chains fall to the ground. His head becomes pin thin and he slides it out of the neck manacle.

Ceiling Slumber

Spell Level: 1

Range: Caster

Duration: 8 hours

The caster uses the ceiling as his resting place. He floats up to the ceiling at 12" a round and can begin to sleep, eat and study his magic. Everything that he would do on the floor of the room he can do on the ceiling, the magic extends to his equipment, food, etc... . This lasts 8 hours, until combat erupts or he has rested enough. Then he gently floats down to the ground at 12" feet per round. He has one round to get his gear into order if combat erupts. The caster has the option of forgoing this round and float himself and all his gear to the floor, perhaps doing so when the threat to himself and his party comes from the ceiling.

Example:

Zantorf needs to sleep. The cavern is big and the ceiling is high above. He casts his Ceiling Slumber spell and floats upwards until he reaches the top. He starts a fire and cooks his meal. Then he takes a 4 hour nap. The last couple of hours he spends reading his spellbook. Finally he floats to the ground and begins adventuring again.

Corpse Puppet

Spell Level: 4

Range: 10”

Duration: 1 hour per level

Caster reanimates a corpse, freshly killed or long dead. It has enough power to walk 12 feet a round. The caster can see out of its eyes and hear what it hears. He cannot taste or feel anything. The corpse can talk and use facial expressions. Whatever and only what the caster wants it to say it will say in the voice it had while it was alive. The corpse is still a corpse only animated by the mind of the caster. The corpse puppet can open doors and lift small objects. If attacked it has an armor class of 10 and can only take 4 hit points of damage. The corpse can only be animated in this manner once.

Example:

Zantorf kills the castle's treasure keeper. He envisions a plan to use the body to get at the king's gold. He casts Corpse Puppet on it. The keeper puppet stumbles up and stares ahead. Zantorf wipes the blood off of the corpse. He sits down and the corpse starts to walk towards the treasure vault. One of the guards stands in front of the puppet and asks what he is doing. Zantorf makes the puppet say that “It's time for inventory”. The guard let's him pass. The corpse enters the room and looks around. Zantorf can see a grate that leads to the sewers on the floor. The puppet is told to walk over and open the grate. Zantorf sneaks close to the treasure room. He orders the puppet out of the room and has it set a tapestry on fire. This distracts the guards and Zantorf sneaks into the treasury. He lets the puppet go and it falls to the floor dead again.

Cosmic Chessboard Challenge

Spell Level: 5

Range: Sight

Duration: Until over

The caster targets another spellcaster. The target is offered a chance to fight the caster. If he accepts both casters are transported into space on top of a floating chessboard. The chessboard is like a game chessboard, 8 squares by 8 squares. The squares are black and white, 10 " square. The black squares grant a +1 to damage if a caster is standing on it. The white squares heal 1 hit point per round that it is stood on. Each caster is now a fighter of level equal to his current spellcasting level. Each fighter can choose any armor, shield or weapon he desires. They have the same hit points they had as spellcasters. In the case of multiclassed characters turn the magic levels into fighter levels and add them to the character's fighting side if they have one. Both fighters start on opposite sides of the chessboard. They fight until one is dead or both agree to end the fight. No spells are allowed, all magic is nullified. Once the fight is decided both casters return to where they were when the challenge was cast. The only difference is that one of them is dead. The time passing on the normal side tracks that which happens on the cosmic chessboard.

Example:

Zantorf sees his nemesis Crocodile across the room in the inn of ill magic. Zantorf casts his Cosmic Chestboard Challenge at Crocodile. Crocodile hears the challenge in his head and accepts. They both find themselves in space on top of a chessboard. Zantorf is a 11th level fighter here. Crocodile is a 9th level. Both run across the board and start swinging. Many rounds later Zantorf is found in the inn dead. Crocodile is buying drinks for everyone!

Degrapple

Spell Level: 3

Range: Caster

Duration: Instantaneous

The caster repulses anyone who has grappled him. All grapplers fly back 10" per 5 caster levels and must make a saving throw or be stunned for 1-4 rounds. Caster only needs to open his mouth to release the force that will free him.

Example:

Zantorf is being grappled by 6 furry men! There is no way for him to escape. He opens his mouth and lets out the Degrapple spell. The furry men go flying in all directions and most lay on the ground stunned. This gives Zantorf the chance he needs to escape out of the cave entrance.

Door Into Wall

Spell Level: 4

Range: 10" per level

Duration: 1 hour per level

Caster causes a door to become part of the wall that it is attached to. The door seems to fade away, filled in with the exact same material that the wall is made of. Characters caught in the door when it is transformed will be expelled in one of two directions. Roll a d4: 1-2 is forward, 3-4 is backward. They will not be fused into the wall.

Example:

Zantorf is in the crypt of Noescape the Lich. Noescape sees Zantorf and waves his skeleton hand at the door. It fuses with the wall and disappears. It is nothing but pure wall where the door once was. Zantorf turns around to flee but runs into the wall and falls down! Later Noescape turns Zantorf into a zombie.

Dust Food

Spell Level: 1

Range: 10”

Duration: Permanent

Caster can turn 1 day/level of rations into an almost weightless dust(weight 1 gp). The dust cannot sustain life. The spell can also do the reverse but only works on food that has been dusted by the spell. Food transformed by this spell will lightly radiate magic. A caster who knows the spell will be able to recognize the powder for what it is. Water and not solid food alone can also be transformed by the spell.

Example:

Zantorf needs to prepare for his dungeon expedition. He has bought 1 week of rations for the journey. He makes the gestures and stirs the pot and the rations turn into dust. He puts it all in a little container. Halfway on his way to the dungeon he pours some of the powder out and casts Dust Food again. This gives him 3 days worth of food to eat til he gets there.

Engulf Fire Carrier

Spell Level: 1

Range: 10” per level

Duration: Instantaneous

Caster targets character carrying a flame of some sort(a torch, lantern, etc...). The fire expands and engulfs the carrier. The carrier suffers 1d10 fire damage. A saving throw cuts damage in half. The flame source returns to normal after it has flared out. It will not have expended extra fuel from engulfing the carrier as the flame is magical. The caster can target flame sources close to the target as well. They should be adjacent to the target. This also means that any fire source that is carried can be used against a target other than the carrier, the target must be next to the carrier.

Example:

Zantorf spies a furry man carrying a torch in the tunnel. He makes the gestures and the furry man is covered with a fire that sprouts out of his torch. As the furry man lies smoking on the floor Zantorf sneaks past him and picks up his torch.

Gas Sucker

Spell Level: 3

Range: See below

Duration: Instantaneous

Caster can consume large quantities of poisonous gas without any ill effect. 10 cubic square feet per two levels can be rapidly inhaled and neutralized. The radius of sucking ability is 10" per two caster levels. Caster can exhale the gas as a harmless smoke, like he took one puff of a pipe. Alternatively he can spit the gas out as a venom that has the same effect as the gas. The venom can coat blades and is good for one hit per 10 cubic square feet of gas consumed. Less than this results in only a venom that is good for one hit.

Example:

Zantorf falls into a pit with a terrible gas everywhere. It is killing him. He opens his mouth and sucks up all the gas. He purses his lips and spits out a venom on his favorite blade. Later he scratches a furry man with it and the furry man rolls around on the ground in pain and dissolves into a goo.

Gibber And Fart Curse

Spell Level: 4

Range: Line of sight

Duration: Permanent

The caster places a terrible curse on the target. Only a saving throw will protect him from it. The target can no longer speak. Whenever he speaks only gibberish and fart noises come out of his mouth. Inside his head he knows the words he is trying to say but his mouth does not work right and does what the curse demands of it. Curse lasts until caster lifts it or a remove curse spell is cast on the target.

Example:

Zantorf enters the room with the furry man high priest in it. The high priest curses Zantorf with the Gibber And Fart Curse and Zantorf fails his saving throw. Zantorf tries to cast a spell at the high priest but all that comes out is some weird gibberish and a fart noise. The high priest has Zantorf taken to the dungeon where he can make gibberish and fart noises for the duration of his stay.

Hurl Boulder

Spell Level: 3

Range: 30"

Duration: Instantaneous

The caster tosses an ordinary fist sized rock at a target and as it goes through the air it turns into a boulder. After impact it returns to its original size. Roll to hit target as if he was throwing a bullet from a sling. Impact does 3-24 points of damage.

Example:

Zantorf sees a giant furry man coming at him with an axe. He reaches into his bag and picks out a stone he got from a stream the way back. He flings it at the furry man. As it goes through the air it becomes a very large boulder. This slams into the furry man and is crushed by it(17 points of damage) and the boulder falls to the ground as a stone.

Little Fighting Demons

Spell Level: 1

Range: Caster

Duration: 1 round per level

Caster conjures forth a group of little demons, 1 per 2 levels. They appear in many colors and are only the size of a hand. The little demons chirp like birds and occasionally meow like cats. Each has a pair of wings, a giant mouth and one big eye. The little demons fly around the caster until he sends them to attack a target. At the casters will the little demons will fly forth to attack what targets he wishes. They fly at a rate of 30" per round, have an armor class of 10 and have one hit point. A hit from one does 1d8 points of damage. A hit or a miss from a little fighting demon results in it turning into a little smelly gas that is harmless.

Example:

Zantorf enters the room with 2 furry men. He calls forth his little fighting demons and gets 2 of them. He splits them up and sends them at one furry man each. One little fighting demon fells a furry man. The other just ends up turning into stinky gas.

Loathsome Curse

Spell Level: 4

Range: Line of sight

Duration: Permanent

Caster places a terrible curse on the target. The target must make a saving throw or fall under its effects. The target is physically fine but whomever looks upon him will see someone totally different. Youth is replaced with old age, health with sickness, the skin is yellow, a bleeding toothless mouth, a stink like no other, etc... . His Charisma is effectively reduced to 0. Any normal person must make a saving throw or run away if they are having dealings with him. Failing the saving throw and not running away reduces the character to vomiting and gagging until they do leave the target's presence. Fellow party members suffer a -1 to hit if they are within 10" of him. Only supernatural beings or those with magic sight can see him for what he really is and are immune to the curse effects. The curse lasts until remove curse is cast or the caster lifts the curse.

Example:

Zantorf sees the fair princess and decides to have his revenge. He waves his hand and the princess fails her saving throw. A horrible smelly old woman stands in the place where she stood. Her entourage falls to the ground vomiting forth their last meal. Some just roll on the ground gagging. Zantorf smiles and knows the King will not figure this out for a long time if ever.

Magic Raft

Spell Level: 2

Range: In front of caster

Duration: 1 hour per level

Caster conjures forth a raft. It appears to be made of something wood like with odd symbols written all over it. It can hold 1 person per level of the caster. The raft can move 12" a round on water but the caster must concentrate to make it move and can do nothing else. Not directing the raft in moving water does not mean that it doesn't move it just goes with the flow whether or not the caster wants to follow the direction. Only strict concentration on the caster's part can give the raft direction.

Example:

Zantorf is at the river and without a ferry. He reaches into his bag and pulls out a scroll. He reads from it and suddenly a mist forms on the river. Out of it a raft floats forward. Zantorf gets on it with his horse and they float across the river to the other side.

Moon Head

Spell Level: 4

Range: See below

Duration: 1 round per level

Caster's head turns into a glowing ball with a vague impression of his face on the surface. The caster no longer has to breathe air and his voice sounds

muffled as if speaking behind a thick pane of glass. His head can radiate a terrible cold light. This light can be expanded out to 10"/radius per level. Those caught in the light must make a saving throw or take 1d10 points of cold damage. If anyone caught in the light suffers 6 or more points of damage they must make another saving throw or be slowed for a round. The caster can end the spell early by lifting the globe off of his head and throwing it at a target. It can be tossed 30" and upon impact explodes in a 10" radius cold blast. All in it take 1d10 cold damage per 5 caster levels. A saving throw cuts this in half. The spell is considered finished at this point.

Example:

Zantorf enters the room and sees the fire elemental coming at him. He casts a spell that he knows can help. Zantorf's head disappears and in its place is a small moon like orb. He concentrates and a eerie cold light starts to shine forth from his head in all directions. It reaches the fire elemental and does a terrible 9 points of damage to it. The elemental seems to be moving slower and ice cubes fall out of it as it moves.

Overwrite Spell

Spell Level: 3

Range: Line of sight

Duration: Permanent

Caster replaces a memorized spell of another casters with one of his own memorized spells. The caster must specify what spell he is replacing or the Game Master must randomly select one. The target caster is allowed a saving throw to resist the attempt. If he fails his spell is overwritten and he will not know what has happened until he casts the replaced spell and finds it is another spell. The casting caster has the spell that he is using to overwrite with removed from his memory, he cannot cast it unless he memorizes it again or has it memorized multiple times.

Example:

Zantorf sees Crocodile across the room of the inn of ill magic. He thinks for a minute and casts Overwrite Spell at Crocodile. Crocodile later gets in a street fight and is injured. He casts his Cure Light Wounds spell on himself but what comes out is something else entirely. Crocodile lays on the street dead from his own casting of an unknown spell.

Pull Together

Spell Level: 2

Range: 10" radius per level

Duration: Instantaneous

Caster causes all in the radius of the spell to be pulled to one spot. A saving throw negates the pull of the spell. The caster points at a spot and a little black hole forms. Black tendrils shoot out and try to wrap around targets. If the tendrils successfully wrap they pull the targets to the black holes spot. After everyone has been pulled the black hole disappears with a pop.

Example:

Zantorf enters a room with a big pit. Around the room are many furry men. He casts Pull Together and aims it at the center of the pit. Almost all of the furry men are pulled into the pit leaving only a few for Zantorf to deal with.

Reverse Missiles

Spell Level: 3

Range: Caster

Duration: 1 round per level

The caster creates an odd warp in space that only affects missiles. Any

missile attack against him can be redirected at any target. The attackers roll is still used to determine if the missile hits. Targets include the original shooter. Distance traveled still counts for the missile. If it can only go 30" and the caster is 25" the missile can only go 5" more. Also any penalties imposed by distance also count, which includes any distance the spell adds to the missiles travel. Magical missiles(not the spell) have a chance of penetrating the warp. Allow the missile shooter a saving throw with a bonus that equals the magic of the missile. If he makes the saving throw the missile flies through the warp untouched.

Example:

Zantorf is being hit with many arrows and grows tired of it. He conjures forth Reverse Missiles. The next volley of arrows he turns around and targets all the archers. They fall quite surprised by the tips of their own arrows.

See Inside

Spell Level: 1

Range: Line of sight

Duration: 1 round per level

Caster improves his vision with the spell. He can now see inside hollow objects like chests, bags, etc... . He must concentrate for one round per object to get an idea of what is in the object. The more things in the object the harder it is to tell exactly what is in it. Its up to the Game Master's discretion as to what he tells the caster. The more time/rounds that are spent examining the object the better the information the caster should be able to get. Some things will be hard to get precise counts on, say a pile of 50,000 GP would best be described as a big pile of gold of such and such dimensions.

Example:

Zantorf sees a big chest with a nasty looking lock on it. He does not know if he wants to waste his time opening it. He casts See Inside and peers into the chest. He sees a skull and maybe 5 gold pieces. Zantorf moves on to the next

room.

Shackled Spell

Spell Level: 4

Range: Line of sight

Duration: 1 day

Caster targets another caster. He specifies a spell or the Game Master randomly selects one. If the target fails his saving throw he cannot cast that spell for a day. The target will not know he can't cast the spell until he tries to. He will waste his round finding this out when the spell does nothing at all.

Example:

Zantorf knows Crocodile is going to cast a flame ball on him. He does not like the idea. Zantorf casts Shackle Spell on Crocodile. Later in the dungeon Crocodile sneaks up on Zantorf and casts his flame ball spell on him. What happens is nothing. Crocodile tries again and again but nothing happens. Crocodile runs away and goes to the magic doctor to find out what is wrong with him.

Slime Rebirth

Spell Level: 2

Range: Caster

Duration: As many rounds as necessary to complete

Caster casts the spell on himself and wades into a pool of dissolving green slime. The caster should be naked or the things he carries with him will most likely be consumed by the slime. He takes damage each round as normal until he is gone. Then a d4 is rolled. This is the number of rounds he must wait before he begins to reform. Once he begins to reform the process reverses itself. Damage is healed on a round by round basis. The slime starts to transform into his new bones and flesh. Once the damage is healed the slime is gone, up to 10 cubic feet per level of the caster. The caster at this point has all his hit points healed and all disease is removed. He is only a viable living person after all the slime has been sucked up and he is at full hit points. If he leaves the slime he falls apart, back into the slime and is lost as a character. Also if the slime is destroyed while he is reforming he is also lost.

Example:

Zantorf finds himself face to face with a green slime! Zantorf is also seriously injured. He thinks for a moment and takes off his clothes. He reads from a scroll and steps into the slime. Several rounds later Zantorf is gone. The room is silent for a bit then the slime begins to move. First a skeleton forms, then it is covered with muscles. Things start out as green but gradually change color to white and red and so on. Eventually Zantorf stands naked and healed where the slime pool was before.

Spear Of The Miniature Sun

Spell Level: 3

Range: Caster/see below

Duration: 1 round per level

The caster opens his hand and from his fingertips light rays shoot forth and bend together forming a small bright globe. The globe moves at 12" a round. The caster can target a foe with the globe. The globe will fly forth and orbit around the target. Each round of orbiting it will shoot out a spear to attack the target. The orb attacks and the target must make a saving throw or is hit by the spear. If the flaming spear hits it does 1d10 fire damage to the target. If the damage level is in the 7-10 range the target must make a second saving throw

or be set on fire. This fire takes 1 round to put out and does an additional 1d4 points of damage while the spell lasts. The flame covers the targets body burning him regardless of the amount of fuel on his body.

Example:

Zantorf enters a room with an ice skeleton ambling forward. He summons forth the Spear Of The Miniature Sun. He sends the globe flying across the room. It begins to orbit the skeleton which becomes distracted by it. For many rounds the orb shoots forth a spear into the skeleton until it falls to the ground destroyed. A furry man enters the room at this instant. Zantorf targets it with the globe and the furry man falls to the spear a couple of rounds later. His globe eventually dies away into nothingness.

Stone Grenade

Spell Level: 1

Range: 10" radius

Duration: Instantaneous

Caster throws a fist sized stone at something. Once it hits it explodes causing 1d4 damage to everyone in a 10 foot radius. The stone is destroyed completely when it explodes. If the stone impacts a character directly an additional 1d4 damage is done to this target. The target must also make a saving throw or be stunned for 1d4 rounds. When this occurs the explosive radius is still in effect, the hit target does not absorb all the blast. Direct impact attacks are a regular attack, the caster makes a roll to hit.

Example:

Zantorf throws a stone at a group of furry men. The stone lands in the center of the group and explodes. 3 of the furry men fall, the other are weakened by it. Zantorf throws another stone and this takes care of the rest of the furry men.

Sword Whirlwind

Spell Level: 4

Range: Caster

Duration: 1 round per level

Caster starts to spin at a fantastic rate. Both of his hands merge and become a sharp blade. He appears at this point like a small tornado with a sharp sword sticking out of it. The caster can move at a rate of 30" feet per round. Any being that he moves by must make a saving throw or take 1d10 damage. The move by distance must be close enough that hand to hand combat could occur. This saving throw is only required once per round. The caster can maintain his whirlwind state for 1 round per level or until he wishes it to cease. Doing anything besides spinning is impossible. Attacking the caster man to man requires a saving throw as above if the attacker hasn't done so already with the damage being done at the same time as the attack.

Example:

Zantorf enters a room with 100 furry men! He turns himself into a Sword Whirlwind and moves by 10 a round. Each round he seems to fall 5 furry men until there are only 40 furry men left and he returns to normal. The furry men lose all sense of winning and flee the room!

Underbubble

Spell Level: 3

Range: Caster

Duration: 1 hour per level or caster pops the bubble

Caster creates a large bubble that moves underwater and can contain one character per 2 caster levels. It seems to be made of some kind of yellow transparent substance that keeps the water out but allows physical bodies to enter. Air is constantly be pumped into the interior of the bubble by the insides of the membrane. This bubble moves at 12" a round and requires marginal concentration on the caster's part to make it move. He can cast spells, fight etc... but cannot exit the bubble. Other characters can only enter by spending one round moving throw the membrane. Attackers can fight on both sides of the membrane but both suffer -1 to hit and damage. Caster must always be inside of the bubble or it pops.

Example:

Zantorf needs to get him and his horse to the underwater kingdom of the furry men. He stands in the ocean water and a bubble appears around him. It is large enough to get his horse into it. He journeys for 5 hours until he reaches the kingdom and lets his bubble pop. Zantorf and his horse ride into the mad kingdom of the furry men dry and with plenty of air.

Vibrate Person

Spell Level: 1

Range: 10" per level

Duration: 1 round per level

Caster targets a person and the person makes a saving throw to resist. If the saving throw fails the target starts to vibrate. This causes the person to suffer -1 to hit, damage and armor class. The caster must put all his focus into keeping the vibration going or the spell will stop and cannot be restarted. If the caster suffers damage during the vibrating he loses his focus and the target being vibrated is freed from the effects of the spell.

Example:

Zantorf is being shot at by Crocodile. He points his fingers at Crocodile and begins to vibrate. Crocodile spends several round shaking and not being able to hit Zantorf.

Walking Table

Spell Level: 1

Range: Line of sight

Duration: 1 hour per level

Caster turns a table into a walking beast of burden. The table is now able to move its legs as if a horse. It walks at a rate of 12" a round and can carry treasure on top. For all intents and purposes it functions as a horse. It doesn't follow the caster's orders so much as follow him around. The caster only directly controls it by sitting on top of it and acting like it is a horse.

Example:

Zantorf can't carry his gold anymore. He finds a table in the dungeon and turns it into a Walking Table. The table serves as a wonderful transport for his loot for several hours. At the camp the table returns to normal and Zantorf uses it again the next day.

Weapon Sleep

Spell Level: 5

Range: 10”

Duration: See below

Caster can cause an intelligent magic weapon to go to sleep. During its sleep it cannot influence the wielder and any special power that must be accessed by the intelligence cannot be used. The weapon is allowed a saving throw as a fighter. For each bonus and special power it adds a level to the weapon's saving throw. For example a +3 intelligent sword with the ability to cast magic missile would save as a 5th level fighter. Major relics and artifacts should start out at 10th level. Sleep lasts as many hours as the caster level minus the weapon's level.

Example:

Zantorf has found a terrible weapon that wont shut up. He debates what he should do. Every time he gets rid of it the weapon returns to him in his bed! Zantorf decides to shut it up by putting it to sleep. He starts to cast Weapon Sleep on it every day and this gives him some peace of mind. Eventually he is able to pawn it off on some other poor sucker who will be driven insane by the blabbering sword.