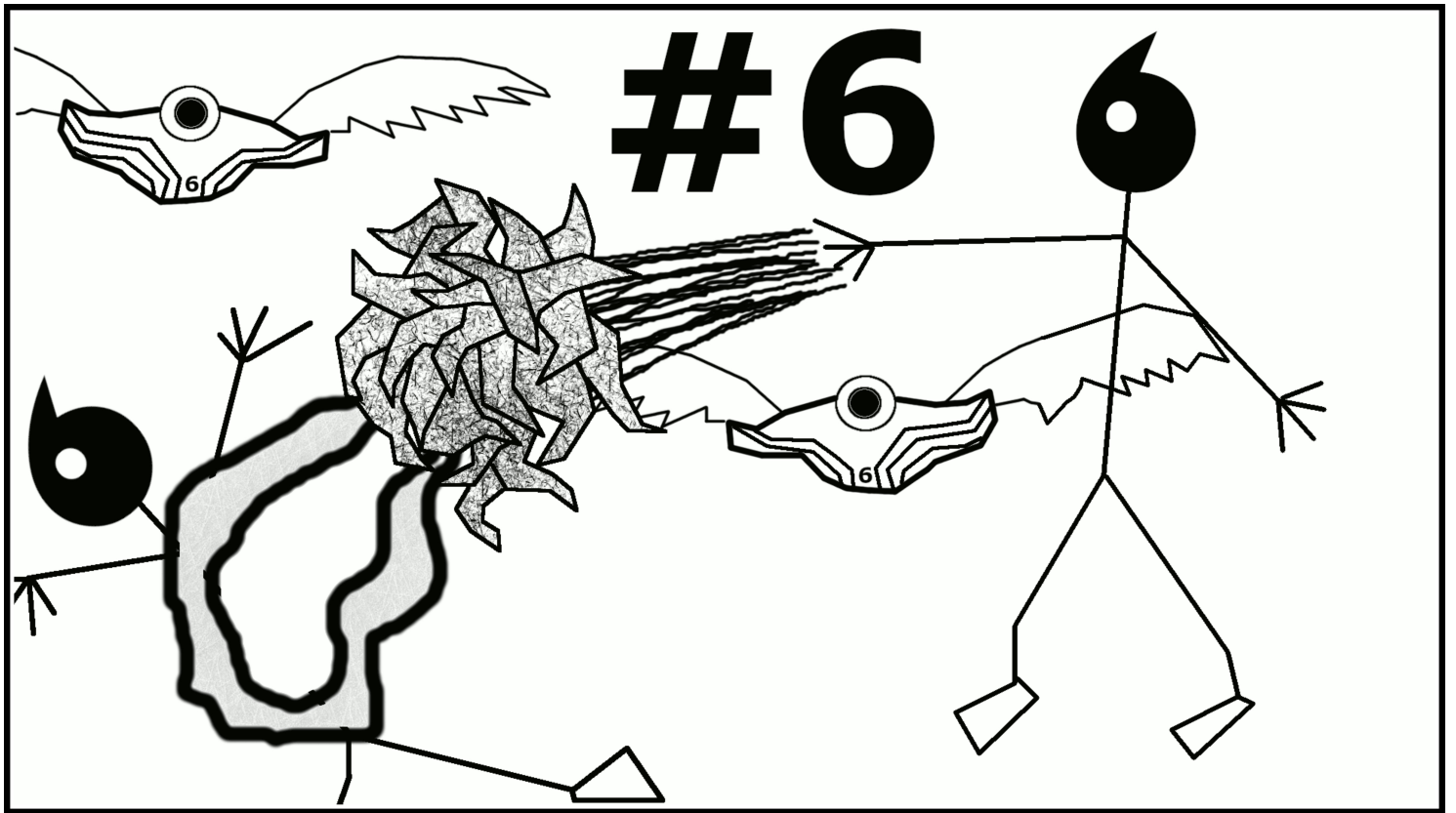


MAGIC MADNESS 6



SPELLS FOR OSR GAMES

**Magic Madness 6
Spells for OSR Games**

by

Unbalanced Dice Games

Magic Madness 6

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Introduction

Magic Madness 6. The sixth book of crazy spells. 30 new spells. No longer will your party sit around and fear if they will get Lycanthropy. The question of what to do with these diamonds they just found will be answered. A diamond ring or the Diamond Swirl? Let us feast on Mogra's Meat, that will fill us good and maybe something else. Ha, let's put the Game Master in the Pit Of Solitude! He'll not crawl out of that. We can run the game without him. They thought this spell would make a Dragon egg? Looks like we get Draxom Balls instead. Magic Madness 6!

Terminology

“ means feet: 12” means 12 feet

Caster means the spell caster

Game Master is the person running the game

Spells

Brief Defy

Spell Level: 1

Range: Line of sight

Duration: 1 round

The caster casts the spell and the mental control of any character in the party is broken for the round, more than one can be freed briefly. From the time the spell is cast they are free for one round. The caster decides who is freed.

If the mental control spell or power is still in effect after the one round control/domination is restored. This also affects things that are not magical, such as mental powers.

Example:

Sixon watches as the Muscle Halfling comes under the control of a Mind Manipulator. The Muscle Halfling turns and takes a swing at Sixon. Sixon uses one of his Brief Defy spells and the Muscle Halfling attacks the Mind Manipulator the next round. The Mind Manipulator is damaged but still has control over the Muscle Halfling. The round after the Brief Defy spell expires he takes another swing at Sixon. Sixon casts another Brief Defy spell and again the Muscle Halfling returns to normal for a round. This time he takes the Mind Manipulator out with a sound kick from his leg.

Castle Call

Spell Level: 8

Range: Line of sight

Duration: 24 hours/See Below

The caster summons forth a castle he has possession of, he owns. It

appears in a spot of his choosing. The spot must be large enough to accommodate the castle. No buildings or artificial constructs must be there. Those that were in the castle when it disappears must decide if they will go with the castle or not. If not they are safely placed on the ground near where the castle was. All non-living material is transported with the castle. Living things that lack the conscious ability to decide are transported, such as horses and chickens for example. The castle can appear on top of the party, they will be transported anywhere in the castle the caster desires. There must not be any non-friendlies where the castle will appear or the spell will fail. Only the castle itself and what is within it can appear. Things outside, such as a moat, are not transported.

The castle appears and will remain there for 1 day. It disappears from where it was before. When the spell ends the castle returns to where it was. Anyone who entered the castle while it was here will find themselves standing on the ground, close to where they were but safe. Anything taken into the castle will also be on the ground, safe. Those that came with the castle and are still inside are transported back with it.

The caster can extend the duration of the spell by casting it again before the spell ends. This adds another day to the duration, it starts when the current spell in effect ends. As many castings can be used as the caster desires.

Example:

Sixon and his band of Muscle Halflings are trapped on a hill with a band of 500 Orcs surrounding them. Sixon possesses a decent fort/castle which is armed with his own mercenaries. He brings out his scroll of Castle Call and casts it. The fort materializes around them. His men and the Muscle Halflings arm the catapults and ballistae. It takes several hours but they route the Orcs. Sixon and the Muscle Halflings rest for the remainder of the 24 hours.

Diamond Swirl

Spell Level: 6

Range: Caster

Duration: 5 rounds + 1 round per 5 caster levels

The caster must have a fist sized diamond worth 1000 GP or more on

hand. He throws it in the air and it breaks apart and swirls around him. The caster is disintegrated by the diamond bit swirl. When gone he and the diamond become one big swirl. His being is sucked into the diamond bits. This happens within the first round. As soon as the spell is cast he can move and engulf, all in the same round.

He can move/fly at the casters normal rate and engulf a foe with the swirl. Any foe he engulfs he must roll to hit and a saving throw will be granted. If a hit is rolled, roll a D12 to see what happens:

1-6 Takes 2-16(2D8) HP of damage. If the target takes over 20% of its total HP in damage the target is stunned 4-12 rounds(1d12 where 1-3 is moved to 4).

7-9 Takes 3-24(3D8) HP of damage. If the target takes over 30% of its total HP in damage the target is Poisoned and will die in 3-10 rounds(1d10 where 1-2 is moved to 3).

10-11 Takes 4-32(4D8) HP of damage. If the target takes over 40% of its total HP in damage the target is effected by a Stone To Flesh spell, no save.

12 Takes 5-40(5D8) HP of damage. If the target takes over 50% of its total HP in damage the target is Disintegrated, as the spell but no save.

Total HP is the foes total HP when fully healed, not what it is when the foe is damaged. A successful hit with a successful saving throw cuts all damage in half and the additional effect does not occur.

While in the form of the Diamond Swirl the casters AC is dropped to 0(unless it is lower then he gets a bonus of +1 to AC) and he has a damage buffer of 5 HP. The first 5 HP of each hit do no damage. Magic damage is similarly affected. The caster cannot cast spells or use any magic items, he can only engulf foes.

At the end of the spell the swirl slows down and the caster reforms. The diamond bits are stuck inside of him, slowly absorbed over time. They do no damage but occasionally when the light strikes the caster right he sparkles a bit. If killed while in the Diamond Swirl the above happens with the difference being that the caster is dead when he returns to normal.

Example:

Sixon comes across 3 armored foes. He throws a diamond in the air and casts Diamond Swirl. Sixon's AC drops to 0. He immediately engulfs one of the foes. He scores a hit and the foe fails his saving throw. Sixon rolls a 7 and does 20 HP of damage. The foe is staggered but not dead. Since the foe has a maximum of 25 HP he passes the 30% mark of damage and is poisoned. He rolls a 3 and the foe will die from the poison in 3 rounds. 2 of the foes miss but one hits. He rolls 3 damage which is absorbed by the spells damage buffer.

The next round Sixon moves onto another foe and misses. All 3 foes miss.

On round 3 Sixon tries to attack the same foe again and hits. The foe makes the saving throw. He rolls a 1 and does 8 HP of damage. This is cut down to 4 HP and no additional effects are applied. 2 of them hit. The first hit has its damage absorbed but the 2nd hit does 7 HP of damage. 5 HP are absorbed so Sixon takes 2 HP of damage, he's fine.

Round 4 starts and the one foe he poisoned dies. Sixon strikes a foe and the foe fails its saving throw. A 12 is rolled and the foe takes 16 HP of damage. Since the foe has a total of 28 HP he breaks the 50% mark and is disintegrated. The last foe runs away and Sixon does not chase him, he has only 3 rounds left of being in the Diamond Swirl form(5 rounds + 2 for being 10th level). Sixon gleefully floats around the room enjoying his diamonds bits.

Doorway Wall

Spell Level: 3

Range: Line of sight

Duration: 3 rounds + 1 per 3 caster levels

The caster creates a wall of doorways. The caster and all who are with him can be seen behind the doorways. The caster can create five connected + one more connected doorway per 2 caster levels. The doorways can be at max 10" wide, 30" high and are only 1" thick. They can only be at minimum 5" wide and 5" high. If the wall cannot connect to any walls then it can easily be gone around or over. To provide 100% protection it must connect with walls.

With the wall in place there is no way to get at the caster but through only one doorway. He selects which it is at the time of the wall creation. He can change which doorway is the doorway every round. By doing so anyone can pass through any of the doorways unhindered for that round.

For anyone on the other side of the wall, they can go through, cast spells or shoot missiles through any of the doorways. But coming back they must go through the right doorway.

Anyone who goes through the wrong doorway will find himself exiting out one of the other doorways in a direction heading away from the party. Which doorway they come back out of is decided by the caster. If they still have movement left they cannot go through another doorway for that round. This applies to the caster and friends as well. Shooting things through the wrong doorway results in the missile coming back. The Game Master must decide if it hits someone

Example:

Sixon and his band of Muscle Halflings are confronted with a band of fierce foes. He casts Doorway Wall and creates a wall of 7 doors. It will last 7 rounds(3 rounds + 4 for Sixon being 12th level). Each doorway is 10" wide and 12" high. This blocks all access to Sixon's party. He chooses the far left door as the one that grants access. The fierce foes charge straight at the party. They go through the center door way and find themselves charging back the way they came from the far right door.

The next round Sixon changes the right door to the far right. The fierce foes are confused about what to do and do not charge through another door. But if they did they could pass right through. The round after they charge through the far left doorway and find themselves exiting through the center doorway.

The next round they are completely confused and unsure what to do. Sixon and his party decide to flee, leaving the foes to argue about what to do.

Draxom Ball

Spell Level: 3

Range: Line of sight/See Below

Duration: 3 rounds + 1 round per 3 levels/See Below

An old spell that may have originally been called "Dragon Ball". Yet perhaps Draxom is the original word for Dragon? Some have surmised that this spell originally was a failed attempt at creating a dragon egg through magic. Something like an egg and a dragon that can fly. A work that was never finished.

The caster shoots out a green scaly 1-3" diameter ball that has red smoke coming out of it. The ball can move/fly 50" a round. Each round it can either shoot out a fire breath at a target and do 1D6 HP of damage(up to 10" away) or explode. Those that are hit by the fire breath can make a save, if they make it they take half damage. If it doesn't explode the caster can control it with his will and do other things. The Draxom Ball has a high AC(9 descending) and if anyone attacks the ball it explodes.

It explodes in a blast that is 10" + 10" per 5 caster levels, controlled by the caster. Those in the explosion must make a save or become green and scaly like the ball itself, smoke rises from them. Friend or foe are affected.

Each round they release a fire breath on themselves that burns them for 1D4 HP + a 1 in 4 chance that they become more like the Draxom Ball. The ball is approximately the same size as what was transformed.

Once something is turned further into a Draxom Ball it stops releasing the fire breath. But it can only move/roll 1" a round(under the affected's control) and cannot attack or cast spells. The target's AC suffers a -4 penalty with an AC of 9(descending) being the worst it can be. If it is in close proximity of an enemy of the caster(5" away) the fire breath will shoot out of a temporary orifice of the ball and burn it. Target takes 1D6 HP of damage and must make a save or its next physical attack will be against the Draxom Ball.

Both the ball and effects share the same duration, they expire at the same time. At the end the affected return to normal. The undead are unaffected by this spell as well as things that lack definite bodies. Something like a green slime is unaffected.

Example:

Sixon runs into some fierce foes. He casts Draxom Ball(which will last for 7 rounds: 3 + 4 for being 12th level) and it flies within 10" of them. Out of it fire shoots at one of the foes and does 3 HP of damage. One of the foes hits it with an arrow and it explodes. 2 of them fail their saving throw and become green and scaly. The other 2 were going to attack the Draxom Ball but it exploded.

The next round Sixon defends himself. 2 of the foes take 2 and 3 HP respectively from the fire breath they unleash on themselves. One of them rolls a 1 and becomes more like a Draxom Ball. Since this one is close enough to one of the foes he burns the one that has been damaged for 3 HP of damage. That foe falls. As the next round starts the one that is still somewhat normal takes 4 HP of damage from the fiery breath and is dead. This leaves the one that is in the shape of the Draxom Ball which Sixon kills with a quick hit of his staff.

Dream Thing

Spell Level: 5

Range: Caster/See Below

Duration: See Below

The caster enters a dream state. While dreaming smoke the color of the caster's skin flows out of his orifices. It gathers into a ball near by and begins to form a replica of the caster. After an hour the copy of the caster stands up, the thing is now functional.

None of the things the caster possesses are duplicated on the thing. Its state of dress changes according to what the caster is dreaming. None of its clothes function as armor or gives it any bonuses.

While it exists the caster is stuck in a state of hibernation, directing its every move. The thing is not alive, does not sleep, eat or need air. It is mindless but it can cast any spells the caster has memorized. It can communicate very little from the caster, a grunt yes or no is the best it can basically do. But how much it can do is determined by how deep the caster is in its dream state. Roll each day:

1-6: Can do everything, what the Dream Thing sees becomes part of the caster's dream. Caster can relearn his spells, his spell book appears in his dreams.

7-8: Can't cast spells. The caster is deep enough in his dream that he cannot access his spells. Caster cannot relearn his spells.

9: As 7-8 but can't attack.

10: Can't even move. The caster has almost lost his connection because the dream has become too strong.

It has 10 HP + 10 HP per 5 caster levels. The Dream Thing has an AC of 9(descending) + 1 bonus per 2 caster levels. When it saves it saves as the caster. It cannot be put under control by anyone but the caster, it is the caster's mind that directs it.

It attacks as a Fighter that is the same level as the caster. Roll a d10 each time it hits a target with its fist:

1-6: does 1D10 HP of damage.

7-10: as 1-6 but the hit must make a save or be put under the effects of a Sleep spell. As if it was cast by the caster.

It heals by taking HP from the caster. It can enter a state of suspended animation and will be in that state for 1 to 4 hours. The caster decides when this happens but does not decide how long it lasts. Each hour takes 1D10 HP from the caster and gives it to the Dream Thing. The caster heals at a normal rate, so it may be some time between each healing rest for the thing. If the thing takes too many HP the caster dies and the thing falls apart. The caster can choose to use the fail safe option which will control the amount of HP he can transfer. But if he does this he can't transfer HP until another week has passed.

Each week after the first it has a 1 in 4 chance of becoming decrepit and leprous. Roll each week to see if it becomes worse. Dark smoke begins to pour out of it and those that smell it can almost see the caster's dream in their mind. For each bad week it receives a -1 to hit and damage. Eventually it will become so bad people will run from it at sight.

After the first time the caster uses this spell he will feel a fear in using it. Just memorizing it again requires a saving throw check. And if that fails he cannot try to memorize it again for a month. Failure also means the spell slot it was intended to fill will remain empty for the month. The Dream Thing cannot

create it's own Dream Thing with the spell.

The thing lasts until destroyed or the caster wills himself awake. When destroyed the caster begins to awake. Every week spent dreaming requires 1-4 days to awake(1 day at least). If less than one week was spent dreaming treat it as a week. When the caster has awakened he cannot cast spells for a week.

Example:

Sixon does not want to go on the adventure. He decides to send a Dream Thing into the dungeon. He casts the spell and goes into a deep dream state. Smoke flows out of him and a replica forms close to him. After an hour Sixon 2 rises up, dressed in a black robe. It has 30 HP since Sixon is 10th level(10 + 10 for each of Sixon's five levels). Its AC is 4(9 – 5 for Sixon being 10th). This is the first day of the Dream Thing and a 2 is rolled. This means the Dream Thing can do everything. It marches out and heads for the dungeon.

In the first room of the dungeon it encounters a terrible beast. Sixon from deep in his dream casts Disintegrate on it. This takes care of the terrible beast. The Dream Thing marches to the 2nd room. A trap closes the room off for 24 hours. Sixon in his dream memorizes Disintegrate again. The next day starts and a new roll is needed for the Dream Thing: a 7 comes up and it cannot cast spells. In the 3rd room it encounters another terrible beast. The Dream Thing rolls a hit and rolls a 9. So he rolls a d10 again and does 5 HP of damage. It makes its save and is not affected by the Sleep spell. The terrible beast hits the Dream Thing and does 15 HP of damage. The next round the Dream Thing hits again and does 9 HP of damage. The terrible beast is felled.

It is time for the Dream Thing to heal, Sixon decides. He rests it and it will rest 3 hours. It takes 20 HP from Sixon and heals the Dream Thing fully. This was safe as Sixon has 32 HP, after the transfer he now has 12 HP. 3 hours later the Dream Thing rises up and marches deeper into the dungeon.

At a crossroads it runs into another trap and is stuck for another 24 hours. The next day calls for a new roll. A 9 is rolled which means it can only move. Sixon decides to recall it to the surface. On the way out it is attacked by 6 terrible beasts that do 40 HP of damage to it in the first couple of rounds. The thing is destroyed and Sixon begins to awake. He has been dreaming for less than a week, and a 2 is rolled. 2 days later Sixon opens his eyes and knows he must rest another week before he can cast his spells. Will he try to memorize Dream Thing again soon?

ERav Flier

Spell Level: 4

Range: Caster/Erav Flier

Duration: Until destroyed

The caster builds a mechanical thing that must have some sort of wings. The exact dimensions will be decided by the caster. It must have a large glass eye built into it from which its energy rays shoot. The Game Master must decide how expensive the materials will be, the glass eye will undoubtedly be the most expensive. He then casts the spell into it and it becomes a sort of familiar.

The ERav Flier can fly at 150" a round. With its eye it attacks with either a mini-ray that does 2D4 HP of damage or a full powered blast that does 8D4 HP of damage. Both attacks can hit 50" away. It can only use the full powered blast 3 times + 1 per 5 caster levels before it falls apart.

The caster has 10 points he can use to make his ERay Flier. For every 2 levels he gets 1 more point. Spending 1 point:

- 1: Improves the AC by 1(starts at 9 descending). After 0 AC it takes 2 points to lower the AC further.
- 2: Adds 5 HP to the Flier(starts at 5 HP). After 20 HP it takes 2 points to improve the HP further.
- 3: Adds 1 HD to it's attack(starts as a 1 HD monster). After 10 HD it takes 2 points to improve the HD further. Saves as a fighter or monster(whichever the game system uses) based off of these HD.

The caster cannot cast the ERav Flier spell again until the current ERav Flier is destroyed. A new ERav Flier cannot be made out of the materials of the old ERav Flier.

The ERav Flier is only partially under the casters control. It will do what it wants but will listen to the casters commands. It is possible that it will attack any perceived foe of the caster even if the caster does not will it. When it attacks roll to determine which ray it will use:

- 1-5: mini-ray
- 6: full powered blast

The ERav Flier can be repaired. Once a day the caster can cast ERav Flier on it and this will repair 5 HP of damage.

Example:

Sixon gathers the wings, a body and most importantly a large glass eye. He beats it together with his staff. He casts ERav Flier on the construction. Its wings beat and into the air it flies. He is level 10 so he gets 15 points to make it. He lowers its AC to 4(5 points spent), adds 15 HP to its default 5(3 points spent) and raises its HD to 8(7 points spent). He leads it into the dungeon where they encounter an Orc. It attacks the Orc, rolls a 6, with a full powered blast. This does 13 HP of damage and the Orc is fried. This leaves 4 more times it can use the full powered blast(3 + 2 since Sixon is 10th level == 5).

They enter another room with an Orc. The Orc swings at the ERav Flier and somehow hits it. This does 8 HP of damage, it has 12 HP left. Sixon stands back and watches. The ERav Flier misses with a mini-ray attack.

The final round the Orc again hits the ERav Flier and does 13 HP of damage. It falls to the ground destroyed. Sixon thinks he should flee, who is this Orc?

Far Star Road

Spell Level: 4

Range: See Below

Duration: 1 hour + 1 per 3 caster levels

The caster is able to conjure forth a road through impassible terrain with the aid of a barely visible star in the night sky. The caster must choose which one. Trees, dense vegetation it goes through, river and lakes it goes over. These disappear as the far star displaces what was there with its own substance. Mountains, man made obstructions, oceans, etc... it does not go over. The road may try to go around them if possible. Canyons and other descents it will try to bridge.

The road glows and is 10" wide per 3 caster levels(up to 50"). It extends outward up to 1 mile per caster level. If the star is no longer visible the spell ends as well. If the party is on the road when the the spell ends they will find themselves standing or falling where they were when the road disappeared.

Example:

Sixon knows if they go straight through Guurga's Forest he can reach his destination in several hours versus days. He casts Far Star Road and part of the forest disappears as a distant star makes a road for him. He has 4 hours to make it over the road(1 hour + 3 for being 10th level). With his fast horse he makes it there before the spell ends.

Gamble Hoard

Spell Level: 2

Range: 10"

Duration: See Below

The caster stands before a fresh loot hoard. He casts this spell on it. Rising from the ground, between the hoard and the caster, is a devilish looking slot machine. It has eyes and a pair of horns sticking out of it. A dragon's tail sticks out of the center of it. In the next 10 rounds he must pull the tail. If he does not the amount of treasure in the pile is reduced by 25%(GP value). It disappears as outlined below. When he pulls the tail roll to determine what happens:

- 1: 100% of the Treasure is taken
- 2: 50% of the Treasure is taken
- 3: 25% of the Treasure is taken
- 4-9: None of the Treasure is taken
- 10: 25% more Treasure appears
- 11: 50% more Treasure appears
- 12: Treasure amount doubles.

The spell will only work with Gold, Silver, Electrum, and Copper. Gems and Jewelry can be affected, they will be replaced by lower value items. New Gems and Jewelry will be added to supplement their value if Gems or Jewelry are gained. Magical items the spell will not use, add to or take; it ignores magic

items. The spell will always leave those alone.

If Treasure is taken, its tail wraps around the pile and pulls the amount taken into it, along with the tail. If Treasure is given the tail quickly pulls in. Then it reappears with a bag held by its end. It pours the new treasure over the pile. The tail pulls back in. In both cases: a puff of smoke and the slot machine is gone.

Attacking the machine results in the same outcome as if the tail wasn't pulled. And then it disappears as it always does.

The caster must cast this spell within an hour of finding the treasure hoard. After that all he hears is a buzzing noise and an electric voice that says "Access Denied". It can only be cast once per freshly found treasure hoard. Other casters attempting it will hear the "Access Denied" message.

No additional X.P. should be awarded for any treasure that is won by the machine. X.P. taken away for losing treasure to the machine is up to the Game Master.

Example:

Sixon stands before a 10,000 GP pile. He almost has enough to buy the diamond studded staff he has been dreaming of. Only a little bit more. He casts Gamble Hoard on the pile. A devilish slot machine rises before it. He pulls the tail. He rolls a 9! The tail slides back in the machine and it returns moments later with a bag in its hand. Over the pile it distributes 25,000 more GP. Sixon can get his diamond studded staff!

Glass Body

Spell Level: 3

Range: Caster

Duration: 10 rounds + 1 round per caster level

The caster turns himself into a mobile translucent glass version of himself. It can be any color the caster wants or even lack any color. Everything on his body is turned to glass, including his weapons. He does not breathe so he is immune to gas and does not need air. Physical damage does not hurt him as it usually does. For each hit roll(a d10) to see what happens:

- 1: Character shatters. Caster takes no damage.
- 2: Character cracks. He moves at half his normal rate, attacks at -2 to hit and damage for 1 round. Caster takes no damage. Cracks heal after that 1 round.
- 3-5: No damage taken. Caster can still cast spells for the rest of the round.
- 6-8: As 3-5 but caster can't cast spells for the rest of the round.
- 9: Takes half the damage done
- 10: Takes normal HP damage

When he shatters he begins to reform, which takes 1 round per HP of damage done on the shattering blow, up to 10 rounds. Magic damages him as normal, but not magical weapons. He can cast spells as normal. If he engages in combat and scores a hit the results will be no different than if he was hit. Roll above to see what happens, ignoring 3-10. The damage he does from his hit is applied to the foe before the roll.

When smashed he will appear as a pile of shattered glass. Any attempt to disrupt the process of reintegration will fail. Glass taken from the spot will just be ordinary glass, while a new pile will appear and take up the process of reintegration where it left off. Physical damage does nothing to him while shattered. Damage from magic does though. If he dies while shattered he will continue to reform but be dead and normal when the process is done.

If the spell ends while reintegration is happening the process continues. When the caster is whole again he will be normal.

Example:

Sixon runs into 3 Goblins. He decides he will risk Glass Body as it offers him some additional protection. The Goblins run up to him and take 3 swings at him. 1 of them hits. A roll of 7 comes up and nothing happens to Sixon. The next round he fries one with a magical missileer spell. The other two score hits on him. One rolls a 6 and nothing happens. The other one rolls a 1, and Sixon shatters. The Goblin rolls a 2, so it will take Sixon 2 rounds to reform. The Goblins keep on beating the moving glass pile but nothing happens. After 2 rounds Sixon stands up and fries another one with a magical missileer spell. The last one misses him. The final round occurs and Sixon whacks the Goblin with his staff. He rolls 6 HP of damage and kills the Goblin. But since he physically attacked the Goblin he must roll to see what happens to himself. He rolls a 1, which means he shatters for 6 rounds. Thankfully combat is over and he can peacefully reform.

Goo Wall

Spell Level: 3

Range: 10" + 10" per 3 caster levels

Duration: 5 rounds + 1 per 3 caster levels.

The caster summons forth a gooey wall. The spell can generate 10" x 10" x 10" of Goo Wall + 10" x 10" x 10" more every 3 levels. The color of the wall matches the casters flesh color, it seems to be made of his melting flesh. If there is no flesh on the caster the substance appears black. Regardless of the wall's color, wherever it is passed through a temporary red spot appears wherever it is passed through. This fades away in seconds. Anything that enters the Goo Wall quickly finds themselves ejected out the other side, in the direction it was heading. Movement is still paid for but nothing is ever stuck inside of the wall.

Missile weapons can be shot into it but they fall out the other side without any momentum. Magical spells will be absorbed by the wall. Where a spell enters a large bubble appears and quickly pops.

Whatever passes through the wall is covered with the goo. Each pass through adds 5 rounds of goo to whomever passed through it. Each round of goo:

1. reduces movement by 50%
2. causes the goosed to attack at -2
3. 1 in 4 chance each round that the target will become intensely goosed. The stuff increases in mass and binds tighter to the target. This lasts while there are rounds of goo. This can only happen once while goo. When intensely goosed:

Movement causes damage: 1 HP per foot moved

Attacking causes damage: each attack does 1d4 HP of damage

When the spell ends all that are goosed are ungoosed. The goo becomes liquid and drips away.

Example:

Sixon confronts 6 Orcs. He casts Goo Wall to separate himself from them. The room is 30" wide and 20" high. He is 9th level so he can create 40" x 40" x 40" of Goo Wall. He puts a good barrier between them. The Orcs try shooting arrows through the wall. Though they quickly pass through they fall to the ground harmless on the other side.

3 of the Orcs run through the wall and exit out of the other side covered in goo. Sixon quickly backs up, the Orcs are moving much slower and this gives him a round to cast a spell at them. The next round he fries these 3 with a fire spell. The other 3 Orcs wonder what is happening, where are the other 3 Orcs? They decide to leave. When the wall disappears Sixon finds himself all alone.

Intense Light

Spell Level: 2

Range: 10" + 10" per 5 caster levels

Duration: Instantaneous

The caster points his finger and something like a laser shoots out of it. This does 1d8 HP of damage if it hits a target, roll to hit. The target must make a saving throw or he may suffer additional effects(roll a d10):

1: Is Blinded for 1-4 rounds.

2: Catches on fire for 1-4 rounds. Each round the target takes an additional 1D4 HP of damage. Fire can be put out with a flask worth of water.

3: A non magical item is destroyed.

4: A weapon is destroyed if non-magical. If target is wielding a weapon and carries other ones, there is a 1 in 4 chance that the one he is holding will be destroyed.

5: Armor worn is destroyed if non-magical.

6-10: Nothing happens.

If 3-5 are not present, then nothing happens. If only magical versions are present then the target suffers -1 to hit and damage for 1-4 rounds.

Example:

Sixon runs into an Orc in full plate. He casts Intense Light on it. A laser

like beam shoots out of his finger. Sixon rolls a hit. He does 6 HP of damage to the Orc. The Orc fails its saving throw so an additional effect is rolled for. A 5 is rolled, the Orc's full plate falls apart from the cuts the Intense Light does to it. The Orc looks at himself and his burns and decides to run away.

Into The Ground

Spell Level: 3

Range: Caster/See Below

Duration: 3 rounds + 1 round per 2 caster levels

The caster jumps into the floor and physically disappears. In his place foes can see a flat version of him on the ground where he entered; his image is level with the ground. While in the ground he can emerge 10" per caster level from his last position and attack another foe. At the end of the round he sinks back into the ground and can emerge again the same as above. Foes can attack if they come after the caster in the round. The caster can physically attack and escape but spell casting is different. If he rises from the ground and casts a spell he will not sink back into the ground until the end of the next round.

The caster is not in the ground but has entered a private dimension, though the description calls it "in the ground". He uses the ground as his way to enter and exit the dimension. While in the dimension he cannot do anything but leave it. If he decides to stay in the dimension/ground he can't do anything. Time moves on in the dimension. When the spell ends he re-emerges where he last went into the ground, that is if he is still in the ground. While in the ground the caster is cognizant of what is happening above. He sees everything in his mind as if he was standing where his image is, in 360 degrees.

Example:

Sixon sees 5 dumb Orcs enter the room he is in. He casts Into The Ground and disappears into the ground. 3 Orcs rush up to where he was and poke his image on the ground. The next round he rise up behind one of the Orcs and stabs him in the back. That Orc goes down. The other Orcs are surprised by this and don't do anything. At the end of the round Sixon sinks back into the ground. The next round the Orcs go first and can't figure out what to do. Sixon emerges behind the 2 Orcs further away and knifes another one.

That Orc goes down and Sixon sinks back into the ground. The 3rd round occurs and Sixon rises up far away from all the Orcs. He casts Fireball on them and only one is left. The Orc slowly heads toward Sixon. Sixon does not descend into the ground for he has cast a spell. The next round the Orc decides it's time to leave and flees.

Keep Scroll Spell

Spell Level: 2

Range: Caster

Duration: Instantaneous

The caster casts this spell on a scroll he is reading but does not consume the scroll in the process. The spell on the scroll is his to cast immediately. Only scrolls that have spells on them are affected. Scrolls with powers that are not based on a spell are not affected. A Protection From Undead scroll, for example, would not be preserved.

After the first time this spell is used on a scroll or because a spell on a scroll would be beyond the caster's ability to cast a chance of the spell failing is introduced. Every level of the scroll being used has a 5% cumulative chance of being consumed(i.e. A 5th level spell on a scroll would have a 25% chance of being destroyed when used by the spell). This does not add up but remains static through uses. A 9th level spell on a scroll, for example, used by someone below the level to cast a 9th level spell would have a 45% chance of consuming the spell each time Keep Scroll Spell is used with the scroll.

Example:

Sixon runs into an Unmentionable Thing. He pulls out his scroll of Burning Fingers. He does not wish to lose the spell on the scroll so he casts Keep Scroll Spell on it and almost destroys the Unmentionable Thing. The next round Sixon casts Burning Fingers 2 on it. Burning Fingers 2 is an 8th level spell and Sixon can only cast 6th level spells. He tries using Keep Scroll Spell with it. He has a 40% chance of consuming the spell, and rolls a 36%. The spell works but is consumed in the process of using it. Keep Scroll Spell has failed this time.

Magic Hit

Spell Level: 2

Range: Line of sight

Duration: 5 rounds/See Below

The caster assists a fighter. A power enters his body that he can unleash as he wills. When he does so his blow automatically hits.

Dice are still rolled. If under the number he needs to hit he does 25% the damage that he would have done. At the number needed and 5 above that he does half damage. Above that he does full damage. At least 1 HP of damage is always done. The fighter can wait 5 rounds to use this. For each round that he waits he does +1 to the damage done.

Example:

Sixon and the Muscle Halfling run into a tough looking Orc. Sixon casts Magic Hit on the Muscle Halfling. The Muscle Halfling walks up to the Orc and whacks it with roll of 2 on the dice. He rolls 8 HP of damage. Since he rolled so poorly he only does 2 HP of damage to the Orc. The Orc smacks the Muscle Halfling back. The next round Sixon casts Magic Hit on the Muscle Halfling again. The Muscle Halfling waits to unleash it. He still gets to attack the Orc and misses, as does the Orc. On the next round he whacks the Orc again, using his stored Magic Hit. He rolls a 16 and needed a 10 to hit. Since this is 6 above what he needed to hit it he does full damage. He rolls 6 HP of damage. Since he waited one round to use it he gets a bonus of 1 to this roll and actually does 7 HP of damage to the Orc. The Orc falls to ground with the Muscle Halfling's death blow.

Man From Xu

Spell Level: 3

Range: See Below

Duration: See Below

The caster opens a portal to the City Of Xu. The party cannot enter but a man with an empty cart comes out of it. His head is bald, his skin is red with black spots everywhere and he wears a white robe with holes all over it. Weapons poke in and out of the robe. He is the Man From Xu.

He explains to the party that he will be willing to fight with them if they add weapons to his cart. The cart will take up to 5 weapons + 1 per 3 caster levels. Once filled up to the limit or what the party is willing to part with he pushes his cart back through the portal. It rolls down the hill and back to the City Of Xu where great excitement can be heard over the new weapons. He yells at the party to call for him when they need his help and he will appear. They must not wait for they only have 24 hours to summon him. When they do the empty cart comes rolling out of a newly opened portal, within 10" of the caster.

Every round the Man From Xu jumps out of the cart and swings one of the weapons at a foe and then disappears with the weapon. The Man From Xu can jump 10" + 10" per 5 caster levels. The target gets a saving throw or they take the full weapon damage. The Man From Xu imbues all weapons with a magic, they act as +1 weapons. If the weapon is magical then use that bonus instead. This continues until all the weapons are used, the cart is destroyed or the encounter ends. If the cart is not in range then the Man From Xu does not jump out. He must be in range for this to happen.

The cart has 20 HP + 5 HP per 5 caster levels and a AC of 9(Descending). It requires a magical weapon or magic to damage. The cart saves at the caster's level if a roll is required. The cart can be moved by the wizard. He must point where he wants it to go and it will roll there. This is a very simple action and costs the wizard nothing. It can move 50" a round.

Weapons given to the Man From Xu cannot be reclaimed. If it is a potent magical weapon the Game Master will have to decide what its ultimate fate will be. Lost from the party for now at least.

Example:

Sixon has acquired 6 long swords. He casts Man From Xu and the Man From Xu comes out of the portal with the cart being pulled by him. He gives him the 6 long swords. The Man From Xu seems pleased and goes back through the portal. Sixon hears him yell "Call for me in a day, you have one day!".

As Sixon wanders a dungeon he comes across 2 foes in armor. He calls "Man From Xu! I need you!". Out of the portal a cart rolls. It is within 30" (Sixon is 10th level so he can jump 30: 10" + 20" for being 10th) of the 2 armored foes. From the cart the Man From Xu jumps and hits a foe. The foe fails his saving throw and takes 8 HP of damage, the maximum the long sword can do. Then the Man From Xu disappears. The one hit falls to the ground dead. The remaining armored foe swings at the cart and scores a hit. He does 10 HP of damage, the foe must be wielding a magical weapon. The cart has 30 HP total: 20 HP + 10 for Sixon being 10th level. It now has 20 HP. The next round the Man From Xu leaps at the last foe and hits him with a long sword. The foe makes its saving throw and takes no damage. Again the foe swings at the cart but misses this time. Sixon is letting the Man From Xu do all the fighting so he continues to do nothing. Next round, the Man From Xu repeats what he usually does. The final foe fails his saving throw and is destroyed by the 8 HP of damage. Sixon waves goodbye at the cart and the Man From Xu as he rolls back to Xu.

Maw Of The Mind

Spell Level: 4

Range: Caster/See Below

Duration: See Below

The caster empties his head of his mind, it shoots forth as an invisible beast. At the start it can appear 10" + 10" per 3 caster levels away from the caster. The Maw bites/attacks as a 1 HD + 1 HD per 2 caster levels monster. It has HP equal to the caster's intelligence and a 2 AC(descending AC system where AC starts at 9). Attacking it is attacking an invisible foe. It saves like the caster. When it hits anything it does 1D4 x the caster's level(up to 10th level)/2. It can move 200" a round as if it is flying. Every round it loses 1 HP. The Maw Of The Mind cannot be healed by spells. A primitive intelligence operates in the maw, it seeks out enemies the caster would recognize.

If anyone can see invisible things they will see a very large mouth with

teeth that have razors sticking out of them everywhere. No matter what direction it is looked at it seems like the mouth is turned towards the viewer. The mouth is always opening and closing, biting the air if it has nothing else to chew.

The caster's head opens up at the top, becoming another chewing thing. He gets down on his hands and feet and waits. Any enemy that gets in striking distance will be attacked by him. He leans forward and tries to bite a foe. If he hits it does 2D6 HP of damage. It does not matter how many enemies there are as long as they are in range he will bite them. The caster has no mind at this point and cannot be manipulated by any mind spells.

The caster remains as a beast until the Maw Of The Mind reaches 0 HP. At that point the Maw Of The Mind is no more and the caster is normal again. The spell continues even if the caster has been killed. It is independent of the caster.

Example:

Sixon faces the gruesome Gogre. It is time to unleash his mind against it so he casts Maw Of The Mind. Down on his hands and knees he gets, the top of his head opens up. Something shoots out of it and attacks the Gogre. The thing attacks as a 6 HD monster(Sixon is 10th level, 1 HD + 5 HD, 10/2). The Gogre is hurt terrible with a bite that does 15 HP(a roll of a 3 x 5). The Gogre takes a swing at it and hits. It does 6 HP of damage. At the start of the next round the maw now has 11 HP. Sixon has an Intelligence of 18, he lost 1 from the previous round and lost 6 from the Gorge hit. The maw bites the Gogre again and does 20 HP of damage(a roll of 4 x 5). The Gogre falls to the ground dead. The maw floats around for the next 10 rounds and Sixon returns to normal.

Mogra's Meat

Spell Level: 2

Range: Caster

Duration: See Below

Mogra was a cook who had to feed a hungry clan of ogres or be eaten herself. She spent her hours devising new recipes to keep them satisfied. One day she found herself writing down something that didn't seem like a recipe.

When she read the recipe she found a stove in her belly with a piece of yellow meat cooking in it. With this she fed her ogres and they were very happy. One day an ogre grew impatient and ate her while the meat was cooking. Mogra was gone but the recipe remained. In later years a wizard found the recipe and decided it was really a spell that Mogra had come up with.

The caster casts the spell on himself and his belly transforms into a stove of sort. In it a piece of meat roasts. The meat starts out looking yellow but as it roasts green spots appear all over it. He must let it roast for an hour. During that time if the caster/stove is interrupted the spell will end. At the end of that time the fire goes out and the meat is ready to be eaten. Each character can bite or tear off a chunk off of the meat. It must be eaten. When every character in the party that wants a chunk of it has done so his belly stove closes up and he returns to normal.

The caster himself can bite a piece off of the meat and gain its benefits. The party has one hour to eat from the meat and then the spell ends. Trying to eat the meat before it is ready causes whoever is doing so to take 1D4 HP of damage and also causes the spell to end.

Those that eat the meat are fed and watered for 1-4 days. In addition each character must roll to see if there is an additional effect:

- 1: Loses 4 HP every rest period
- 2: Loses 3 HP every rest period
- 3: Loses 2 HP every rest period
- 4: Loses 1 HP every rest period
- 5: Can't eat the meat for a month
- 6: Can't eat the meat for a week
- 7: Can't eat the meat for a day
- 8-13: Nothing
- 14: Heals 1 HP every hour
- 15: Heals 2 HP every hour
- 16: Heals 3 HP every hour
- 17: As 14 but heals an additional 8 HP every rest period.
- 18: As 15 but heals an additional 8 HP every rest period.
- 19: As 16 but heals an additional 8 HP every rest period
- 20: Regenerates 1 HP every round

The positive effects occur while the character is sustained by the meat. If a character rolls 4 days of benefit the positive effects happen during those 4 days. Negative effects also occur during the days of benefit. During the time that the character is fed and watered by the meat he cannot consume it again

and gain additional benefits.

In addition to the effects the character's appearance might be altered slightly while sustained by the meat. Roll to see what:

1-5: Nothing

6-7: Skin turns yellow, hair turns green

8-9: Skin turns green, hair turns yellow

10: Changes to look like an ogre. Size changes very little.

Example:

Sixon and the Muscle Halflings need to feed. They have no food and are 13 levels down in the dungeon. He pulls out of scroll with Mogra's Meat on it and casts it. His belly opens up and becomes a stove, inside of it a yellow piece of meat cooks. The Muscle Halflings try to grab a piece off of it while roasting but Sixon stops them. After an hour the meat is ready. Everyone has a good piece of it. 3 of the Muscle Halflings are completely fed for 3 days and experience nothing else. Sixon is fed for 4 days and rolls an 18 so he heals 2 HP every hour and 8 more HP every rest period. He also rolls a 10 so he changes and looks like an Ogre. The last Muscle Halfling rolls a 1 and is only fed for 1 day. He rolls another 1 and will lose 4 HP the next time he rests. His final roll comes up a 6. His skin turns yellow and his hair green.

Ocean Blip A Boo Ba

Spell Level: 4

Range: 50"

Duration: 5 rounds + 1 round per 2 levels

The caster connects with the Ocean Blip ruled by a being called Boop Ba. A 10" x 10" x 10" + 10" x 10" x 10" per 5 levels water bubble forms. He can move the bubble 10" a round. The bubble is there and not there, breathing is not an issue when in it. Anything that is in the same square as the bubble will get an individual event. The water itself attacks for the most part but Boop Ba himself may appear and attack. The water and Boop Ba attack as a 10 HD monster.

1-5: Water attacks. A hit means the water keeps the target in the water bubble for 1-10 rounds. If the water bubble moves the target is taken with it. The target can move but cannot exit the bubble. At the end of every round they are randomly moved somewhere in the bubble by the its currents. A save negates the effects of this attack.

6-7: Water attacks again. As 1-5, including a save negating the attack, but the water will use the target as a weapon and smash it into other beings in the bubble. Every time it hits with the target's body roll 1D6, the damage done is to both the target and the body being used. Each time it tries to use its body as a weapon the target gets a save. If it is made, the target resists it for a round. The water starts using his body as a weapon immediately.

8-9: Boop Ba's sharp teeth appear and bites. A hit does 1D10 HP of damage. The target must make a save or suffer another 1D10 HP of damage if the target leaves or tries to leave the bubble. Boop Ba's sharp teeth bite again!

10: Boop Ba crushes the target with intense water pressure. If hit the target takes 2D10 HP of damage. Also the target must make a save or they can't escape the water bubble for the remainder of the spell. Every time the target reaches the edge of the bubble and attempts an escape it is pulled to the center of the bubble. In addition there is a 50% chance that Boop Ba will attack the target again with the same attack, that is if the target failed its save.

Fire does not work in the bubble. Magical fire cannot enter, be cast or exit it. Fire beings are pushed out of the bubble and cannot enter it. Those in the bubble can move as normal and also swim at the same rate, the water is very different in Ocean Blip.

Example:

Sixon runs into 2 Orcs. He casts Ocean Blip A Boo Ba and causes the Orcs to be completely surrounded by the water. The attacks begin immediately. The first Orc is hit and a 10 is rolled. The Orc takes 13 HP of damage and is crushed completely by Boop Ba. The 2nd Orc takes a hit as well. And a 6 is rolled. The Orc makes its saving throw and is not trapped in the water, nor will the water use it as a weapon. The Orc moves to the edge of the water but doesn't exit. Another round starts and the Orc runs out of the water but isn't

close enough to Sixon to attack. Sixon moves the bubble over the Orc again and rolls a hit. An 8 is rolled and the Orc takes 5 HP of damage from Boo Ba's sharp teeth. The next round the Orc leaves the water. Since an 8 was rolled and he leaves the water he takes damage again. Another 6 HP of damage is done and the Orc is done for.

Piezy's Portal

Spell Level: 3

Range: 10"

Duration: See Below

Piezy worked hard but there were times he felt lazy, oh so lazy. So many times when he did not wish to walk any further into the dungeon. So he hired another magician to write this spell. He told him he wanted a quick way to get deeper into the dungeons. It only cost him a couple GP and this is what he got. Was it worth it?

Caster acts as if he is opening a door at an opponent. The opponent takes 1D8 HP of damage. If the foe dies from the damage his body opens up in the center and a magical portal appears, 10" diameter. The passage through the door is filled with treasure and guts. They are somewhat illusory for they are only made of mist not flesh or metal. The party can enter the portal and the party will exit out of a another portal in an area that:

1. The foe would have access to
2. Will be in an area that will be advantageous to the party. No immediate danger.

If the conditions of either of the above are not met the party finds themselves walking out of the portal they came in. The portal is only open for 5 rounds so the party must make haste. Once they exit out the other side they can turn around and come back if the 5 rounds are still in effect. When the 5 rounds are up the portal/foe explodes and his being is scattered 10" in every direction. This happens on the side of the entrance. His equipment will not be destroyed but scattered as well.

Example:

Sixon and the Muscle Halfling are fighting Captain Orc. He's pretty beaten up. So Sixon casts Piezy's Portal on him. This kills Captain Orc and opens a portal deeper into the dungeon. The Game Master decides that it will open up in his quarters. Sixon and the Muscle Halfling spend a round debating if they should go through it. They decide yes on the 2nd round and go through the portal. Around Captain Orc's quarters they look and decide they better go back. They return on the last round. After that the portal blows up, covering Sixon and the Muscle Halfling in Captain Orc's stuff and inner substance.

Pinch Of Piezy

Spell Level: 3

Range: Touch

Duration: 3 rounds + 1 per 3 caster levels

Piezy continued his lazy streak. This time he paid a wizard to make a spell that would allow him to see his foe's soul. A spell that required minimal work for him was crafted, maybe a simple pinch. Piezy never decided if this spell was what he wanted.

The caster pinches a foe and pulls out his soul. It looks just like the target but is translucent. If the target is good, it will glow white. If evil, it will radiate dark. In between the two, it almost seems like it isn't there. The caster must score a hit and the target gets a saving throw, making it negates the spell. The stolen soul becomes the object of the target.

It appears at least 5"-10"(roll a D6 and add 4) away from the target. The soul begins running around wildly. He can't do nothing but chase it and try to get his soul back. The soul moves each round before the target does. Roll to determine how much:

- 1: None at all(AC 9)
- 2-5: Half the target's normal movement rate(AC 6)
- 6-8: The target's normal rate(AC 3)
- 9-10: Twice the target's normal rate.(AC 0)

It has an AC(which is descending) that is determined by the movement roll. If he scores a hit then he grabs his soul and it re-enters his being. The

spell is over at that point. Undead and creatures that lack a soul are immune to this spell.

Example:

Sixon sees the Gogre and wants to have him act crazy for awhile while he plans his escape. He casts Pinch Of Piezy and scores a hit on the Gogre. The Gogre fails its saving throw and sees his soul pulled out of him by Sixon. He can think of nothing but grabbing his soul and putting it back inside of him. The spell will last 7 rounds: 3 + 4 for Sixon is a 12th level caster.

Before the Gogre moves a 7 is rolled and the Gogre's soul moves away from him. The Gogre chases it but is 5" away from it and cannot grab it. Sixon begins packing his bags. The next round a 9 is rolled and the Gogre's soul moves twice as much as the Gogre can. When the Gogre finishes chasing it, the soul is very far from it. Sixon leaves the room. On round 4 a 1 is rolled and the Gogre's soul just stands there. The Gogre makes up the distance that was lost on the previous round but is still 5" away from it. Sixon leaves the dungeon. On the final round a 2 is rolled and the Gogre's soul slowly moves away from it. The Gogre catches it and scores a hit against AC 6. He pulls his soul back into him and the spell ends.

Pit Of Solitude

Spell Level: 4

Range: Touch

Duration: 3 rounds + 1 round per 3 caster levels

The caster touches a foe, roll to hit, and the target finds himself at the bottom of a pit. A saving throw negates it. The pit is at least the target's height + 10" and can be made 10" deeper per 3 caster levels. It is wide enough to accommodate the target's size. The pit is where the foe was standing. Only he can see the pit. Everyone else sees him sink into the ground but that is all. For them the pit does not exist. At the end of the spell, if the foe has not climbed out, the foe returns to where he was standing or as close as possible.

While in the pit the target cannot attack out of it. There is an impenetrable barrier covering the top. But he can climb, fly, jump, etc... out of it. If the target escapes the spell ends. The sides of the pit are made out of rough stone.

Trying to dig out of the sides of it leads to nowhere but more rough stone.

At the end of the spell, if the foe has not climbed out, the foe returns to where he was standing or as close as possible.

Example:

Sixon runs into the Gogre and does not want to fight it. He casts Pit Of Solitude and touches it, a hit is scored. The Gogre fails its saving throw and finds itself all alone at the bottom of 60" pit(Gogre is 10" + 10" and 40" because Sixon is 12th level). The Gogre can see Sixon standing over the top of the pit. He is gathering some things. The next round Sixon leaves. The Gogre begins climbing out of the pit. The Game Master decides he can climb up 10" a round. The spell will last 7(3 + 4 for Sixon being 12th level) rounds so when the Gogre reaches the top the spell will be over.

Sense Weaknesses

Spell Level: 2

Range: Line of sight

Duration: Instantaneous

The caster is able to sense something the party has, a weapon, a spell that will effect a foe. Only up to 1 thing + 1 per 5 caster levels can be sensed. Multiple castings of the spell against a foe will not show duplicates, new things if present will be revealed. If there is nothing left then the spell tells the party "finis". Things can be weapons, special moves, items, memorized spells, etc... they must be on or in the party in some way. Things on a pack animal may be revealed if close by, for example.

Example:

Sixon and his band of fear filled men run into the terror armor thing. They do not know how to fight it. Sixon casts Sense Weaknesses on it. Sixon is 7th level so 2 things may be revealed to him(1 + 1 for having at least 5 levels). The spell shows him the spear of coldness and a scroll he carries that has cold ball on it.

Shoe Curse

Spell Level: 4

Range: Line of sight

Duration: Until the curse is removed

The caster casts the spell on a target. The target must make a save and if he fails a funny pair of shoes appear before his feet, he is cursed at this point. The shoes will be distinct from each other and of different size and colors. Things may be sticking out of it such as a fork, a loud bell, etc... . The cursed will find that they cannot move their feet unless they are wearing the shoes. Once on he can move freely.

While worn it is impossible for him or the party to surprise anyone. Something about the shoes will give them away, such as a noise or a bright color. Also every encounter he must roll to see if the shoes do something to him:

1-2: Feet become so wide that it impossible to travel in any corridor that is not at least 15" wide. Lasts for 10 rounds.

3-4: Shoes fall off, takes one round to put them back on. If not worn the curse prevents the character from moving.

5-6: Character does a dance for a round and is free afterwards to do as he wills.

7-8: Shoes become so tight that the character cannot defend effectively. -1 AC penalty for 10 rounds.

9-12: Nothing happens.

When the curse ends the shoes sneak off and run away from the character. The spell can be removed by a Remove Curse spell or something similar.

Example:

Sixon looks at the Muscle Halfling and decides he needs something on his naked feet. He casts Shoe Curse on him and he fails his saving throw. A pair of funny looking shoes appear before the Muscle Halfling's feet. One is green, the other yellow. A statue of the Muscle Halfling sticks out the top of the green one. The yellow one seems to make a noise as though someone was coughing every time it touches the ground. The Muscle Halfling is confused, he finds he can't move his feet. Eventually he figures out that he must put the shoes on. He does so and he can move his feet again. Sadly Sixon did not remember that he needed the Muscle Halfling for his sneaky abilities as well. When they run into a group of Orcs they are not surprised at all, they are in fact waiting for them. Also a 1 is rolled for the Muscle Halfling, his feet become very wide and it is impossible for him to escape for 10 rounds. The tunnels out of the room are only 7" wide.

Spell Bet

Spell Level: 3

Range: See spell used with

Duration: Instantaneous

The caster casts this spell and wagers another spell that the target will fail its saving throw. It can only be used with a spell that affects the enemies of the caster. Healing spells that affect someone in the party, for example, cannot be used. If the target makes it, the spell and the Spell Bet spell are consumed and roll to determine what happens:

1-2: The spell is cast

3-4: The spell is not cast

If it fails it the spell is cast on the target but it is not consumed. Also the Spell Bet spell is not consumed as well. When there are multiple targets choose the one target who has the best saving throw.

If this specific Spell Bet is used again roll to determine if a saving throw bonus is granted:

1 +3 bonus + Spell Bet is used up automatically

2-3: +3 bonus

- 4-5: +2 bonus
- 6-7: +1 bonus
- 8-10: No bonus

If the saving throw is failed the bonus carries over to the next time the specific Spell Bet is used. And another roll is made to determine if more bonus points are added. If the caster uses the same Spell Bet 3 times, for example, after the initial casting this would mean 3 bonus rolls would have been made.

Example:

Sixon casts Spell Bet with his Fireball spell at a group of Orcs. All of them have the same saving throw and they fail their saving throw roll. The Orcs are fried but a few are still alive. They each get a saving throw against the Fireball to see if it affects the damage rolled. They stumble towards Sixon. Sixon does the same thing the next round. A roll of 4 comes up, they get a bonus of +2 to their saving throw since Sixon is reusing the same Spell Bet. Because they made their saving throw the Fireball and the Spell Bet are consumed and a roll of 4 determines that no Fireball is shot at them. Sixon must try something new next round as the Orcs are almost upon him.

Temporary Lichdom

Spell Level: 6

Range: Caster

Duration: 1 Week/See Below

The caster turns himself into a Lich for 1 week. The caster dies as he casts this spell, and becomes a Lich. He must be holding something that will contain his phylactery, if the Game Master decrees that he must have one. It takes at least an hour to complete the spell. As the caster does this his body is wracked with terrible pain and his flesh rots.

Upon completion of the change the caster must make a saving throw or become evil in alignment. Not acting evil if his alignment shifts results in the time of his Lich existence being shortened. He gets one warning that he has gone against his alignment, he senses the possible shortening of his Lichdom. After that, any act that defies his evil alignment shortens it by one day.

At the end of the spell the caster's Lichdom ends and the caster is dead. He will need to be raised from the dead. If his alignment shifted then to restore it he must have a Remove Curse spell cast on him. If this is not done and the caster does not act according to his evil alignment, every violation of his alignment requires a saving throw. To fail means the caster goes insane and may not be playable anymore.

Example:

Sixon decides he must make himself more powerful for the dungeon ahead. He casts Temporary Lichdom and becomes a Lich, for 1 week. He chooses a golden glove as his phylactery. He makes his saving throw and does not become evil. Into the dungeon he goes. Sixon was right as his Lichdom made walking through the dungeon so much simpler. The last day of his Lichdom arrives and he exits the dungeon. He waits for it to end and he falls dead before its entrance. The Muscle Halfling will be by soon with the Cleric to raise him.

The Weakening Opera

Spell Level: 3

Range: Line of sight

Duration: 5 rounds + 1 round per 3 caster levels

The caster begins to sing like an opera singer. Dark sounding organ music can be heard in the background. Everyone in the party can join the caster in singing, this applies a -1 penalty to the enemies saving throws per character that joins in. While the characters are singing they can't do anything else. Enemies must make a saving throw or sit on the ground spellbound by the casters singing. Attacking them breaks the spell. Singing does not apply any penalty to the singers AC, they can still defend. If one of the singers leaves the "opera", this is allowed. The penalty to the enemies saving throw is reduced for each one that leaves. They can also rejoin if they wish and the penalty will increase. If the caster stops singing the spell ends immediately.

Each round that they are spellbound they begin to lose their strength. Each round lowers their ability to fight by 1 HD. If they reach less than 1 HD they cannot attack. Their HD can go negative but that does not mean that they

die. It just affects their ability to fight. At the start of each new round they can make another attempt to break the spell of the opera, a new saving throw can be made.

After the spell ends they regain what they lost each round, the opposite of when they were losing their power. This starts 1 round after the spell ends.

Example:

Sixon and the Muscle Halfling run into 3 Orcs. These guys are tough! He decides to cast The Weakening Opera. Sixon begins to sing and the Muscle Halfling joins in. 2 of the Orcs fail their saving throw and sit down, totally enthralled by the great singing. The last one tries to get the other ones up. The next round the ones on the ground try to make their saving throws and fail again. The one that isn't spellbound swings at the Muscle Halfling who is safe behind his plate mail. On the 3rd round all of the Orcs make their saving throws and stand up. The Muscle Halfling stops singing and hits the one that swung at him. It is knocked out by his blow. Sixon keeps on singing, keeping the spell going. The last 2 are useless since they lost 2 HD of fighting power and are at -1 HD and the opera/spell continues! The Muscle Halfling knocks these two out over the coming rounds while Sixon keeps The Weakening Opera going.

Thief 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 affect. Everyday the afflicted has a 1 in 4 chance of something disappearing and appearing with another character. Choose one character to whom the things will be transferred to. If there is no one else in the party choose a random NPC or even an enemy. When during the day the "stealing" occurs is up to the Game Master. Roll a D10 to determine what is "stolen":

1-2 Something the character isn't using but has on them.

3-4 Something the character uses every day but keeps in a backpack,

pockets, etc...

5-6 Something the character wears, armor even.

7-8 Something the character holds in his hands, a weapon perhaps.

9-10 All the character's money, gems, etc... .

If the roll doesn't work roll again. If nothing works then nothing happens for the day. The spell takes effect immediately, roll to see if anything is "stolen". The spell can be removed by a Remove Curse spell or something similar.

Example:

Someone casts Thief Curse on Sixon. Sixon fails his saving throw and knows something is wrong, but what? The Muscle Halfling and him go off into the woods looking for fruit. One day a 1 in 4 is rolled. The table is consulted, a 10 is rolled. Sixon notices he has lost all his gold. He thinks they need to back track and look for it. The Muscle Halfling seems confused. He had 10 GP on him a day ago but now it's 300 GP. Where did it come from?

Weapon Of No Damage

Spell Level: 2

Range: 10" + 10" per 3 caster levels

Duration: See Below

The caster points at a weapon and it glows pink briefly. This makes the weapon useless, it cannot do damage. It doesn't do damage for 1 hit + 1 per 3 levels of the caster. If held by anyone a saving throw is allowed. If made roll to see what effect it had:

1-5: 50% less hits, always at least 1 hit

6-8: Only 1 Hit

9: No hits are affected

10: Target gains one additional attack for the round, none of its hits are affected.

The hits mentioned in the table refers to the number of hits affected by the spell.

Magical weapons add their bonus to hit or damage(whichever is highest) to the saving throw. If made the bonus is added to the effect table roll. Individual weapons cannot have this spell cast on them again while affected by this spell. Also the spell can only be cast once per hour on an individual weapon.

Example:

Sixon and the Muscle Halfling run into the Blade Botherer. He wields a great sharp knife. Sixon casts Weapon Of No Damage on the knife. The Blade Botherer does not make his saving throw. Sixon is 9th level, so the knife will do no damage for 4 hits: 1 hit + 3 for being 9th level. The fight goes poorly for the Blade Botherer, all of his hits against the Muscle Halfling seem not to do anything. On the 5th hit he sees some blood drawn at last.

Weroculation

Spell Level: 3

Range: See Below

Duration: See Below

The caster casts the spell and sticks his finger into a freshly killed Lycanthrope(such as a Werewolf), within 1 hour of it being slain. He pulls his finger out and his finger changes into a long metal needle, at least 3 inches long. With it he can stick it into 1 character(including himself) + 1 more per 5 caster levels. He must decide how many when draws the inoculating substance from the Lycanthrope. Those that are stuck with it are immune to the Lycanthropy diseases for a year. The character cannot be infected and subsequently becomes a were-beast during that time. The caster can only use this spell once a month. He has up to 1 hour to inject others with his needle.

Those that are infected with Lycanthropy and are stuck with the needle take 1D8 HP of damage. Sticking an opposing Lycanthrope requires a roll to hit. Each use against one counts as using it once. No Lycanthrope is immune to the needle, it is possible to kill one with it.

Against Lycanthropes he can stick as many times as there are charges. But he cannot stick someone more then once, the needle bends away and won't

allow the sticking

At the end of the spell the caster's finger returns to normal. Any unused "charges" manifest on the casters bodies as warts. 1 charge for 1 wart. Lycanthropes will be able to smell the warts from a mile away. A Cure Disease or something similar can remove one wart at a time.

Example:

Sixon and the Muscle Halfling kill a Werewolf. He pulls out his scroll of Weroculation. It's a perfect chance to make both of them immune to Lycanthropy. He is 10th level so he can draw up to 3 "charges", but only draws 2 out of its body. Into the Muscle Halfling's belly his needle goes, he becomes immune to Lycanthropy for the next year. Sixon does the same for himself with the same effect. "Ha ha ha, take that Werewolves. Your disease will not infect us!" says Sixon.