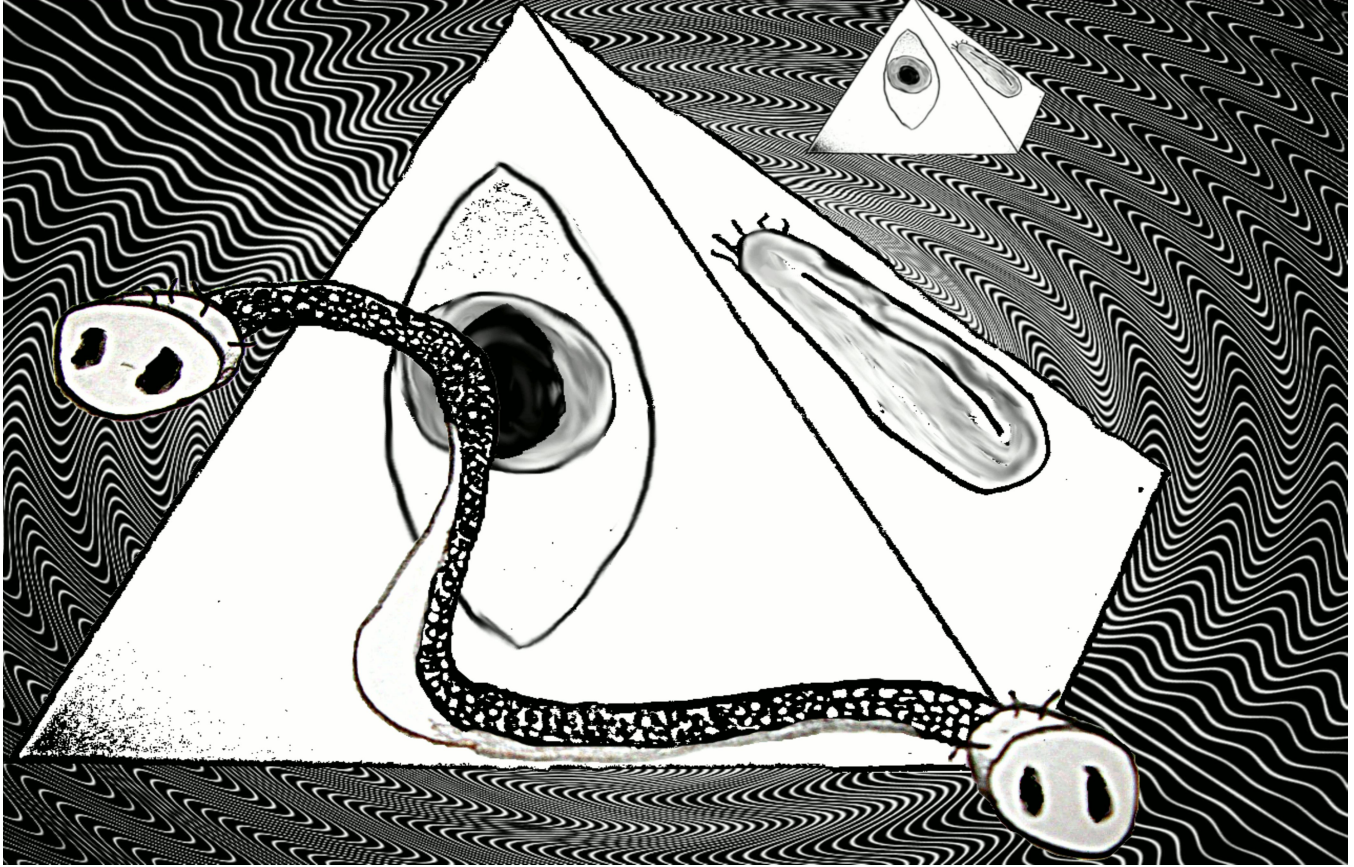


MAGIC MADNESS 2



SPELLS FOR OSR GAMES

**Magic Madness 2
Spells for OSR Games**

by

Unbalanced Dice Games

Magic Madness 2

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Introduction

Its time for Magic Madness 2! A little collection of 32 spells for OSR games. The first one was about fun spells. This one is the same. Some nice monster skin for your dancing pleasure? How about ripping your favorite enemies heart out? Ha ha ha I just made that weird guy with the axe turn into little energy particles. Offensive, defensive and just plain odd spells are here!

Pepper up your standard available spell lists with them. Keep some back for special surprises. The choice is yours.

Terminology

“ means feet: 12” means 12 feet

Caster means the spell caster

Game Master is the person running the game

Spells

Alter Lock

Spell Level: 2

Range: Caster

Duration: Permanent

Caster takes a key, casts the spell and begins inserting the key into a normal lock. The key and the lock merge and separate. The held key is now the key to open the lock with. Other keys that worked with it will not longer work.

Example:

Secondus sneaks into the thieves den and finds a locked chest. He takes a key out and casts Alter Lock. The key and lock merge and now he can open the chest with his key. He does so and takes various items. Then he locks the chest and leaves. The thieves are mystified as to why their keys no longer work. None of them even fit in the lock.

Avaleeches

Spell Level: 3

Range: 10"

Duration: Instantaneous

Caster's body becomes pitch black and he grows to a larger size than the target. Only his head is visible. The dark shadow of his body begins to envelop the target and then an avalanche of black leeches come flying out of it. These attach to the target's body and do various things:

1-10: Level Drain
11-20: Strength Drain
21-30: Intelligence Drain
31-40 Wisdom Drain
41-50: Dexterity Drain
51-60: Constitution Drain
61-70: Charisma Drain
71+ Choose
(If none of the above seem to apply,
use a to hit penalty of 1-4 instead)

The leeches last until removed. The selected score is drained 1-4 points/levels. Drain lasts until the leeches are gone. Drains resulting in a score going to 0 or below does not result in death. Every 10 rounds roll again and add a new set of drains to the existing ones if the leeches haven't been removed. It takes 1 round per original point/level drained to remove the leeches. Then points/levels are restored at a rate of 1 point/level per 10 rounds.

The higher the caster's level the more control he has over what is drained. For every 3 levels the caster can alter his roll by 10%.

Example:

Secondus casts Avaleeches and engulfs the evil prince. He rolls a 30 and since he is 10th level he can alter this score +/- 30%. He wants the leeches to drain levels. He rolls a 3 on a d4 and the prince is drained of 3 levels. The prince was only a 2nd level thief and now functions as a 0 level character. It will take the prince 3 rounds to remove the leeches. Any additional drains will not add to the number of rounds to do this.

Breathing Hive

Spell Level: 3

Range: Caster

Duration: 1 hour per level

A bee hive like thing grows out of the caster's chest and detaches. It has

multiple holes in it that let air in. Hidden inside is a functioning lung that matches one of the casters. The lung though not in his body is part of the caster's breathing system. Air that it breathes is magically used by the caster. Wherever he puts the Breathing Hive the air there will provide the caster with what he needs. He no longer is dependent on his own lungs. He can walk in poisonous gas, sit underwater, etc... and he will suffer no consequences. Conversely if the Breathing Hive is put somewhere dangerous he will suffer the consequences of what it breathes in until he dismisses it. If the hive takes 10 HP of damage, is dismissed or the spell ends then it falls apart and the lung looks like minced meat.

Example:

Secondus has met 2 barriers in the dungeon. A water room and a gas filled one. He casts Breathing Hive and a hive grows out of his chest. Then he hides it in an abandoned room and leaves. There are no problems when he walks through the water and the gas rooms. He turns off his natural lungs and only takes air in through the Breathing Hive. 2 hours later he walks back through the dangerous rooms without a problem. On the way out of the dungeon he dismisses the Breathing Hive.

Burping Death Curse

Spell Level: 4

Range: Line of sight

Duration: Permanent

A slow moving curse that affects the target whenever he eats. If the targets saving throw fails the curse starts. The curse takes place in 3 phases. Each phase has a phase sum. The phase sum starts at 0 and increases by one every time he eats a meal. When the phase sum equals the targets maximum hit points the next phase begins. Each phase's reaction to eating is different:

Phase 1:

A loud belch every time he eats.

Phase 2:

A loud painful belch every time he eats and 1 hp of damage is done from gastrointestinal distress.

Phase 3:

As Phase 2 but the 1 HP of damage done cannot be healed by anything. Only death or the removal of the curse allows healing to resume.

Example:

Secondus casts Burping Death Curse on the advisor to the king. He hopes to take his place. The first two weeks has everyone laughing at court as the advisor seems to be playing a trick. The 2nd two weeks start and people become concerned. A bit of blood flows from the advisor's mouth every time he eats and belches. The 3rd two weeks a healer is consulted as he seems to be dying. The advisor dies with one last belch and Secondus now has his chance with the king.

Collect Corpse

Spell Level: 1

Range: Line of sight

Duration: 1 week per level

When the spell is cast on a corpse several things happen. First the corpse is covered in a black shroud. A bracelet forms on the casters arm. A chain connects it to a thumb sized casket. The caster opens the casket and waves it over the corpse. The corpse is sucked into the casket which shuts when the corpse is inside of it. To release the corpse the casket door must be opened. Then the reverse happens and the corpse flows out and lays below the casket. The same thing happens if the spell ends.

Example:

Secondus must return the body of the robber boss to the authorities. He casts Collect Corpse on it. The dead robber boss becomes contained in a little

casket hanging from the arm of Secundus. Secundus begins the many week long journey back to the authorities. He surprises them when the dead robber boss appears at his feet.

Colored String

Spell Level: 1

Range: Caster

Duration: 1 hour per level

A colored string starts to shoot out of one of his fingers. Color is of the caster's choosing. The string is dimly visible to others but bright to the caster. It has no physical substance yet it is opaque. As it shoots out of the finger it applies itself to a physical surface such as a wall or the floor. As the caster moves he can produce enough of the colored string to keep pace with him. The caster can turn the string production on and off at will. This allows other uses for it such as writing a message on the wall. Also he can change its color at any time. After changing the color the new string produced is that color while the string created with the prior color(s) remains the same. Applying colored string over existing string removes the old string with the new. This is true even if the string was put there by another caster. After the spell ends the string fades away and is gone.

Example:

Secundus casts Colored String and enters the maze. He walks on and on for hours. Eventually he comes across part of the string path he created hours ago when he was using the color pink. That was close to the entrance. He decides to call it a day and follows it out of the maze.

Death Pictures

Spell Level: 3

Range: See Below

Duration: 24 hours

For 24 hours whenever the party kills the deaths are magically and pictorially taken. Every encounter the GM looks at who has been killed and selects any who would be relevant to the encounter. The encountered opponents will see in their minds who the party has killed and how it happened. If they killed opponents that are of the same power level then their morale checks will be at -1. If they killed higher powered opponents then it is at -2 and they need to make a morale check right away. If it is their leader they killed then they fail morale automatically. Lieutenants of a leader would suffer the 2nd effect not the automatic failure. It is up to the GM if creatures who never check morale are effected by this spell.

Example:

Secondus casts Death Picture. He, the knight and the thief walk into the dungeon. They kill a goblin and a bigger goblin. Later on they run into another pack of regular goblins. They see the dead goblins in their heads and are shaken. Then they see the bigger goblin and feel a deep fear. They fail a morale check and decide to flee.

Decimate Door

Spell Level: 2

Range: Touch

Duration: Instantaneous

Caster's touch makes a normal door explode inward. Debris travels 10" per level of the caster. The debris travels in a straight line away from the caster.

Anyone caught in the debris trajectory takes damage. Damage is initially 1d10. This decreases by d2 for every obstacle(s) encountered in a 10" square. If the damage is reduced to 0 then the debris is done traveling.

Example:

A big door is in front of Secundus. He casts Decimate Door and touches it. It blows inward and travels 70". 4 Orc Guards are in the room and all of them will be hit by the door. The first 2 are at the 20" mark. They both take 1d10 points of damage. Since guards were hit in a 10" square the next damage roll is reduced by d2. The next one is at the 40" mark. He takes d8 points of damage. Again reduce the damage by d2. The final one is at the 50" mark and he takes 1d6 points of damage.

Detect Deadly Power

Spell Level: 2

Range: 60"

Duration: 10 rounds + 1 round per level

Caster can detect anything that causes instantaneous death, petrification or energy drain. Memorized spells that do these things are not detected. If the source is a trap or a creature it does not matter. The caster can feel what it is that he has detected. His hand goes cold if its a death spell, feels like stone if he would be petrified or feels so weak if its energy drain. These feeling do not interfere with what he is doing. The sensations he experiences are strongest in the direction of the deadly power.

Example:

Secundus has heard of adventurers finding statures of other adventurers in the castle. He casts Detect Deadly Power as they enter. Time passes and the spell expires. Further on he casts it again. 3 rounds later he feels it off to the left. His body becoming stone is what the left path will do to him. What is it?

Disguised Spell

Spell Level: 2

Range: One spell

Duration: Til the next spell is cast/1 round per level

The caster creates an illusion that will disguise his next attack spell. It appears as a fireball, lightning blast, big rock, etc... . It looks like he is holding the spell back. He can keep the disguise up for 1 round/level. The next spell he casts is unleashed with the disguise. When they both hit their target the disguise disappears revealing the true spell.

Example:

Secondus casts Disguise Spell and the illusion of him holding a fireball appears in his hand. They walk into a room with another spell caster. The caster puts up a fire resistance spell. Secondus laughs and casts a cold ball inside of his disguise. The other caster is stunned that he was frozen with a fireball.

Drain Recharge

Spell Level: 4

Range: Touch

Duration: Til the drain is finished

Caster reaches out and touches a target willing to sacrifice a level or hit dice. Each round the caster can drain a level and recharges 1d4 spells of the casters choosing. When the character reaches 0 level or the target has had enough the caster can no longer recharge. The target does not die but functions as level 0. Completely recharging the casters spell lists finishes the spell. It takes 1 day of complete rest for the drained character to regain a level.

Example:

Secondus is out of 5 spells with 2 left. He talks to a fellow knight about letting him use his energy to refill his spells. The knight agrees and Secondus begins draining him. The first round the drain gives back 1 spell. The second round 4 spells are recovered and the spell finishes. Secondus is prepared for the rest of the adventure. The knight though has dropped from level 7 to level 5. After the adventure is over Secondus pays for the knights recuperation at a local inn. The knight is able to recover his levels in 3 days. The second day was filled with too much merriment for him to recover his second level.

False Trail

Spell Level: 3

Range: Party

Duration: 1 hour per level

The spell causes the trail the party will make lead off in another direction. As the party moves the false trail is created. The party does not leave any trail whatsoever. Unless the party does something that leaves a very large mark it's as if they never passed through the area. The false trail stays after the spell has ended. The spell mimics the party and leaves its impressions based off of their physical beings.

Example:

Secondus and his party know they can't escape the giants who are following them. They have hours til they catch them. Secondus casts False Trail and leads the party onward. The spell creates a trail that goes off to the right and up into the hills. The party is heading downwards towards the river. The Giants see the turn they made and head off to the hills.

Frog Curse

Spell Level: 4

Range: Range of sight

Duration: Permanent

The target of this spell will have difficulty drawing his weapons. Instead of the intended weapon he will have a frog in his hand. He can do whatever he wants with the frog. Once the frog is drawn and disposed off he can draw the intended weapon. If he draws a different weapon he will have a frog in his hand again. If he puts his weapon away and tries to draw it he will have another frog in his hand. The target gets a saving throw when the curse is cast on him. If he makes it then the curse does not take hold. Curse lasts until removed or lifted by the caster.

Example:

Secondus casts Frog Curse on a member of the group as a joke. The knight fails his saving throw and is cursed. The knight is unsuspecting. The next fight he reaches for his long sword and pulls out a frog. In frustration he reaches for his dagger thinking the sword is not there but pulls out a frog. He tries his long sword again but pulls out a frog. Again he reaches for it and this time his long sword is in his hand. Secondus wonders if he should lift the curse before the knight gets killed.

Gas Chaos

Spell Level: 2

Range: 10" per level

Duration: Instantaneous

Caster causes targets in a 10" radius to release a large enough volume of gas to lift them off the ground. Add 10" to the radius for every 3 levels after 3rd.

Each target flies off in a random direction:

- 1 North(is face forward)
- 2 North East
- 3 North West
- 4 East
- 5 West
- 6 South East
- 7 South West
- 8 South

The amount flown is 10" per level. If the flier collides with something roll a dice. If odd comes up then roll again on the random direction table and finish his flight. Roll again if a one comes up. Damage to the fliers happens only if there is a reason for it such as flying off a cliff. Otherwise they land safely. Those caught in the wake of the fliers will notice an unpleasant smell. Making a saving throw at the start of the spell allows the target to hold the gas in. Targets should be living creatures that could ordinarily effluviate.

Example:

Secondus has had it with the bandits. Their hiding behind an overturned wagon and shooting arrows at him. He casts Gas Chaos on them. None of them make their saving throws. One goes to the right, one to the left and one goes backwards. All travel 110" since Secondus is 11th level. Though none flew by him he smells something in the air.

Golemize Familiar

Spell Level: 4

Range: Familiar/Caster

Duration: Permanent

The caster takes the complete remains of a golem and fuses it with his familiar. The familiar acquires all the defensive characteristics of the golem. It has it's AC, it's protection from normal weapons, magic resistance, etc... . The golem's parts change shape, melt, shrink and contort around the familiar. The

process is slow and takes a day to complete. The familiar loses nothing but its old appearance. Now it looks like a golem that was made to look like the familiar. Only if the familiar has some quirk about it, one that is a spirit without a body, will the spell not work.

Example:

Secondus decides to use the golem parts he acquired to make his cat familiar invincible. The cat sits quietly as the Golemize Familiar spell is cast and the parts shape themselves to look like the familiar's body. The cat merges with them and now looks like a small iron golem cat. Hard to hit and hard to damage.

Hand Of False Writing

Spell Level: 2

Range: 10"

Duration: See Below

Caster takes a decapitated hand and magically makes it write. 1 page a day per level can be created. The handwriting is exactly like the writing of the person whose hand the caster has. If the hand's original owner is living or dead the spell works. The hand floats in the air and the caster must provide it with writing instruments and tell it where to write. It cannot flip pages, grab a new page or provide itself with anything. Dipping a quill in ink it can do.

Example:

Secondus takes the hand of the king's ex advisor. He has it write a letter to the king telling him of all the crimes he committed in his service. 4 pages are produced. Secondus takes this to the king to secure his favor further.

Heart Grab

Spell Level: 6

Range: Touch

Duration: Instantaneous

Caster reaches out with his hand and into the chest of a target. The target must make a save or the caster pulls his heart out. The heart beats and bleeds in the caster's hand and the target functions as he has a strength score of 0. He lives until the caster begins eating the heart. This he can do in the same round as he ripped out the heart.

If the caster wants to return the heart he must stick it back in and it is as if nothing happened. The wound heals and all is well. No one else can do this. If the caster discards the heart or someone else destroys the heart the target will continue on in his weakened state. A high level heal spell, such as the cleric's Heal spell, can implant or regrow the heart. This will restore the target to normal if he is stuck in the weak heartless state. Diseases and other nasty things the target has in his body are not transmitted to the caster. The spell does nothing if there isn't a heart where a heart should be.

Example:

Secondus walks up to village chief and casts Heart Grab. The chief fails his saving throw and Secondus pulls his heart out. The chief falls to the ground still alive but weak. Secondus yells "put your gold before me or he dies!". The villagers do so and back away. Secondus laughs and eats the chief's heart who quickly dies. Then he takes the gold and flees before the villagers can get to him.

Lie Worm

Spell Level: 1

Range: Caster

Duration: 1 hour per level

An 1-3 inch long yellow worm appears in the caster's hand. At both ends of the worm is a pig's nose. The Lie Worm can smell lies. The Lie Worm will always begin moving towards a liar. The liar must tell a lie in its presence to attract its attention. It moves at 1" a round. Both noses sniffing the air with great interest. If a lie has not been told it will sit there until one has been. When it reaches the liar it will turn around and return to the caster or return earlier if mentally commanded to do so. Killing a Lie Worm is easy as it has an ascending AC of 10 and 1 HP.

Example:

Secondus doe not trust the king's advisor. He summons a Lie Worm and goes off to a meeting with him. In the room Secondus sees the Lie Worm begin inching towards the advisor 3 times. Why is the advisor lying so much? Each time he starts to move Secondus mentally has it return to him and wait. At the end of the meeting Secondus starts to think about removing the advisor from duty.

Magic Missile Sphere

Spell Level: 3

Range: Caster

Duration: 1 round per level

Caster creates a warp in magic space that forms a comfortably spaced(perhaps 5") sphere around him. The sphere can be filled with Magic Missiles that slam into anyone that attacks him hand to hand. Initially the sphere is filled with one casting of magic missiles. This is included as part of the

spell and does not require that Magic Missile be independently memorized. The caster can fill it with more magic missile spells. For every 5 levels the caster can automatically add a memorized Magic Missile spell to the sphere when the spell is cast. Any melee attack against him allows him to slam all or some of the missiles into the attacker. These do damage as per the spell Magic Missile. Damage is applied at the same time as the attack and does not stop the attack. An emptied sphere can be filled up again with more Magic Missiles. The sphere does not absorb the Magic Missiles of other spell casters if directed against him. But it can add the Magic Missiles of someone who wishes to fill it.

Example:

Secondus casts Magic Missile Sphere. The sphere comes into being and is filled with the initial Magic Missiles. Since he is a 10th level caster he gets 4 missiles flying around him. He has 3 more Magic Missile spells memorized and decides to add 2 of them right away. So he now has 12 Magic Missiles flying around him. An Axe Ogre attacks him. It swings its axe and Secondus decides to let him have it with the missiles. He unleashes all 12 of them on the Ogre. It suffers 39 HP of damage and falls to the ground dead. Sadly Secondus took an axe hit at the same time and has a nasty cut.

Mehknox Two

Spell Level: 6

Range: See Below

Duration: See Below

Caster communes with an extra planetary mechanical mind. The mind can only understand things in terms of creating new body parts. Any character that has a missing limb can be helped by the thought of Mehknox Two. The caster will have to cast this spell multiple times to replace a body part. Once to communicate the problem. Another to learn what materials Mehknox Two needs to make the new part. This is usually some kind of metal. The third time the caster channels Mehknox Two and assembles the new body part. The fourth time is similar except the caster is now focusing on adding the new body part to the character. This usually entails energizing the part once it has been added. A lightning rod is attached and a magical lightning bolt must be directed to it.

Mehknox Two is always listening and interjecting corrections as the construction and melding of flesh and metal are being done. The caster must wait a week between each casting unless instructed otherwise.

Mehknox Two may require that the caster make some donation to a black smith, machine makers, etc... something that has to do with working metal into new forms. The repaired limbs are never uniform. Mehknox Two is always trying new designs. One arm may look like it is covered in metal scales. Another arm may be a bunch of gears put together.

Example:

Mehknox Two is called by Secundus. His friend has lost both legs to a vorpal sword. Mehknox Two listens to the problem and learns the details about his friend. Then the call is closed down and he waits 10 days. The next time he learns what Mehknox needs to make him new legs. The call is closed and Secundus begins acquiring the materials. 8 days pass by and Mehknox Two is called again. Secundus relinquishes control of himself and builds the new legs. Mehknox Two is finished for the day and closes the call. The fourth time is 7 days later. Mehknox Two has Secundus put the legs on his friend and shoot lightning through a rod attached to both feet. His friend stands up and Mehknox Two is pleased to hear his new creation is working.

Mirror Myself

Spell Level: 1

Range: Caster

Duration: 5 rounds per level

The spell caster turns part of himself into a mirror. The front and the back of the mirror are reflective. A pure mirror is formed with the connecting flesh being the only imperfection. None of the changes to his body alter his armor class. What he can do is determined by his level:

1-5: One of his hands becomes a small shield sized mirror.

6-10: Both hands can become small shield sized mirrors.*

11+: In addition to being able to turn his hands into mirrors he can turn his body

into a large mirror. His legs, arms and head are unaffected. The mirror is twice the width of his torso.

*Attacking with a weapon when both hands are mirrors is impossible.

Example:

Secondus sees one of his fellow party members get turned to stone by a Medusa. He casts Mirror Myself and turns both of his hands into shield sized mirrors. Quietly he moves forward with the mirrors pointing to the left and right. The Medusa jumps him to his left and uses her gaze attack. Her gaze is reflected and she turns to stone.

Mummy Wrap

Spell Level: 2

Range: Line of sight

Duration: Instantaneous

Caster chooses a target and bandages fly out of his hands and wrap around the target. The target is wrapped from head to toe in mummy bandages. Arms are pulled tight against the body, leg against leg and foot against foot. If a saving throw is made then the bandages are not tight enough and fall to the ground. Otherwise the target is completely immobilized. The bandages are tough but air can get through them. They can take 2 x the caster's level in damage before the target is free. The bandages are permanent until removed. If the target was holding a sharp blade at the time of being bound up he can do 1 point of damage per round to the bandages. If he has a blade somewhere on his body he can make a very difficult attempt at getting a hand on it. Roll a d20 and if its under the characters dexterity score then he has it in his hand. Allow this once unless the target's circumstances change. This could be the bandages taking damage or his body being moved into a new position. Blunt weapons do no damage to the wrap but can be used to damage the wrapped. Sharp weapons do damage to the wrap and the wrapped. Magic spell damage will have to be decided by the GM but it's fair to say that fire will hurt both.

Example:

Secondus is attacked by an Axe Ogre. He casts Mummy Wrap on him and the Ogre doesn't make his save. It is wrapped from head to toe in the Mummy Wrap. Secondus is 10th level so the bandages can take 20 points of damage before falling away. The Ogre begins using his axe to cut away at the bandages. Secondus doesn't waste much time and begins beating the Ogre with his staff. The Ogre doesn't cut his way through in time and Secondus kills it. He uses his dagger to cut the bandages away and takes the Ogre's gold.

Particlizer

Spell Level: 3

Range: 10"

Duration: 1 round every 5 levels

One of the caster's hands disintegrates into a bright cloud of fast moving energy particles. The particle cloud shoots out and engulfs the target briefly and returns. The target must make a save or be forced to focus. This keeps his body from being turned into particles. He is holding himself together. How much he has to focus and how long he will be particlized if he doesn't focus is determined by a roll:

- 1-2: Spells can't be cast, he suffers a -1 to hit and damage and movement is cut to 50%/6 hours
- 3-4: Can't cast spells or attack but can move 50%/12 hours
- 5-6: Can't cast spells, fight or move/24 hours

He must focus for 1d6 rounds + 1 for every 5 caster levels. If he doesn't focus adequately or chooses not to focus the target becomes bright energy particles that fly off in every direction. Particlization happens instantly after the violation. So, for example, a character decides to attack without any penalties he will be particlized after the attack. When the particlization time is up he reforms where he last was. At the end of the spell the caster's hand reforms.

Example:

Secondus is being chased by an Axe Ogre. He casts Particulizer and targets the Ogre. The Ogre fails its save. Secondus rolls a 2 so the Ogre can still attack and move but these are hampered. Secondus rolls a 3 to determine how long the Ogre must focus. He adds 2 to this since he is 10th level. The Ogre gets frustrated during the 3rd round and moves at full speed. Since he is no longer focusing enough he instantly turns into a bunch of bright particles that disperse. Secondus gets out of the dungeon and 6 hours later the Ogre becomes flesh and blood again.

Prized Skin

Spell Level: 5

Range: 1 Skin

Duration: See Below

Caster casts the spell and skins a slain foe who has at least 5 HD. It takes a week of uninterrupted labor to complete the transform the skin into the prize. But at the end he has an empty preserved skin of the foe. He loses 1 point of constitution while the skin exists. He can do the following with it:

1. Fill it with his soul. The skin inflates and functions as a 5 HD zombie. Its HP are a sum of the caster's max HP and 20 HP. Damage done to it cannot be healed until the caster casts the spell again and spends another week repairing the skin. The soul is never damaged and can return the caster at will. The caster's body seems like it is in a coma while his soul is in the skin. The skin is always under the caster's control. It functions as if the caster was in the skin.
2. Permanently merge the skin with his skin. This destroys the skin and restores his constitution. He gains a +1 to armor class and an additional 8 hp. The merging provides these benefits for a month. The caster's skin becomes the middle ground between the skin and his skin. At the month point the merged skin rots and he loses the bonuses. This has negative consequences: his Charisma is lowered by 1 and he looks like he has leprosy. To restore himself he either needs to create a new Prized Skin to merge with or find a healer who can cast a high level healing spell on him.

Merging with a new Prized Skin prior to the rot resets the clock.

Example:

Secondus has the body of a tough Ogre. He casts Prized Skin and takes the Ogre's skin. He begins the process of turning it into his prize. One week of intense labor and he has it. He takes it with him to a dungeon. Into a little room he hides. There he brings his prized Ogre skin to life. It lumbers out of the room under the control of Secondus. The zombie skin brings devastation to whoever it encounters. When it is down to 5 HP Secondus decides to return to his body and returns. Before Secondus the skin deflates and he awakes.

Prized Skin, Arcane Boost

Spell Level: 5

Range: 1 Skin

Duration: 1 hour per level

A ritual performed on a Prized Skin created by the caster. The skin becomes covered in random symbols. He sits in a trance for an hour and paints things on it with his bodies fluids. The liquids become ink as they are applied. If interrupted the ritual is ruined and nothing is gained. When the ritual is complete he decides how the skin will be boosted:

- 1: 10 more HP
- 2: 1 HD
- 3: 1 more point to AC
- 4: 1 HP of extra damage done

The ritual enhancements can each be done 3 times before being maxed out. For example the caster could increase the HP by 30 HP through performing the ritual 3 times. The ritual can be performed once per spell casting. When the spell is finished another ritual can be performed. This only affects the skin when it is not merged with the caster's body.

Example:

Secondus takes his Prized Skin and wants to make it more powerful for the fight ahead. He casts Prized Skin, Arcane Boost and begins adding symbols to it. An hour later when he is finished he adds 10 HP to it. He performs the ritual again and after another hour he decides to add 1 HD to it. The skin is ready for a fight!

Purge

Spell Level: 1

Range: 10”

Duration: Instantaneous

The recipient of the spell vomits up all that he has digested. Whether it be food, magic items, a character, etc... it is now expelled. A saving throw is granted only to those that are at least equal in power to the caster. If they make it they hold back the contents of their stomach.

Example:

Secondus stands before the Dinosaur which has swallowed the knight. He casts Purge on it. The Dinosaur has 15 HD while Secondus is 12th level so it is allowed a saving throw. It does not make it and it vomits the knight up with the carcasses of several deer and a small farming family.

Secret Parasite

Spell Level: 2

Range: Caster

Duration: Permanent

Caster conjures up an invisible intangible creature. It looks like a fist sized black tick with white tentacles for legs. He can see it and hold it. The caster must place the parasite on someone. Once it is attached the caster can siphon

the creature's life force. The host will not feel or see it. Part of the life force the parasite uses the other is channeled to the caster.

As a consequence the person with the parasite attached will heal at half the normal rate. The caster in turn will heal at twice the normal rate. If the caster is healing and the infected person is normal he will wake up with 1-2 hp of damage taken off his total. The parasite can be removed by the caster, a spell that removes parasites or if the infected person dies. Removing it causes it to scrunch up into a ball and die. The caster can only use one Secret Parasite at a time. Anyone with the ability to see invisible will perceive it.

Every month that the Secret Parasite is attached results in the host developing ill will towards the caster. Month by month the dark feelings increase. It eventually will reach the point where the host wants to kill the caster.

Example:

Secondus chooses to attach a Secret Parasite to his friend the knight. He holds it in his hand and places it on his neck. The parasite attaches itself. After the next fight Secondus has taken bad damage but is back to normal in one day. The knight's healing goes much slower and he wonders what the fight did to him. Secondus isn't certain he should keep the Secret Parasite so he walks up and pulls it off with his hand. The creature rolls up into a ball and is done for.

Skeleton Rocket

Spell Level: 2

Range: 10" per level

Duration: Til skeleton destroyed or caster ends spell

Caster assumes a gun like shape with his mouth being the opening. Out of him shoots his skeleton. The caster's body pours to the ground as a bunch of flesh goo. During this time the caster is helpless and can still be attacked and killed. His physical form is now useless and can't do anything. The skeleton flies through the air with fire coming out of its feet. At the end of the flight it lands on its feet. It fights as a normal skeleton does (unless the game system states otherwise a 1 HD monster) but has the caster's HP. The skeleton is directed by a mind link with the caster. If destroyed or if the caster decides to

end the spell the skeleton teleports back inside of the caster's body. The caster returns to the shape he was in before the skeleton flew out of him.

Example:

Secondus sees a Goblin terrorizing a child down the street. He casts Skeleton Rocket and his skeleton shoots out of him and travels 70" and lands next to the skeleton. Secondus becomes a goo pile with part of him hanging down the gutter. The Skeleton puts up a good fight giving the child a chance to get away. The Goblin kills the Skeleton and it immediately is teleported back into Secondus. Secondus stands up and decides to make a break for it.

Sludge Of Teeth

Spell Level: 5

Range: Line of sight

Duration: 1 round per level + 1 round

A 10" rough circle on the ground releases a volatile white sludge. It is completely made up of teeth. The teeth sludge is 2-3" deep. Movement is cut by 50%. Every round the circle expands by 3" in all directions.

The first round in the sludge the sludge wader only feels nibbling sensations where his body is submerged in it. From the second round onward he takes 1d4 hp of damage. Leaving the sludge and reentering it resets this to round one. When 4 HP of damage is rolled then the sludge wader is pulled down into the teeth.

Being pulled into the teeth has terrible consequences. The submerged can't move and he automatically takes 1d8 hp of damage per round. Only if he takes 1-2 hp of damage does he get a saving throw. If that is successful he can pull himself out of the teeth in the same round. A non-submerged can help pull a submerged out of it. When assisted a saving throw can be made each round.

At the end of it the teeth are pulled back into the original circle. These sinks back into the ground. The submerged, dead or alive, are pulled as well and can be found piled together in the center of it.

Example:

Secondus faces a group of approaching Orcs. He casts Sludge Of Teeth and the Orcs are caught in it. The Orcs laugh the first round and keep moving towards Secondus. On the second round 3 of them take 4 HP of damage and are pulled down into the sludge. The third round comes around and the 3 submerged Orcs take enough damage from the d8 rolls that they die. Also another Orc has a 4 come up on the d4 and is submerged. The last one makes it out of the sludge circle. 4th round and the submerged orc dies while the free one runs as fast as he can away from it.

Teleport Trail

Spell Level: 2

Range: See below

Duration: Instantaneous

Caster can determine where a teleportation led to. By memorizing the spell the caster will automatically detect if there was a teleportation 10" away. Also he will have a rough idea how long ago it happened.

The spell only works within a specific time frame: 1 hour/level. Detection occurs if the teleportation happened before this. Likewise if he casts the spell after that time he learns nothing. If he casts the spell he sees something and how to teleport to the spot. This does not lead to him having any idea how to physically get there. The caster only knows how to successfully teleport there. What is seen is based on the caster's level:

1-5 : Vague outline, a line drawn over the teleporters.

6-10: Dark shadow outlines of each individual and thing.

11+: As above but with all the details filled in.

Example:

Secondus has memorized Teleport Trail. He finds a room with many empty treasure chests. He detects that there was a teleportation in the center of the room. It seems like it happened a couple hours ago. He casts Teleport Trail and since he is 12th level he sees a Giant with a big sack and a Ogre Wizard. He wants the gold and decides to follow. He casts Teleport and is transferred into another treasure room. Where is this place?

Warty Burn Affliction

Spell Level: 4

Range: Line of sight

Duration: Permanent

Cast on another spell caster. The targeted spell caster must make a saving throw or his body will instantly be covered with nasty looking warts. Anytime the afflicted casts magic roll a dice that reflects the levels in the magic system. For example if there are 6 spell levels roll a d6. If the number rolled is equal to or less than the spell's level then the warts glow white and burn. The caster must make a saving throw or the spell is ruined. A spell that cures disease will end the affliction and the warts will burn off. They instantly regrow if cut off, burned, etc... .

Example:

Secondus casts Warty Burn Affliction on Bothersome Bob, the local drunken mage. Bothersome Bob fails his saving throw and warts appear all over his body. Bob gets mad at Secondus and starts to casts spells at him. His first spell is a 2nd level spell. The wizards magic system has 6 levels of spells. So he rolls a d6 and gets a 1. The warts light up and he feels them burning all over his body. He fails another saving throw and his spell doesn't work.

Wizard Senses

Spell Level: 5

Range: 10"

Duration: 2 rounds per level

Caster conjures up a 1 foot diameter tetrahedron. The pyramid is white with a light shining from it. Each side of the pyramid is assigned an individual

sense. One eye for seeing, a tongue for tasting, an ear for hearing and a nose with one nostril for smelling.

The sense pyramid can move at 10" a round with the wizard being able to use all of the senses to understand what it is experiencing. If he wants more specific ideas about what something is he has the sense pyramid turn the particular sense towards it and lets it investigate.

The pyramid has a physical nature. It has an ascending AC of 10. Attacking or trying to capture it does nothing substantial as the pyramid breaks apart and reforms. This does cause a disruption in what the wizard can sense for the remainder of the round in which this occurred.

Example:

The party does not want to go down a corridor. Something smells faintly wrong and there is a strange echo they keep hearing. Secundus casts Wizard Senses and sends the sense pyramid down the corridor. As it goes along Secundus can smell acid gas in the air. Further down the sense pyramid allows Secundus to see that the noise they were hearing is the snoring of a black dragon. There is some liquid boiling in a large drum not far from it. The sense pyramid floats over and the tongue unrolls into it. This liquid taste fatty and metallic. The eye takes a look and it appears to be a melted adventurer.