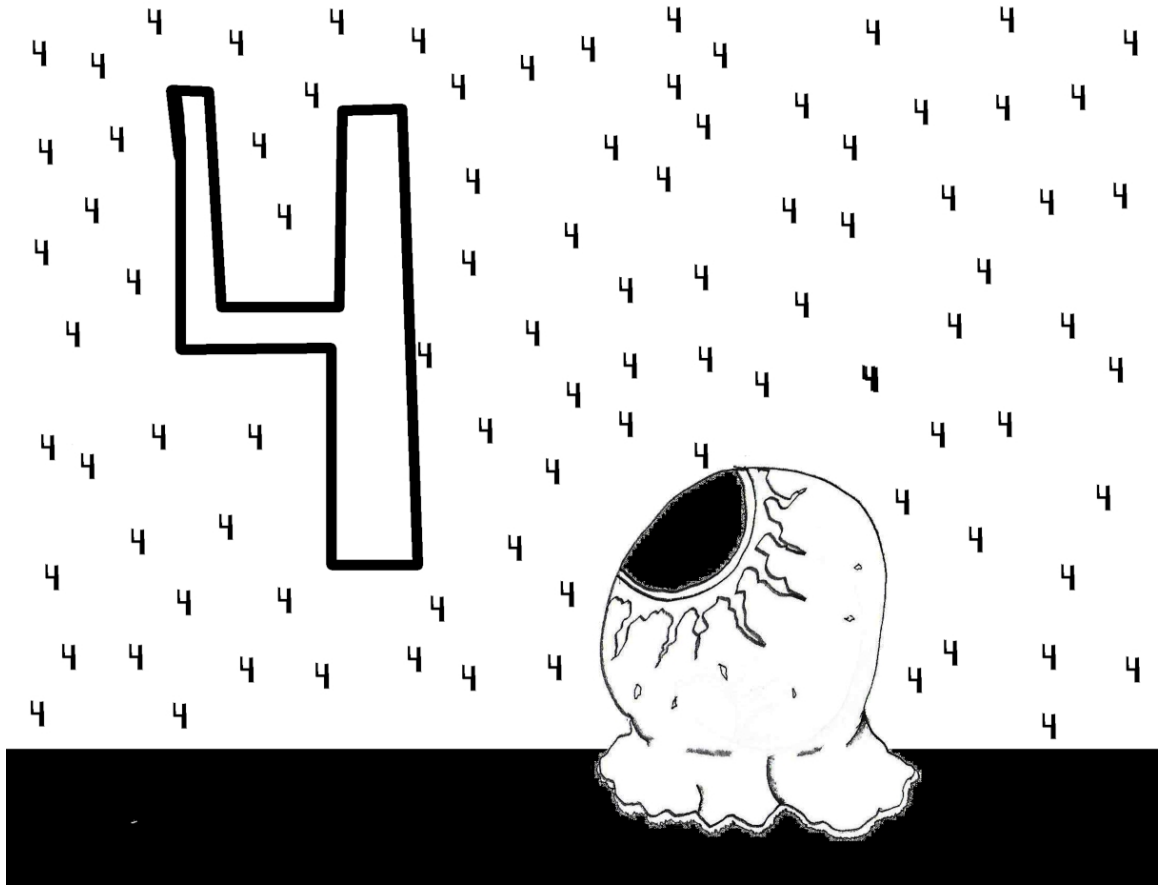


MAGIC MADNESS 4



SPELLS FOR OSR GAMES

**Magic Madness 4
Spells for OSR Games**

by

Unbalanced Dice Games

Magic Madness 4

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Introduction

Magic Madness 4. The forth book of crazy spells. 30 new spells. May all rejoice in the Weird Ray and the Ultimate Eye. Your party will find new spells to aid them in dungeon crawling and general strangeness. May they escape through a Rat Tunnel when things become too tough and let the Dragon Spirit counsel the wizard in his spell casting. Magic Madness 4!

Terminology

“ means feet: 12” means 12 feet

Caster means the spell caster

Game Master is the person running the game

Spells

Armor Curse

Spell Level: 4

Range: Line of sight

Duration: Until curse is removed

The caster curses a being. The being gets a saving throw, if the roll is a failure the curse has taken effect. Every time the afflicted enters combat there is a 1 in 4 chance that whatever armor he is wearing will fall to the ground. A pile sits at his feet. If he tries to put it on during the fight it continues to fall off. As soon as he is back in the armor it falls off, he gets no protection from it. After the fight is over with he can put the armor back on and not have it fall off.

The spell takes effect immediately and if the target is in combat he must roll to see if his armor falls off. The spell can be removed by a Remove Curse spell or something similar.

Example:

Forthus sees the dark knight walking down the street. He will fight one of Forthus fighters later on. He casts Armor Curse on him and the spell succeeds. When the fight starts a 1 is rolled and the knight's armor falls from his body. The fighter makes quicker work of the dark unarmored knight.

Bed Of Demon Nails

Spell Level: 3

Range: Whomever lays on the nails

Duration: See Below

Caster casts this spell and green slimy nails rise up from the ground. Anyone laying on the bed will suffer from the nails, they will dig into their body.

Every hour that someone lays on the bed, they take 1d4 HP of damage but are also healed 1d4 HP of damage. If the death point on HP is reached the healing does not occur.

Every hour 1 of the nails break off from the ground and wiggle their way into the body. During this time a caster, though in pain, can regain his lost spells but he does not heal. The bed will last for an entire 8 hour sleep period. When that time has gone by the nails sink back into the ground, leaving a green slime like residue behind.

At that time or before the one who rested on the bed will rise up with the demon nails still in him. They move around, puncturing his skin and sliding back in. The nails stay in his body for 24 hours or until the caster casts the spell again.

With the nails he can shoot one at an opponent and if he rolls a hit the opponent has the demon nail enter his body. He can throw one 10". The nails follow this progression:

1st round: 1d4 HP of damage and must make a save or the nail locks him to the ground. The target cannot move while the nail is still in him and this lasts until the 4th round.

2nd round: same as 1st round

3rd round: same as 1st round

4th round: 1d4 Hp of damage and the target must make a save or fall asleep(as the sleep spell). Sleep lasts 2d4 rounds. The nail slides out of the target and wiggles back to where it came. The afflicted can now move freely if stuck in the ground.

Each nail follows this progression independently of the others. But each round that a sleeping(from a nail) target takes damage from a nail a saving throw is rolled. If made the sleep is ended.

Example:

Forthus casts Bed Of Demon Nails and lays down for a night of nails. Each hour he takes some damage and heals some damage. At the end of his rest he has 8 demon nails to use against foes. Into the dungeon the party goes. They run into 4 Orcs and Forthus throws a demon nail at one of them. He

hits and the Orc has a nail enter its body. He takes 3 HP of damage and makes his save. The next round he takes 2 HP of damage and fails his save. He cannot move for this round and the next one. The third round he takes 2 HP of damage and is frustrated. On the 4th round he takes 1 HP of damage and fails his save and falls asleep for 4 rounds. The nail slides out of his body and into the ground, back to its demon home.

Bloody Angel

Spell Level: 4

Range: 10"

Duration: See Below

Caster summons an angel that is trapped in hell or some other dark plane. Blood drips and squirts from the wounds demons and devils have inflicted upon him. He stands with the party and attacks some evil being from a dark plane if present. If none is present or the foe has been slain he is pulled back to his dark prison. A demon or devil would be good examples of the evil beings.

He rushes forward and attacks the dark being as a 10 HD monster. He moves at 200" a round and if attacked is always hit. Each hit transfers one of his wounds to the foe. Other attacks he ignores, there is only one foe at a time. If the foe attacks the angel a wound is transferred as well.

The angel will have 5-10 wounds on his body. When the wounds are gone the angel tries to escape to a heaven or goodly plane. He is allowed a saving throw at -5. If he makes it he is free and disappears upwards, failure results in him being pulled back to where he was trapped. The wounds each last 10 rounds, starting the round after the transfer, before they spontaneously heal, evil healing evil. If a wound is on the foe, the foe makes a saving throw(unless one of the wound effects is active) each round and if it fails one of the following occurs:

1-8: Chance that the evil being will enter a rage and will only physically attack things. There is a 50% chance that he will attack a non threatening thing like the floor instead of attacking a character. This lasts 1 round per wound in effect.

9: Being goes mad and uses one of its powers on itself. If there are no

usable powers it enters the rage described above(1-8 roll). A usable power must have a negative effect on the being. For example, a being with only a healing ability would not have a power it can use. The negative effect should be apparent and not theoretical. A power that may be bad for the being in later rounds is not a usable power. The being should be allowed a saving throw against the used power if the power would normally be allowed a saving throw.

10: Being is thrust back to his plane of existence for 1 round per wound in effect. At the end it returns.

The Bloody Angel spell is difficult to use. Each time used there is a 1 in 4 chance of it failing, a trapped angel may not be found by the spell. The same angels will be used as the spell is used but only the same one will appear once a month. Relationships will develop and in time the caster will know where the angel is trapped. The angel pleads with the caster as he fights, giving him clues and ideas as to where he is held. After the 3rd time an angel has helped the caster he must make a saving throw or not be able to cast Bloody Angel until he has freed the angel he has just summoned. When freed or slain the spell will work again. What freeing angel entails is up to the Game Master. Maybe unlocking a prison door or helping it escape the dark plane.

Example:

Forthus and his party are confronted by a powerful Ull Lord, a demon from an evil plane. He casts Bloody Angel and rolls a 3 indicating that the spell has found an angel. It appears out of an explosion of blood and green slime. The angel senses the Ull Lord and moves in for hand to hand the same round. The angel has 6 wounds on it. His first attack hits and the Ull Lord has a wound transferred to it. The next round the Ull Lord makes a saving throw and nothing happens, the Bloody Angel misses. The third round the Ull Lord fails its saving throw and a roll is done to determine what happens. A 9 is rolled and the Ull Lord casts its Disintegrate spell on itself. Poof! The Ull Lord is gone. The Bloody Angel is sent back to his prison.

Later Forthus encounters another Ull Lord. He casts Bloody Angel and rolls a 1, no angel is found. The next round he tries the spell again and finds an angel. This Bloody Angel has 5 wounds on it. He immediately hits the Ull Lord and transfers his wound to it. The next 4 rounds the same thing happens. During this time the Ull Lord fails its saving throw and rolls a 2. He enters the rage. With all the wounds gone the Bloody Angel makes his saving throw and

escapes to heaven. The Ull Lord makes it out of his rage but 2 rounds later he again fails the saving throw and is thrust back into the rage. After 14 rounds all the wounds are gone. The party has almost defeated it...

Brief Insight

Spell Level: 2

Range: Line of sight

Duration: Instantaneous

Caster imagines doing something and he gets a glimpse of what what would happen if he did so. He must roll a d6, the number rolled indicates the seconds he can glimpse of what will happen. He can only use this once per thing he is thinking of doing.

Example:

Forthus comes across a weird looking door. He casts Brief Insight and imagines opening the door. He rolls a 2. What he perceives is the door knob being turned and something starts to come out of the center of the door. He decides to leave the door alone. Later he runs into another door like this one. He casts Brief Insight again and rolls a 6. This is similar to the first time but he sees what comes out of the door, a dark finger. It pricks him and he sees himself starting to turn to stone. He walks away from this door as well.

Core Eruption

Spell Level: 2

Range: 10" + 10" per 2 caster levels

Duration: Instantaneous

Caster summons fire from the center of the world. He targets something and the ground erupts beneath that spot. The blast radius is 10" + 10" per 5

caster levels, those in it are affected. The targets must not be more than 10" above the ground for the spell to take effect. Those in the blast radius must make a save or suffer 1 of 2 things, 50% chance of each:

1. 1D8 HP of fire damage and be thrown into the air 10" + 10" per 3 caster levels. If there is a ceiling they hit they take 1d4 HP of damage and fall back down. The caster can control where they fall back to. He can move them 10" from the center square for every 5 caster levels. When they land roll falling damage. The Game Master may want to limit how high the eruption will send the targets, as the damage may be very high depending on the game system's falling damage rules. If the caster isn't 5th level or higher they will land back in the original square.
2. 2D8 HP of fire damage. If 10 or more HP of damage is done the target is set on fire and takes 1d4 HP of fire damage per round until 1 HP of damage is rolled or the fire is put out by a large dose of water.

A save removes the possibilities of the above but the target takes 1d4 HP of fire damage. The hole where the blast came from returns to normal after the blast. The only thing different is the damage done to those in the blast radius.

Example:

3 Orcs stand together shooting arrows at Forthus. He casts Core Eruption on them. They all fail their saving throws. One suffers the 2nd option and takes 11 HP of damage. He is set on fire. The other two take 5 and 4 HP fire damage and are thrown in the air 40" since Forthus is a 10th level wizard. They land to the ground and take 11 and 15 HP of damage each. Those 2 Orcs are dead. The other one takes 2 HP of fire damage the next round and goes down.

Daggers From The Dagger

Spell Level: 3

Range: Distance a dagger can be thrown.

Duration: 1 round per 2 caster levels

Caster throws a dagger at a target. If it hits a replica of the dagger appears the next round and so on, hitting and doing the exact amount of damage. Regardless of where the target is the dagger appears and is thrown again, exactly like before. The dagger travels through barriers, stone, etc... . To escape the dagger the target must remove the spell or take the thrown dagger and hit the caster with it. When the caster is hit with the dagger the spell ends.

Replicas gain the magical damage a dagger has. Poison is replicated and other things that it may do are done again. The caster can have his dagger return to him at the cost of losing one round of the dagger replica appearing. He must decide this when he throws the dagger and casts the spell.

Example:

Forthus throws his trusted dagger at the Ogre and casts Daggers From The Dagger. It does 2 HP of damage. Forthus is 10th level so there will be 5 more rounds of a dagger replica hitting the Ogre. On the 3rd round the Ogre picks up the dagger and sticks Forthus with it. The spell is broken and Forthus looks for another dagger to throw.

Deadly Warp

Spell Level: 3

Range: 10" + 10" per 3 caster levels

Duration: Instantaneous

Caster causes a target to physically warp. Creatures that are alive and have a definite form are twisted and returned to normal. Things like slimes and

the undead are unaffected. Each warp is unique, it is hard to say what happens. Nothing stays the same, eyes can become squares, necks elongated, fingers turn into question marks, etc... . Those that know the target will know that it is him even though warped. It is during the warping that the danger exists. The target must make a saving throw or suffer one of these affects:

1. Takes 1d4 HP of damage.
2. Takes 1d6 HP of damage.
3. Takes 1d8 HP of damage.
4. Takes 1d10 HP of damage.
5. As #1 + roll additional effect(see below)
6. As #2 + roll additional effect(see below)
7. As #3 + roll additional effect(see below)
8. As #4 + roll additional effect(see below)
9. No immediate effect but the target warps again the next round, as if the spell has been cast on him again. Again he must make a save or roll on the table.
10. Shock causes the target to make a death save for 2 rounds. As soon as he fails a roll he dies. Saves start the round after this spell is cast.

Additional Effects:

1. Cannot heal for 1d4 rounds. Magical healing causes him to warp like the spell has been cast on him again. Roll a save and see what the results of the warp are if the save fails.
2. Character experiences pain for 1d4 additional rounds. Roll a d20 and if it is over his Constitution score he cannot do anything for that round. It feels like his bones are breaking and his flesh is melting away.
3. Turns to flesh slime for 1d4 rounds. Cannot attack and armor worn is useless. Just a bunch of flesh with equipment sticking out of it in random places. As a slime he can move his normal rate. There is a 1 in 4 chance when his body returns to normal that he will be standing on top of his armor, clothes, gear and weapons. A naked victim.
4. Every round for 1d4 rounds there is a 50% chance that the caster will take the damage done again or heal the damage done. Healing and being damaged again is always the number rolled for damage, it is not rolled again. A character killed by the damage can be resurrected if there are

more rounds of this effect to go through. While dead he cannot do anything though because he is dead.

Example:

Forthus casts Deadly Warp on an Orc King. The Orc King warps, looks strange but makes his saving throw. He returns to normal unharmed. The next round Forthus does this again. The same thing happens but the Orc King fails his saving throw. Forthus rolls a 4 on the which calls for a 1d10 dice roll for HP damage. An 8 is rolled and the Orc King dies.

Later Forthus casts Deadly Warp on the Orc Princess. She warps into a horrible thing and fails her saving throw. Forthus rolls a 7. This indicates a 1d8 be rolled. He rolls 2 HP of damage to the Orc Princess. An additional effect is called for. He rolls a 1, which means the Orc Princess cannot heal for(rolls a 3) 3 rounds. She does not know this and the next round she drinks a potion of Cure Light Wounds. She warps again and fails her saving throw. A 10 is rolled, she has 2 rounds of death saves. The next round she saves but the round after that she fails and dies.

Dead Man Does Not Drop

Spell Level: 3

Range: Line Of Sight

Duration: One encounter

The caster puts a magical life spark in a living being. When he reaches the point of death he does not die but continues fighting until he has suffered an certain number of blows/damaging spells or until the spell ends. When the fight ends the being dies if still at the dying point. If HP go back up during the time that the spell is active the spell ends. Active in this case means that he has reached the point of dying and the spell is keeping him alive.

The being can take 1d4 additional blows + 1 blow per 5 caster levels. One casting of this spell can be in effect per living being.

Example:

Forthus encounters an Orc Wizard. He casts Dead Man Does Not Drop

on himself. He rolls a 2 and is 10th level so he can take 4 damaging blows/spells after he reaches the death point. The Orc Wizard fries him with a Fireball and he is at that point. The next round he hits Forthus with a knife blow, he can take 3 more at this point. The round after that 3 Orc Archers enter, 2 of them hit him with arrows. He can take one more hit. The Orc Wizard casts magic missile at him and that's the end of Forthus. He falls to the ground dead.

Death Trade

Spell Level: 4

Range: Touch

Duration: Permanent

The caster is able summon Death and have one of the other characters in the party take the place of a recently slain character(24 hours). The body must be present and in fairly good condition. Nothing must be missing or the character will die upon the trade. The other character must agree to the deal, perhaps being raised later on. The caster touches both and Death takes the caster's place briefly. He says:

“The trade is fair,
the deal done
to Death's lair
with the other one.”

Then the living one dies and the dead one lives. Death is replaced by the caster and the spell is done. The caster will feel Death's cold touch whenever he is alone from that point on.

The restored character stands up completely healed and with his spells replenished. The other character falls to the ground dead. This spell can be used once a week. A character that has just been raised this way cannot take the place of another character for a month.

Example:

Forthus looks at his dead dwarf friend. He asks the gnome if he would take his place, did he not save the gnome's life? The gnome agrees and

Forthus touches both and casts Death Trade. Death appears, speaks his words and is gone. The gnome falls to the ground dead. The dwarf rises and feels wonderful, restored.

Dimensional Area Copy

Spell Level: 3

Range: 10" per caster level

Duration: Instantaneous

The caster creates a temporary copy of this dimension and sends a number of foes into it. 1 target + 1 more for every 2 levels can be sent into the dimensional copy. One of his spells is cast at them. Then they return to this dimension.

While in the dimension copy there is no such thing as cover. All magic passes through barriers. It will seem as those that were not sent to the dimension have disappeared for a moment. Those sent to the dimension are only there for as long as it takes to cast the other spell. It all happens within a round. Spells that take longer than a round to cast cannot be used. The spell will not work unless there is another spell to cast. Touch spells will not work either as the caster is in the original dimension, the target is in the copy.

Example:

Forthus and his party are attacked by 10 Orcs. They enter melee with the party. Forthus casts Dimensional Area Copy on 6 of them. He is 10th level so 1 + 5 more targets can be targeted. The spell he chooses to use on them is Fireball. The Orcs see the party disappear and then the fire consumes them. What returns are the charred corpses of 6 Orcs. The other 4 Orcs freak out and run away.

Discover Step

Spell Level: 1

Range: Line of sight

Duration: Instantaneous

The caster by casting learns the next step to take in dealing with a complicated trap, device, etc... . The idea is to let him know what he needs to do next with an unknown thing. The thing should have only one purpose. If it has many purposes he will be more confused than before and will be unable to deal with the thing for 24 hours.

Multiple castings of this spell may lead to the answer of how to complete all the steps to activate, open, etc... . After the first casting there is a 1 in 4 chance with each new casting that it will never ever again return any information to anyone in the party about the thing they are dealing with.

Example:

Forthus stands before the Wheel Of Weird Levers. 13 levers surround it. He has been able to figure out 3 of the levers to pull but one eludes him. He casts Discover Step and the next lever becomes apparent to him. It also becomes apparent that one more must be pulled. He casts the spell again and rolls to see if the spell will tell him anything. The roll is a 1 and he can never use the spell again with the Wheel Of Weird Levers.

Erratic Movement

Spell Level: 3

Range: Line of sight

Duration: 1 round + 1 round per 3 caster levels

Caster causes a target to make a saving throw or experience weird

movement. Roll to see what happens each round:

1-2: Moves at half his intended distance

3-4: Moves normal

5-6: Moves at twice his intended distance, doubles his speed rate if necessary

The Game Master must map out the path traveled when 1-2 or 5-6 is rolled. The affected target must indicate how they are trying to move. The general shape of what they are attempting should be kept but the size of that shape changes with the effect of the spell. If the affected wants to move in a way that forms a question mark that shape should be retained. Where he ends up is determined by the dice roll and the Game Master. If the target runs into a wall or other surface it must make a save or be stunned for a round. If it runs into another being the Game Master must decide what to do. Running past the being should be preferred but if the being cannot be avoided then treat it as if he has run into a wall/surface.

Example:

Forthus casts Erratic Movement on a charging Orc. The Orc fails his save and is affected. When the Orc moves next he rolls to see what happens. The first roll is a 2. The Orc wanted to move in a way that made an L shape. The game master maps it out and shrinks it by 50%. The Orc ends up close to a pit. The next round the Orc tries again. This time it tries a straight line towards Forthus. A 5 is rolled. so it moves double its rate. It charges past Forthus, through an open door and into a wall. The Orc fails its save and is stunned for a round.

From Far Away

Spell Level: 3

Range: See below

Duration: See below

Caster enchants a missile of some sort: an arrow, a bullet, etc... . He must have an item of the target they are trying to hit, the item merges with the missile. The item can be magical. A clothing item, a ring, etc... something the target has

worn regularly. The missile must be used immediately, even throwing it in the air will suffice.

For every caster level the missile will travel through the air, down tunnels, etc... for a mile. It will twist and turn as needed but not pass through walls, doors, etc... . The path to the target must be open. The missile moves very quickly, 1 mile per round. It will always hit.

If the path is not clear the missile will stop at its first barrier and hover waiting for the path to become clear. It can be snatched from the air and the spell broken in this case. The missile will hover 1 day per caster level. At the end of the time the missile and the item separate and fall to the ground. Damage done by the missile is equal to its normal damage +1 HP per mile traveled. The caster will know of the missiles status for the duration of the spell.

Example:

Forthus has the evil elf's hat and a poisoned arrow. He knows the elf is in the woods. He casts From Far Away on the arrow and hat. They merge and he throws it in the air. It speeds off in a different direction. Outside of a castle it hovers for several hours and then the elf walks outside. Quickly it speeds to its target and the elf is hit with the arrow. It does 1D6 HP of damage + 3 for the 3 miles traveled. The elf make its saving throw against the poison. Forthus knows the arrow hit its target but how did the elf get to the castle?

Flying Shield

Spell Level: 1

Range: 1 shield

Duration: 1 hour

The caster gives a shield the gift of flying. It can fly at the rate of 150" a round under the casters command. He has to see it to direct it properly. It also can be tied to a character. When this happens the character gains the benefit of the shield but does not need to wield it. He can cast spells, wield a two handed weapon, etc.. . If he uses the shield as a missile it does 1d4 HP per hit, uses the caster's attack for that round and the caster must roll to hit.

Example:

Forthus casts Flying Shield on a shield he is carrying on his back. He floats it in front of him and his AC improves by 2, as if he is holding a shield. This does not interfere with casting spells, the shield just protects him. Half an hour later he runs into a sword man and is glad to have the extra protection as the sword begins to be swung.

Gonga's Gong

Spell Level: 3

Range: 60"

Duration: 3 rounds + 1 round per 3 caster levels

Gonga was a wizard who was cursed to bang his gong every hour of his life or turn into sound. Gonga inscribed this spell on his gong and thought it would bang his gong for him. If it did or not, none can say. Maybe it is Gonga himself that is summoned by the spell?

Caster summons a gong and it appears floating close to him. While the spell lasts the gong floats there. He strikes it and the sound that comes it from affects those in it's radius based on where they are from the gong:

1st 20 feet: Make a save or find all their actions fail(except banging the gong) until the gong is banged by the affected. Each individual must bang the gong. After that their actions work. But only the one that banged the gong is freed. Movement works as normal but fighting and spell casting fail. Each time they do something and it fails the gong makes a noise and they feel pulled towards it.

2nd 20 feet: Make a save or find that they have to hit something metal each round the spell is in effect. Does not matter what but those in metal armor will be preferred and that which is closest. Maybe the gong floating there should be banged? All they know is that they are forced to hit something metal. If for some reason there is no metal around they do nothing.

3rd 20 feet: Make a save or find that anytime they hit anything metal they hear a terrible ringing in their ears that does 1d6 HP of damage.

Friends can be affected by the spell as well, the caster though is immune.

But the caster can protect them and make them immune. Enemies in this case make their save at +2. The caster does not need to hit the gong again and doing so will not cause it to let the magical sound wave out. But he can delay when he hits the gong, maybe he will just let it hang there in the air. When the spell's time expires the gong disappears and everyone returns to normal.

Example:

Forthus is surround by Orcs. He casts Gong's Gong and a gong appears and he hits it. 10 Orcs are within 20 feet. 9 of them fail their saving throw. 3 Orcs are in the 2nd 20 feet, 1 of them fails their saving throw. 2 are in the last 20 feet and both fail.

The next round, the first group attacks Forthus. 9 of them automatically miss, the one that doesn't misses anyway. The gong makes a bong noise for all of them and a strange pull to the gong. 2 in the second group try to attack but are attacked by the one that was affected. They are wearing metal armor and are close to him. The 2 in the 3rd group attack a fighter in plate. Both score a hit and fall to the ground dead from the sonic damage they experience.

A new round starts and the Game Master rolls and finds that 2 of the Orcs in the first group figure out that they need to bang the gong and do so. They are free to attack again the next round. The rest of the Orcs are still confused. Will they ever figure it out? The 2nd group knocks the attacking Orc out and turn their attention to Forthus.

Invisible Monster Curse

Spell Level: 4

Range: Line of sight

Duration: Until curse is removed

Caster curses someone he sees, the target makes a save or suffers the curse. Every time he fights a monster(s) there is a 1 in 4 chance that it will become invisible to him for the entire encounter. This does not affect the other characters in the party, they can still see the monsters. The Game Master can decide if he wants to roll for an entire group with 1 dice or each monster individually. Only monsters become invisible. Humans, demi-humans, etc... races the players can play or are friends with do not trigger the curse. The spell can be removed by a Remove Curse spell or something similar.

Example:

Forthus has the Invisible Monster Curse cast on him by the Orc Wizard. There are 4 other Orcs with the him. The Game Master decides to roll to see if any of them go invisible immediately. 1 Orc and the Orc Wizard become invisible to Forthus. He wonders where they went to, he will soon find out.

Liquid Missile

Spell Level: 1

Range: 10" per caster level

Duration: Instantaneous

The caster throws some liquid into the air as he casts this spell. It must be at least a glassful. As he does this the liquid turns into a missile and hits a target he designates. If he just wishes to splash a target with the liquid then the spell automatically does this. But if he wishes the liquid to enter the target's body the target must make a saving throw. If he makes the saving throw then

the liquid fails to both splash or enter. It becomes a puddle close to the target, 2"-5" away.

Example:

Forthus throws a glass of burning oil into the air as he casts Liquid Missile. A troll not far away is his target, it is covered with the oil. The Game Master rolls damage to the troll for being covered with burning oil. The next round Forthus throws a glass of poison into the air and tries to stick it inside the Troll. The Troll makes his save and the liquid becomes a puddle 3" away from it. The next round Forthus tries this again and this time the Troll does not make its saving throw. It is poisoned and must make a save or die.

Meditative Doubler

Spell Level: 2

Range: Line of sight

Duration: The encounter

The caster sits on the ground and enters a meditative trance. Someone in the party will be able to do double damage while he is in this state. It is not x2 the damage roll but x2 the dice roll. 1D6 becomes 2D6, for example. This does not double the damage of strength or magic bonuses, only the number of dice rolled. A character can be boosted by only one Meditative Doubler spell at a time.

The caster can stay in this state until combat ends but cannot do anything else. The party member must be visible to the caster, the caster sits there with his eyes open. Attacking the caster does not disrupt the meditation. If he loses sight of the character he has enhanced the spell ends.

The magic of the Meditative Doubler allows the caster to keep his AC. Though inert his body will shift to dodge blows and such. If possible it will shift back and resume the caster's original meditative posture. The caster can break out of the trance during combat but it takes a round to do so. While that is happening the doubling of dice damage does not occur.

Example:

Forthus and his party run into some Orcs. He decides not to fight but to boost one of his fighters. He casts Meditative Doubler and focuses on the fighter. The fighter swings at an Orc with intense power. Instead of rolling 1D8 for damage he rolls 2D8. The Orc goes down. More await the fighter.

Later he does the same with another fighter whose weapon normally rolls 2D4. With the Meditative Doubler cast he rolls 4D4 for damage. The sword has a magical bonus of +1 for fire damage. This does not change with the hit, it stays +1. Forthus just sits there and stares.

Peaceful Doubts

Spell Level: 2

Range: Line of sight

Duration: 1 round + 1 round per 2 caster levels

Caster puts thoughts in the targets head that makes him doubt that fighting the party is a good idea. Target makes a saving throw or the doubt starts to affect him. Roll before he attacks to see what happens:

1-2: -1 to hit

3-4: -2 to hit

5: Will not attack

6: As 5 but is also routed(loses morale) for a round.

Every attack he experiences during the round before he attacks causes the die roll to be reduced by 1. If this leads to a 0 or less being rolled then the spell has no effect for the round.

Example:

Forthus casts Peaceful Doubts at the Power Orc. His two handed sword is sharp and blood drips off his armor. The Power Orc fails his saving throw and begins to wonder why he is fighting the party. He raises his sword and tries to clobber Forthus. A 5 is rolled and he cannot attack Forthus. The next round Forthus and his friends hit him 3 times. The Power Orcs turn comes and he rolls a 3 but subtracts 3 because of the previous attacks. A 0 indicates the spell does not affect him. He hits Forthus in the head with his sword.

Power Of The Dragon Spirit

Spell Level: 5

Range: Caster/Dead Dragon

Duration: See Below

Caster must cast this spell on a dragon that has been slain within an hour. This part of the spell itself takes 24 hours of continuous casting to complete. Any interruptions and the spell is broken and the dragon spirit lost to the caster. After the spell is complete the caster has created a link to the dragon's spirit. Only one dragon spirit can be linked to at once. The next time he casts this spell he can either:

1. Use the dragon's breath weapon. He can use it 1 time + 1 per 5 caster levels, up to the dragon's maximum uses per day. He can hold onto these until needed for 1 hour + 1 per 3 caster levels. While he has breathes to use the dragon's breath slightly escapes his mouth, running down his chin or floating in the air. Whatever would be appropriate for the dragon.
2. Fight as the dragon. His mouth changes to look like the dragons, so does his teeth. His arms become like the dragons, his fingers its claws. He can attack and do damage as the dragon for 1 hour + 1 per 3 caster levels.
3. Ask the dragon spirit for magical enhancements. He can ask it to grant him the ability to cast a spell he does not have in his spell book. Spells that can alter reality like a wish will be denied. The caster must be of a high enough level that he can cast the spell for it takes up a spell slot. Each spell beyond 1 adds 25% to the chance that he will lose the connection to the dragon spirit(see below). Check immediately. Or he can ask him to let him cast spells as a higher level caster. 1 level is safe but if he asks for a level beyond that it adds 35% to the chance that he will lose the connection to the dragon spirit(see below). Check immediately. This option must be cast while the caster is resting and memorizing his spells. It lasts 1 day.
4. Unleash the dragon spirit on another dragon. A ghostly version of the dragon appears and attacks the dragon. It has the same HP, spells, etc...

of the dragon when it was alive. It will be at full power. The ghost dragon can only attack the dragon but can be damaged by others. The dragon spirit fights until destroyed or the other dragon is killed. When the fight is over with or the dragon spirit's ghost is destroyed the caster loses his connection to the dragon spirit. He can no longer use the spell to gain power from this dragon spirit. A new one must be found.

5. Encase himself in the dragon's scales. This gives the caster the AC of the dragon and makes him immune to things the dragon was immune to. This lasts 1 hour + 1 per 3 caster levels. Using this option consumes 2-5 dragon scales.

The spell has its dangers as well. For every use of the spell there is a 1% cumulative chance that the dragon will return from the dead, reborn. It will seek the caster out and try to destroy him. Every year this chance is reset to 0 again. Add the 1% at the casting of the spell and check if the dragon has returned. If so the spell has no effect and the caster has lost the power of using the spirit link. Other dragons will recognize that the caster has a link to a dragon spirit and will attack the caster with more ferocity. It gets +1 to hit and damage for all its attacks against the caster and the caster suffers a -1 to all saving throws from its attacks.

To keep the spirit connection potent the caster must have some of the dragon's scales. These he must harvest during the spell. He can harvest 50-100 from the dragon, unless the Game Master thinks there are fewer scales to harvest. Every month he must devour one of these scales. If he does not do this there is a 25% cumulative chance that he will lose the link to the dragon. Each dragon scale consumed cuts the chance back down 10%, with 0% being the lowest it can go. When 100% is reached the link is gone and the caster cannot call on the dragon's power.

Example:

Forthus and his party has killed a Redy Dragon. He performs the ritual aspect of Power Of The Dragon Spirit and makes the connection. He is able to harvest 65 dragon scales from the dragon's body.

Before they enter the dungeon he casts Power Of The Dragon Spirit and wishes to be able to use the dragon's breath. He checks to see if the dragon spirit returns, he rolls a 93 which is over the 1% chance. The dragon could breathe fire 3 times a day and Forthus is 10th level so he too can use it 3 times. In the dungeon he incinerates a band of Orcs, some Trolls and he burns up a

wood golem.

Later they meet some unknown monster and casts the spell again. He wants to use the claws and bite of the dragon. He checks to see if the dragon spirit returns and rolls a 3%, 1% over the 2% chance of it happening. He makes short work of the unknown monster.

The next night as he is resting he casts the spell again. He wants to be able to cast his spells as a 11th level caster. He checks for the dragon spirit returning and rolls a 11% where he needed a 4%. He takes a chance and casts it again, asking the dragon spirit to grant him the ability to cast a spell an 11th level caster could cast. He rolls a 23% where a 5% would have brought back the dragon spirit. He is ready.

Another month goes by and the party descends into a new dungeon. He wants more protection this time and casts the spell. He rolls a 93% where a 6% or lower roll was needed to bring the dragon back. He encases himself in the dragon's scales giving him an AC of 0 and immunity to fire. Forthus thinks about fighting in the front line.

While all this is going on he is consuming dragon scales. This keeps the dragon spirit connection strong. He fears losing the connection. When will he have another chance to get a dragon spirit?

He does not cast the spell the rest of the year and consumes the dragon scales to keep his link potent. The next year he casts the spell and checks to see if the dragon spirit returns. Sadly he rolls a 1% and a 1% was the risk of it returning. He goes and tells the party that they have trouble.

Prison Cards

Spell Level: 5

Range: Caster

Duration: 1 hour per caster level

Caster creates some magical cards. Each card has a jail cell depicted on it. Each casting creates 1d10 cards.

He throws the cards at targets and if they hit the target must make a saving throw or be captured in the card. If the save is made the card burns up. The card falls to the ground where the target was hit. The card now depicts the jail cell as well as the target in it. A card that misses also burns up.

The card cannot be destroyed or reused but it can be picked up and moved. Each round the target has a 50% chance to make a saving throw and if it makes it the card rips itself up and the target is freed. Where the card was the target now stands. When the spell expires all beings trapped in the a card are freed immediately.

Cards can be thrown 10" and only the caster can use them. But a card with a captured target in them can be picked up and moved by anyone. If held when a target is freed the holder is knocked to the ground from the shock of the target being freed and stunned for a round.

Example:

Forthus prepares to go into the dungeon. He casts Prison Cards and 5 cards appear in his hand. The party runs into an Ogre. He throws one of his cards at it. He hits and the Ogre fails its save. The Ogre is now in the card. Looking at the card reveals the Ogre in the card's prison cell. The Ogre does not get a chance to make his saving throws for 3 rounds. During that time Forthus picks up the card and drops it in a pit. On the 4th round the Ogre gets to make a saving throw. This he makes and the Ogre stands where the card was, in the pit. Forthus and the party run away.

Qwen's Imbiber

Spell Level: 2

Range: 10" + 1" per caster level(from where the imbiber is)

Duration: 1 round per 2 levels

Qwen liked to make strange things out of ordinary items. He made a sack with eyes and lips on it one day. He joked around and poured a potion in it and the sack came alive. Qwen studied what happened and found that the sack shared what it drank with him. One day the sack disappeared and every time Qwen slept words came to him in a dream. If he said the words and treated it like a spell the sack returned to him briefly. This is how Qwen's Imbiber was born.

The caster conjures forth some kind of beast that is like a sack and has lips and a pair of eyes. He pours liquids into its mouth and anything within range of it are affected as if they had drank the liquid. Everyone's experience

with the liquid is individual, there is not one big effect. Could be poison, healing potions, etc.. . Any liquid can be poured in its mouth a round. Solid things are rejected and spit in the caster's face. Drinking can be done the instant the spell is cast and the imbiber appears.

The caster can, and only the caster, tell the sack who is to be affected by the spell. This takes one round to do so. Different targets can be set during the casting. If it is not set the spell affects everyone. He can also hand the sack to other people to use. The sack prefers to be held by the caster and there is a 50% chance it will not open its mouth if it is not the caster holding it. Check once per person.

The potions, poisons, water, etc... effects continue after it is gone. Those that do not wish to share the what the imbiber drinks are allowed a saving throw. If they make they spit it out of their mouths unaffected.

The caster can determine when he is done with the spell and the imbiber will disappear. The caster is not the only one who can pour liquids in its mouth. A cunning foe could pour something bad into it but he would suffer the negative effects as well.

The imbiber is an extension of the caster. If it is attacked the caster suffers the damage. Likewise it has all the defenses of the caster.

Example:

Forthus and the party are in bad shape, they only have 3 Cure Light Wound potions on hand. He cast's Qwen's Imbiber and the strange imbiber appears in his hands. He then pours the potions into its mouth, one a round. Each character rolls 1D8 to see how the potion affects them. After 3 of potions have been poured Forthus let's the imbiber go and it is gone.

Later they run into an Ogre. Forthus summons the imbiber. He spends one round telling it to only share the liquid with the Ogre. The next round he pours a potion of shrinking in the imbiber. The Ogre fails its saving throw and is shrunk to the size of an halfling. Again Forthus spends a round telling the imbiber to only share with the party members. The round after that he pours a heal potion in it and everyone in the party heals 20-30 HP.

Rat Tunnel

Spell Level: 1

Range: See below

Duration: 1 day per caster level

The Caster touches a spot and touches another spot within 1 hour per caster level. A hole big enough to let a rat through magically appears in both spots. A magical tunnel connects the two holes, 1 foot in diameter. For every mile the holes are apart the tunnel adds 100" to its length. If there is less than a mile in the distance that will add 100" to the distance, it is always at least 100". If the distance is, for example, a mile and a half the tunnel would be 200": 100" for the first mile and 100" for the half mile.

Anything in the tunnel when the spell ends is ejected out of one of the holes, 50% chance for each. If anything in the tunnel becomes larger than the tunnel can accommodate then it is ejected like when the spell ends. The spell cannot be used inside of a Rat Tunnel, only two holes can exist per spell.

Example:

Forthus casts Rat Tunnel and touches a spot outside of the dungeon. Less than a mile away he touches another spot in the dungeon. 2 holes appear, 1 in the dungeon and 1 outside. Later as Forthus is being chased by a Troll he shrinks down and takes the Rat Tunnel to the outside. He only has to journey 100" to get outside. He can still hear the Troll growling on the outside. Maybe later he will sneak through the Rat Tunnel back into the dungeon?

Resurrect Familiar

Spell Level: 3

Range: Caster/Familiar(see below)

Duration: Permanent

Caster brings his familiar back to life. He must have a part of its body and be willing to spend 1000 GP per HD of the familiar. Each time he uses this spell for the familiar the amount of gold needed doubles. It takes a week to bring the familiar back to life and the caster will be asleep the entire time. When resurrected all the negative effects from having the familiar die are removed.

During this time the caster must be touching the familiar's remains. As the days pass the familiar begins to return to life. Movement starts on the first day as does regrowing, healing, etc... . Halfway through the resurrection the familiar begins to communicate and tells those that are listening that it is returning. Not much more it can say. The caster must make a pile out of the gold on which he can sleep. Each day of the resurrection the gold flows into the familiar, becoming its new life. When the week is up the caster will rise refreshed, full of the spells he desires and his resurrected familiar by his side.

Example:

Forthus loses his familiar. He has one of its wings and retreats to his tower. The familiar had 3 HD so Forthus makes a bed of 3000 GP and lays down on it. He places the wing on his forehead and casts Resurrect Familiar. He slumbers. New flesh sprouts from the wing and a blob is seen on the 3rd day. On the 5th day a guarding fighter can hear the familiar tell him that "it won't be long". Forthus snores more and more as the spell progresses. After the 7th day he rises with the bat familiar resting on his head. He is ready for adventure!

Sail Into The Devil's Waters

Spell Level: 4

Range: 10" from a body of water

Duration: See below

The caster summons a ship and determines its destination in the game world. The caster must be before a large body of water, a sea, an ocean. The two points must connect through water. The caster does not need to know exactly where they are going, a map of where they want to go will suffice. He casts the spell and summons the ship. The caster and party members that were within 100" of the caster are teleported on board. Those on board find themselves sailing in terrible waters. Mist everywhere, ships have sunk, dead

bodies floating in the water, etc... . The trip is short but a roll must be made to determine if they sail without a fight:

1-5 Nothing

6-7 10-20 Skeletons crawl up the sides and attack. Dressed as pirates.

8-9 20-40 Skeletons crawl up the sides and attack. Dressed as pirates.

10 As 8-9 plus 4-10 Wights and a 12 HD Water Demon(Water Elemental) attack.

After the roll/encounter the ship sails out of the waters and is before its destination. The party is teleported to the shore.

In the game world no time has passed but on board the ship the journey takes an hour + the time any fights occur. The ship can carry all the party and any loot they have with them. It is manned by immaterial men, ghosts. If the party intentionally damages the ship, attacks its crew they find themselves where they started. Using an area effect spell like fireball to attack the skeletons will not eject the party from the ship. Any individual who jumps overboard or leaves the ship through other methods will likewise find himself back where they started.

Those that are killed on the ship will be dragged away by the the skeletons. 2-4 of them will try to take the corpse overboard never to be seen again.

Example:

Forthus has the map he needs to get to the Uncanny Isle. He takes the party to the edge of the sea and casts Sail Into The Devil's Waters. A ship appears in the water and the party is teleported on board. Everything is different. A roll is made and no trouble happens. They see ghastly sites for an hour. They arrive at the destination and are teleported to shore. The ship disappears.

They find their treasure and Forthus uses the spell to return home. On the way back a roll of 10 is made and they are attacked by a hoard of skeletons, wights and a green colored water monster... some kind of demon. If they make it back home is a question the fight can determine. One member of the party jumps over board and finds himself back on the Uncanny Isle. What will happen?

Spell Positioner

Spell Level: 2

Range: See below

Duration: 3 rounds + 1 round per 3 levels

Caster creates 2 portals. One stays with him while the other he can move and rotate. He can cast spells through the portal that stays with him and have it come out the other portal. This gives him the ability to target things differently.

The moving portal can move 150" a round and position itself at the caster's will. Movement can be done the same round the spell is cast. The caster cannot see through the portals, they are like a lightning chain filled with smoke. Only spells can go through the portal, the caster's spells.

Example:

Forthus sees two Orcs hiding behind a barrier. He cannot use his spells on them, the barrier is in the way. He casts Spell Positioner and zooms the moving portal behind the Orcs. The next round he casts Fireball through his portal and it comes out the other portal, torching the Orcs. After they are gone he moves it behind another group he sees and does the same thing.

Ultimate Eye

Spell Level: 3

Range: Caster

Duration: 1 hour + 1 hour per 5 caster levels

Caster summons forth a large eye. It covers him and begins to peer into all around it. What it sees the caster can see. Darkness and light do not affect him, he can see normally with the eye. In combat the eye does:

1. All friendlies get +2 to hit and +2 to damage to attack a foe the eye has

determined should be attacked. Randomly choose a foe. A beam of light and darkness shoots out of the eye and briefly makes this target flash light and dark for a few seconds. This indicates who should be attacked. When the foe falls another foe is selected by the eye. This is done automatically in combat and does not cost the Ultimate Eye caster anything.

2. Light and darkness spells cast through the eye shoot out a ray of energy instead of doing as they should. These can be shot 10" per caster level:

The light ray causes 1D4 HP damage per spell level. Every round that he consecutively casts light spells at a target another 1D4 HP of damage is added. For example, if a caster casts light spells 4 rounds in a row. Then the 2nd one would get a 1D4 damage bonus, the 3rd would get a 2D4 damage bonus and the 4th would get a 3D4 damage bonus. If a round goes by without casting a light spell the bonus is removed but can be started up again.

The dark ray requires a saving throw at -1 x the spells level. If a failure occurs the target loses sight for 1 round per spell level. He also suffers a penalty to his saving throws equal to the spell level for 1 round per spell level.

3. Other spells can be cast as normal. Combat is reduced to using the eye as a weapon. A hit does 1d4 HP of damage. It also allows the caster special insight into the target. The round after the hit the caster can give a +5 to hit to one of the other party members. The bonus can only be used against what the caster/eye hit and lasts one round. This does not interfere with the caster doing other things like attacking again.
4. The eye is susceptible to blindness attacks. If inflicted on the caster he saves at -2. If blinded everyone in the party must also make a save or be blinded for a round.

Outside of combat

1. the eye can sense traps and secret doors. The eye will glow red when one is within 10" of the caster. The caster has a 5% chance per caster level of being able to determine what the trap is or where the secret door is.

2. The eye can see if the ground is heavily used. Footprints that are not ordinarily discernible to anyone are visible to him. He has a 5% per caster level of determining the size of anything that would wander where he is looking within 10" per caster level. Can only use this every 10 minutes.
3. The eye can see around corners. Reflections in the dark or light allow him to see 10" per caster level around a corner. The eye needs to be within 10" of a corner to use this ability.
4. He can see through doors. This he can use 1-4 times every hour.

The eye does not affect movement. It covers the caster and slides with him. There is no front or backwards, he can move his eye in a moments notice.

Example:

Forthus casts Ultimate Eye and a large eye covers him. He is 15th level so the spell will last 1 hour + 3 more. As they move along the large eye peers through doors. Several of them they sneak by, something nasty is behind them. At every corner the eye peaks and the party prepares itself for any ambushes. At a crossroads the eye recognizes Ogre tracks. They lead downward, the party goes upward. A secret pit the eye finds before the party stumbles into it.

From above a Horrible Man descends. Being the only foe the party is fighting they get to attack it at +2 to hit and damage. The eye tells them to attack it and no one else! Forthus casts Continual Light, a 3rd level spell, at it. A beam of light energy shoots out of the eye. The Horrible Man takes 11 HP of damage(3D4 rolled). The next round the same thing happens but he Horrible Man takes 13 HP of damage(3D4 rolled + 1d4 for casting a light spell the next round). The Horrible Man does not like what is happening. The third round Forthus attacks the Horrible Man and does 2 HP of damage. He gives a fighter a +5 bonus to hit. The Horrible Man uses its blind attack on Forthus. Forthus fails his saving throw and goes blind. The rest of the party must make a save... some of them fail it and go blind for round.

Wall Of Space And Stars

Spell Level: 4

Range: 10" + 10" per 5 caster levels

Duration: 1 round + 1 round per 2 caster levels

The caster conjures forth a small universe filled only with stars and an airless space. It is impossible to see through the wall. Missile fire is like shooting at something in complete darkness. Something like True Seeing does not make anything visible through the wall. In addition each missile has a 50% chance of losing its momentum and being caught in the wall. Magical spells pass through the wall unimpeded. The spell can generate 10" x 10" x 10" of wall + 10" x 10" x 10" more for every 3 caster levels.

Moving through the wall is possible, but it can only be done at half the normal movement rate. Every round that something is in the wall it will take 1D2 HP per caster level from the star burn. In addition they must make a saving throw or start to float in the wall. While floating they do not move, they are stuck there. This is in addition to being trapped in an airless environment. Use drowning rules to see how long they can survive in the wall. If they are floating and make a saving throw they find themselves under control again. Every round allows a new saving throw. Flying beings are affected by the wall just like any other being.

The caster can choose to destroy the universe and end the wall. Holes in the wall appear, stars fizzle out, etc... it ends in a bright flash. Anything inside of the wall will not be damaged by this but will be thrown 10" + 10" per 5 caster levels in a random direction. If they hit a surface as they are thrown they will take 1D10 HP of damage +1 per caster level. Ending the wall/universe counts as the caster's action for the round, he cannot attack or cast a spell.

Example:

Forthus runs into 10 Orcs. He casts Wall Of Space And Stars to protect himself. He is 10th level so he can create 40" cubic feet of wall. He makes one that crosses the room from wall to wall, floor to ceiling. The Orcs will have to travel through 10" of wall to get to him. 4 of them run into the wall. 10D2 is rolled to determine the damage for each Orc since Forthus is 10th level. 2 of them are fried from the star burn damage. A 3rd fails its saving throw and finds

itself floating in the wall. The 4th makes its saving throw and comes out the other side of the wall fried but ready to fight. The next round the 3rd takes 10D2 in damage and is done. Forthus fights the other Orc with his dagger and takes him down. The other 6 Orcs are confused, they do not know where to shoot their arrows and it seems like half of them get stuck in the wall when they do shoot.

3 more run into the wall and are fried and trapped in it. Forthus decides to destroy the wall/universe so he can target the other Orcs. 2 die from star burn before it is destroyed and the remaining one is thrown 30" into a wall and is knocked out of the fight by the damage.

Weapon Bow

Spell Level: 1

Range: 1 bow

Duration: 5 rounds + 1 round per 3 caster levels

Caster enchants a bow and it can now shoot any weapon as an arrow. The bow changes shape to accommodate the different ammunition. It can be a two-handed sword, a dagger, etc... . The ammunition goes the distance as if it was a normal arrow being used.

When the weapon hits its target it does the damage of the weapon. Normal ammunition is destroyed as usual but things like swords, axes, spears, etc... are not broken. They can be picked up and used again.

Example:

Forthus and the party run into a giant Orc. He casts Weapon Bow on the elf's bow and hands him a couple of two handed swords. He shoots the swords at the Orc and does a great deal of damage. The Orc heads towards the party. More swords are handed to the elf and shot at the Orc. The Orc falls finally to a club the elf shoots at it.

Weird Ray

Spell Level: 1

Range: 10" + 10" per 3 caster levels

Duration: 10 rounds

Caster unleashes a bolt of small things at a target. There is an outer ray, glowing slightly pink. Inside of the ray travel things, like small skulls, frogs, spiders, knives, etc... . The target finds these things moving around inside of and on him. Every round, with round 1 being the first round, for 10 rounds there is a 1 in 4 chance that these things will attack in some way. The caster can force them to attack 1-4 times per spell casting.

The things may burst through the skin, try to shatter a bone, etc... . Each time this happens roll to hit once + 1 for every 3 caster levels. The things attack as 1 HD monsters. Roll for each hit to determine the effect:

1. AC -1 for 1 round
2. Attack at -1 for 1 round
3. 1 HP of damage plus a save or the target suffers -1 to hit, save and AC for 1 round
4. 2 HP of damage plus a save or the target cannot attack next round. The target cannot do anything offensive such as cast spells that negatively affect a foe. Defensive actions are allowed such as drinking a healing potion.
5. 3 HP of damage plus a save that causes the spell not to do anything the next round. Forcing an attack does not override this, the caster will find that he cannot use his forcing "charge". The round after the spell being non functional he can force again.
6. 4 HP of damage plus a save that cancels out the spell

Example:

Forthus, a first level wizard, casts Weird Ray on an Orc Wizard. Strange things fly through the air in a pink ray and disappear into the Orc Wizard. Forthus rolls a 2 and can force the things to attack twice. The first round he rolls a 2 and nothing happens. The 2nd round he forces them to attack. The things roll a 20 and hit. A 4 is rolled and the Orc Wizard takes 2 HP of damage and

cannot attack next round. On round 5 a 1 is rolled and the things attack. They miss. On round 6 Forthus forces the things to attack. They score a hit again and a 6 is rolled. The Orc Wizard takes 4 HP of damage and makes his save. The creatures fall from his body and the spell is over.

Many years later Forthus is a 6th level caster. The same scenario as above occurs. This time he can only force the things to attack once. The first round a 1 is rolled so the weird things attack. Since Forthus is 6th level there is 1 attack + 2 more because of his casting level. 3 attacks are rolled and 2 of them hit. One roll is 5 and 3 HP of damage are done. The Orc Wizard makes its save. The next roll is 6 and 4 HP of damage is done. The Orc Wizard does not need to make its save because it is dead from the second attack. If he had survived and failed the save the next round there would be no chance for an attack because he rolled a 5 and made a save. That causes the spell to be non functional for a round.