

# MAGIC MADNESS 7



SPELLS FOR OSR GAMES

**Magic Madness 7  
Spells for OSR Games**

**by**

**Unbalanced Dice Games**

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## **Introduction**

Magic Madness 7. The seventh book of crazy spells. 30 new spells. Before there were suns there were black hearts, Black Heart Beats. Open the wrong door and you will find yourself opening doors, Dementia Door. Experience sexual confusion and command, He/She Or The Thing. Lady Luck is real and she will give it to you, Kiss Lady Luck. A fungus in your soul can be a potent weapon, Ree Na Na Rises. Foes too close to handle, Space Stretch. Prepare oneself for the mistress of all mousers, Great Mother Cat. Those spells should be good enough to make one mad but there are many more... Magic Madness 7!

## **Terminology**

“ means feet: 12” means 12 feet

Caster means the spell caster

Game Master is the person running the game

## Spells

### Ball Of Elemental Explosions

Spell Level: 3

Range: See Below

Duration: Instantaneous

The caster creates an elemental ball. It appears as a mixture of fire, earth, water and air. The ball is 1" in diameter per HD of possible damage.

It does 1D6 HP of damage + 1D6 more per 2 caster levels up to 6D6.

The ball can be shot 10" per caster level. It can only be shot in a straight line.

At any point it can release part or all of its damage potential. Anyone within 10" of it will take the damage released. A saving throw cuts the damage inflicted in half. Every HD of damage released shrinks the ball by 1".

If the ball has not released all of its elemental substance it keeps on flying, able to release the rest or some of it. When it reaches its end point, if it has any elemental substance left to release it does so. The ball will release all of its substance if it collides with anything.

The type of elemental explosion is not controlled by the caster. Roll a D4 for each explosion to determine what type of explosion occurs:

- 1:** Fire, a fiery explosion engulfs those close by.
- 2:** Water, a powerful globular wave shoots out.
- 3:** Earth, earth and rocks go flying in all directions.
- 4:** Air, a tornado expands out and then is gone.

Example:

Sev runs into a group of Orcs split up in 2 groups. One group is 30" away, the other 60" away. A line can be drawn from Sev, through group 1 and to group 2. He casts Ball Of Elemental Explosions and shoots it over group 1 and to group 2. The ball will be a 6D6 ball since Sev is 10<sup>th</sup> level ( $10/2 = 5$ ,  $5 + 1 = 6$ ). He explodes 3D6 worth of the ball over the first group. He rolls a 4 and it is Air damage. The damage from the first ball is severe enough that only one Orc is left standing. The ball continues to the second group and explodes with its

remaining 3D6. This one is a Water explosion and all the Orcs are destroyed. The fight continues and Sev wins with a different spell.

## **Bird And Worms**

Spell Level: 2

Range: See Below

Duration: 5 rounds + 1 round per 3 caster levels

The caster's head turns into a bird's head, one of the caster's choosing. He opens his mouth and a song of worminess comes forth. The song affects foes that are in front and to the sides of him. It reaches out 10" per caster level. Foes that hear it must make a save or they acquire a worm aspect that fills the same space that they occupy. Everyone sees a worm and the foe at the same time. The worm is an earthworm that is the same size as the foe.

Against the worm aspect one can:

**1:** Anyone can attack the worm instead of the foe. The worm has an AC of 9(Descending AC). If a hit is scored the foe gets a saving throw and if made he only takes half the damage from the physical attack. Also for each save that is made roll a 1D4 and if a 4 comes up then the worm burrows into the ground and is gone. For each save made add +1 to the roll. These bonuses come into effect after the 1D4 roll is made, having an effect on the next rolls.

**2:** The caster can try and eat the worm. This is a melee attack and is against an AC of 9(Descending AC). The foe gets to make a save and if made nothing happens. If he fails the worm is devoured and roll a 1D10 to see what happens:

**1-7:** Caster heals 1D4 HP.

**8-9:** Foe is paralyzed for 1D4 rounds.

**10:** Foe is polymorphed into a worm for 1 hour. The foe looks just like the worm aspect that the caster has devoured.

The caster can still cast spells with his bird head but he can only use bird language when communicating with others. To those that do not know this it will sound like chirps and whistles coming from the caster. Birds will be able to

understand him and he them. Perhaps he can talk them into assisting the caster?

Example:

Sev runs into 3 well armored Orcs and casts Bird And Worms. His head turns into that of a red bird and he opens his beak. Out of it a song of worminess is sung and all but one of the Orcs fails his save. Those that are affected become Orc sized worms but also remain Orcs.

Sev's men run and attack the worm aspects of 2 Orcs. One hits the worm and a saving throw is made. He only does 2 out of 4 possible HP because of the save. A 1D4 is rolled and a 3 comes up. The worm remains. A hit occurs against the other Orc's worm aspect and the save is failed. That Orc takes 6 HP of damage and dies. The unwormed Orc swings at Sev and does 2 HP of damage. The next round another blow is scored against the remaining worm aspect and another save is made. Only 1 out of 2 possible HP is done to it. The 1D4 is rolled again. A 3 comes up which isn't enough but +1 is added from the previous save, this makes it a 4. The worm immediately burrows into the ground and is gone. Sev is furious, he wanted to eat the worm. The combat will continue and who knows what will happen, the worms are gone.

## **Black Heart Beats**

Spell Level: 3

Range: See Below

Duration: 6 rounds + 1 round per 2 caster levels

When there were no suns there were black hearts. They filled space and pumped what they willed, always a dark thing, all through the universe. Then the gods came and they made suns. The sun's light burned the black hearts away. Black vapors floated to worlds and became magic for those who wanted black hearts. Those that would let them beat darkly again, briefly beat before the suns burned them away again. The suns, if only they could rip them apart.

When the spell is cast the caster's heart turns black, dead and evil. Again the black heart exists! If the caster is good they will be drained one level while the spell is in effect. A save will negate this penalty. If drained the spell will function at the drained level. When the heart beats it is not blood it pumps but

sun hate, a jolt that could rock a beam of light but not much else. A black heart knows its enemy and tries strikes at it with every beat. The caster finds it unpleasant and some beats will cause him to scream in pain. This does not stop him from castings spells.

Every round it beats 1D5(1D6, roll again on a 6) times + 1 time per 5 levels. The level bonus can be withheld by the caster but the first 1D5 beats cannot be controlled. With each beat a mass of black blood vessels shoot out of the caster, entering the body of every foe in distance. No attack penalties occur because of it. The first beat emanates 10" out. The 2<sup>nd</sup> goes 10" from where the last one. Further beats add 10" like the 2<sup>nd</sup> one does. This restarts each round.

Starting on the first round and once every three rounds(1<sup>st</sup> round, 4<sup>th</sup> round, 7<sup>th</sup> round, etc...) the vessels can blacken a foe's heart. Foes that are touched by the vessels that come from the black heart must make a save or they will find that their hearts have been blackened by the caster's black heart.

Unless they feel the caster's black heart beat through the vessels their hearts will not beat. If they are not within range of a black heart beat each round they take 1D6 + 1 per 3 caster levels HP of damage. This continues until the spell ends.

If any foe is killed by this spell they become a 1 HD Zombie under the caster's control. These Zombies exist for one hour and then are destroyed. They rise up on the round they were killed and will become functional on the next.

The sun may react against the black heart, the black vessels reach unseen across space and try to silence it. Die sunshine, die the black heart says to the sun. The black heart would last forever if it was not for the sun. Sometimes the sun has something to say back to these black hearts. Each time this spell is cast in the outside daylight there is a 1 in 4 chance that the sun will try to eliminate the caster's black heart. A powerful ray from the sun will shine down on the caster. The caster must make a save. If he fails roll a 1D4 to determine what happens:

**1-2:** Caster takes 3D6 HP of fire damage.

**3-4:** Spell ends, black heart burns away.

Example:

Sev runs before 10 Orcs. There are 2 groups, one that is 20" away and another that is 40" away. He casts Black Heart Beats and his heart turns into a dead black thing. He rolls a 3 on a D6 and adds 2 to it for Sev is 10<sup>th</sup> level. So his black heart beats 5 times this round. 5 beats turns into 50" and all the Orcs

are touched by the vessels. All the ones in the first group succumb to the spell and their hearts turn black. The ones in the 2<sup>nd</sup> group, 3 of the 5 succumb to it. Sev's men move to the first group and block the Orcs from attacking him.

On the next round a 1 is rolled and Sev holds back the 2 points he could add to it. So his black heart vessels only expand 10" out. All the Orcs affected suffer from their black hearts not beating. Half of the first group die and the ones affected in the 2<sup>nd</sup> group die as well. Sev is 10<sup>th</sup> level so each Orc suffered  $3(10/3 = 3) + 1D6$  HP of damage. The Orcs in the 2<sup>nd</sup> group charge Sev's men, Sev just meditates. The killed Orcs rise up as Zombies and will begin attacking the next round.

On the 3<sup>rd</sup> and final round Sev rolls a 2 and does not add his 2 points to it. The black vessels reach out and the black hearted Orcs do not suffer any damage. Their hearts beat with Sev's black heart beats. Sev's men and the Zombie Orcs rip the remaining Orcs apart. The fight is over.

## **Dementia Door**

Spell Level: 4

Range: See Below

Duration: 10 rounds + 1 round per 2 levels/See Below

The caster casts the spell and all foes that are within 10" + 10" per 3 caster levels must make a save. If they fail the caster is protected from them behind an impenetrable wall that has a door. Everything seems normal but when they focus on the caster all they see is the wall and door. Those that are affected by the spell cannot attack or damage the caster. They cannot hear, smell, etc... him. The caster is aware of the wall and door but can see through it. He knows who is kept from him by it. The door and wall can be placed anywhere the Game Master decides as long as it's always in between the affected foes and the caster. As the affected move in relation to the caster the wall and door will shift as well. Moving closer should not make the wall and door shift.

The wall is made up of white and black metal statues of the caster. Each is fused so closely together that it is impossible to see the caster. If the wall is hit with a weapon blood pours out of the hit statue and continues to do so. The door is strange as well: the caster's face appears on it multiple times. The faces float around making strange expressions. Some stick their tongue out at

anyone that look at it, others yell obscenities.

To get to the caster they must open the door and walk through. When that is done the spell ends for the foe. The foe will find himself standing close to the caster. But the door is form of trap: anyone that touches the door must make a save or go insane. Modify the save roll with these bonuses/penalties:

**1:** At -2 unless the caster has damaged the foe.

**2:** At +2(cumulative) for each time the caster damages an affected foe. The -2 penalty will have turned to 0 before adding this bonus. Also there is a 50% chance that each time the caster damages an affected foe the wall/door will cease to exist for that foe.

A copy of the insane's face appears on the door, it does the same as the other faces. It floats around and makes funny faces. While insane the foe randomly walks around heading to anything that could be a wall. When it reaches a wall it spends 2D4 rounds there trying to open an imaginary door up. Then it moves to another place and does the same thing. The insanity lasts 10 rounds, it lasts even after the spell ends. They can be driven insane by the door again if they touch it.

Example:

Sev encounters a band of 15 Orcs. He casts Dementia Door and 10 of them are affected. Sev disappears behind a wall and door. The remaining 5 Orcs engage in combat with Sev's men. The 10 affected are confused, where did this wall and door come from? Wasn't there a wizard there a minute ago? Half of them go after Sev's men while the remainder go investigate the wall.

The next round Sev disintegrates some Orcs that weren't affected by the spell. 3 of the affected Orcs try to open the door and they all fail their saves. They go running off to the walls and start trying to open doors. The other 2 lose interest immediately and attack Sev's men. Sev's men have chopped the Orcs up, there are only 5 remaining. Another round and Sev's men destroy the Orcs they are fighting. Sev destroys the insane ones with a cold spell. The fight is over with.

## Erase Party

Spell Level: 2

Range: Line of sight

Duration: See Below

The Caster casts this on his foes. He can target 1 foe + 1 more foe per 2 levels. Every foe the party is fighting must be affected by the spell. Each is allowed a saving throw at -2. If they all fail they forget that they are fighting the party. If even one makes it the spell fails. When there are too many foes for the spell to affect then it does not work.

The party becomes invisible to them, they must quickly leave. They cannot attack their foes or pass by them. They must retreat. They have 3 rounds + 1 round per 5 caster levels to escape the presence of their foes. If the party violates any of these conditions they find themselves where they were when the spell was cast with their foes having won initiative for the round.

Example:

Sev encounters 6 Orcs that he does not want to fight. They shoot arrows at him which he evades. Sev casts Erase Party on them. All 6 Orcs fail their saving throws and they forget that they are fighting Sev. Sev runs as fast as he can away from them. 3 rounds later Sev is far enough away that the Orcs cannot see him. Sev being 10<sup>th</sup> level had 5 rounds to get far enough away.

## **Fate Of True Hearts**

Spell Level: 4

Range: Touch

Duration: Permanent

The caster binds the hearts of 2 beings together that wish to have their hearts become one. They must love each other passionately for the spell to work. When the spell takes affect the two being's hearts are now one. Gone are their hearts from their bodies, merged together in love the new single heart sustains each. Because of this they cannot love anyone but each other. Other people almost do not exist to them. They seem to be ghostlike. Their other half glows with a bright intensity and each feels born again in the other's presence. The spell lasts forever, if it is ever ended by something as powerful as a wish both die. The spell has this effect:

**1:** When they are within 100" of each other they gain +1 to their saving throws.

**2:** When they are within 75" of each other they gain +1 to their to hits.

**3:** When they are within 50" of each other they gain +1 to their damage.

**4:** When they are within 25" of each other they gain +1 to their HP for each HD. These HP only exist once per day. When damage removes them they are gone for the day. When they go out of range they disappear but reappear when they are in range of each other.

**5:** If they are touching they each regenerate 1 HP per turn.

**6:** If they are further than 500" from each other then they suffer a -1 to their to hit, damage and saving throws. In addition healing is less powerful. They heal at half their normal rate. Healing spells are only half as effective. Their bodies and souls feel as though they are on fire. Sleep is difficult.

**7:** The death of one kills the other as well.

Example:

Sev has two true lovers in his party, Ug and Mug. They wish Sev to make their fates the same. So Sev casts Fate Of True Hearts on them. Magic fills the air and their hearts burn an intense flame and are gone. Somewhere in love the one heart beats for them.

In a fight Ug and Mug are 40" apart from each other. Since they are close enough they gain a +1 to their saving throws, +1 to hit and +1 to damage. Ug and Mug fight very well and take down their foes. Afterwards they snuggle for 6 turns and they each regenerate 6 HP. They are ready to fight again!

The next fight they run into a Licher. Like the last fight they are 40" away from each other. The Licher teleports Ug outside of the dungeon, this places him 3000" away from Mug. Both of them suffer a -1 to hit, damage and their saves. Ug tries to get back to Mug as soon as possible and takes a Haste potion. Mug attacks the Licher but can't do much. The next round the Licher disintegrates Mug and Ug falls over dead. Such is the Fate Of True Hearts.

## **Fire Circle Curse**

Spell Level: 4

Range: Line of sight

Duration: Until curse is removed

The caster casts the spell on a target who either makes his save or becomes cursed by it. Whenever he is in combat there is a 1 in 4 chance every 5 rounds (starting on the 5<sup>th</sup> round) that a 10" diameter + the cursed's size glowing red circle will manifest on the ground around him. The circle is flat and 1/2" wide. The afflicted is able to move around in the circle but if he crosses the circle he is engulfed in flames and takes 1D6 HP of damage.

When he finishes moving outside of the circle for the round the circle appears again around him. Each time he moves through the circle damage occurs again with another 1D6 applied. So, for example, if he moves through the circle for a 3<sup>rd</sup> time he would take 3D6 of fire damage. At the end of combat the circle disappears and he is free to move again. The fire only damages the cursed. If the circle intersects a wall or other obstacle it is still there and does not affect the rest of the circle.

The spell can be removed by a Remove Curse spell or something similar.

When it ends the circle appears one last time, flames up and then ceases to exist as it becomes smoke.

Example:

Sev encounters an evil spell caster that curses him with Fire Circle Curse. Sev knows not what it is. Many days later he enters a fight with a couple of Orcs. He decides to attack them with his sword and draws it. Many rounds ensue. On the 5<sup>th</sup> round a 1 is rolled and the Fire Circle Curse manifests around Sev. It is 10" away from him in all directions. He is very confused by the red circle and decides to run through it. As he does so he takes 3 HP of damage and then the circle reappears around him when he stops moving. He fights the Orc some who ignores the circle. Again he runs through the circle and takes 2D6 HP of damage, 7 HP in total. The circle again appears around him. He finishes the Orc with his sword and the circle disappears. He will have to investigate what is going on later. What is this circle?

## **Flesh To Machine(Reversible)**

Spell Level: 7

Range: Touch

Duration: Permanent

The caster turns a target into a machine. The target must be flesh and blood or the spell will not work. If the target resists it they are allowed a saving throw, success means the spell will not work. The caster reaches forth with a small mechanical device and touches the target with it. The device sinks in and disappears. The reversal of the spell does the opposite, the caster reaches in and the small mechanical device pops out and normalcy returns.

The affected becomes mechanical, gears cover its body, steam shoots out of different orifices as it moves. The arms, legs, body and head become separate parts. The affected's features are still roughly visible, enough to identify it.

Once turned into a machine the affected:

**1:** Does not need to eat or drink.

**2:** Does not need to breathe air.

**3:** Is immune to disease and poison.

**4:** Must consume 1 gallon of oil every day or lose 10 HP, the machine starts to break down. The Game Master may make the oil consumed proportional to the size of the affected. A giant, for example, may need 10 gallons of oil to sustain himself.

**5:** Cannot swim. If the affected is a natural flier(wings, balloons, etc...) it cannot fly.

**6:** Weight increases 3x the affected's normal amount.

**7:** Moves at 50% their normal rate. The affected's slow movement causes them to hit at -2. They also attack last in the round regardless of the initiative rolled. As they move they make a terrible amount of noise, the affected can no longer surprise foes.

**8:** Speech sounds similar but is electronically modified. Like a very basic computer voice is speaking.

**9:** AC improves by 2 points.

**10:** Has a damage resistance to physical attacks of 2 HP. The first 2 HP of damage are absorbed.

**11:** Has 50% immunity to fire damage. Electricity at best stuns the affected for 1-2 rounds if the damage rolled exceeds 10 HP.

**12:** Damage from its attacks is at +2.

**13:** Without a weapon its physical attack does 1D8 HP of damage + the damage from its damage bonus.

**14:** Does not heal when resting. Needs to be repaired instead. Reparation requires casting this spell, tools and someone that can work with basic machines. For example, someone who can work with wagon wheels and

repair plate armor. As the spell is cast the repairer fixes dents, holes, rust, etc... . It takes 1 hour of work to repair 1 HD of damage to the affected.

(The Game Master should expand the list as he sees fit. Does the machine need to sleep? Is the machine immune to disease? And so on.)

As the title says this spell is reversible. Against things that are naturally machines the reversed spell does nothing.

Creatures that destroy metal, say a rusting creature, can completely destroy anything that has been turned into a machine. Every time they are hit by such a thing roll a 1D10. Multiply that by 10 and use that percent from the affected's maximum HP. That is the damage that the rust creature does to it.

Example:

Sev decides that for the next fight his fighting man Dead Man Lee will need to be turned into a machine. He knows that this can work to his disadvantage some times but the Little Men with hammers do so little damage. He casts Flesh To Machine on Dead Man Lee and he becomes a machine. Into the cavern Dead Man Lee slowly walks. The Little Men run up to him, all 20, with their hammers and begin pounding. Half of them hit each round but their hammers can only do 2 HP of damage and it is absorbed by Dead Man Lee without hurting him. Every round he smashes one of the Little Men. At the end of the fight Dead Man Lee stands triumphant over a bunch of flesh jelly when a Rust Reject enters the area. Dead Man Lee turns and tries to flee but the Rust Reject is faster. It takes the Rust Reject two hits, each hit rusting Dead Man Lee, to destroy him. The first hit an 8 is rolled, so 80% of his maximum HP are subtracted. The 2<sup>nd</sup> hit a 6 is rolled, so 60% of his maximum HP are subtracted. Dead Man Lee's HP are way below 0 at this point. He is a pile of rusted dead metal. Sev will be very sad.

## Flifters

Spell Level: 2

Range: See Below

Duration: 5 rounds + 1 round per 3 caster levels

The casters fingers(no thumbs) grow to 10" in length + 1" per 2 caster levels. The bones become rubbery. With the fingers the caster can wrap them around things and opponents. Wrapping does not shorten the fingers, they stretch to wrap around their targets.

Things can be wrapped without any need to roll a dice. A single finger is as strong as the caster's Strength score/2(round up). Multiple fingers add to the total strength. 3 fingers, for example, would use this formula to determine their lifting Strength:  $(\text{Strength}/2) \times 3$ . Thus very heavy items can be lifted by using many of the caster's fingers.

Against opponents a hit must be scored to wrap a finger around it. To do anything with a wrapped target roll to hit. This allows the following:

**1:** Move wrapped 10" in any direction.

**2:** Smash wrapped into a surface. Must be able to move the wrapped 5" into a surface. Doing so does 1D4 HP of damage. The fingers are able to move the wrapped with a different magic strength, not the strength of the fingers used to move things.

**3:** If more than one finger is wrapped the caster can try to pull the wrapped apart. For each finger wrapped, 2 HP of damage is done.

The caster can wrap 1 target for every finger. He can attack with 1 finger + 1 more finger per 3 levels per round. To break free the wrapped must score a hit against an AC of 9. Each hit causes a finger to release. A finger can rewrap a wrapped target but a hit is required to do so. The caster can use multiple fingers against a target. He can release a target at any point, even after he has moved the wrapped. The wrapped can only move as far the finger will allow him to go, the magic keeps him from going further.

## Example:

Sev runs into 3 weak Orcs. He casts Flifters and his fingers grow out to 15" each, he is 10<sup>th</sup> level(10" + 5" for being 10<sup>th</sup>). Since he is 10<sup>th</sup> level he can attack 4 times with his fingers. He can reach all the Orcs in the first round so he attacks all 3 with one finger each. He scores a hit on 2 of them and they are wrapped. The Orcs respond by attacking the fingers. They both miss. The free one swings at one of the fingers and scores a hit, a wrapped Orc is freed.

The next round Sev rolls a hit against the wrapped Orc and smashes him into the ceiling. The damage is large enough to kill it, a 4 was rolled on a D4. With 2 other fingers he attacks the remaining Orcs. One is wrapped. The free Orc charges Sev and misses. The wrapped Orc attacks the finger and misses.

Round 3 arrives and Sev rolls a hit against the wrapped Orc and smashes him into the floor. Again, another Orc dies. A 2 was rolled on the D4 for damage. Against the remaining Orc he rolls to hit twice and scores once. The Orc is wrapped. The Orc misses the finger with his swing.

On round 4 Sev again scores a hit against the wrapped Orc and smashes him into the wall. A 3 was rolled on the D4 for damage. The Orc is dead.

## Foe Curse

Spell Level: 4

Range: Line of sight

Duration: Until curse is removed

The caster casts the spell on a target who either makes his save or becomes cursed by it. Every day there is a 1 in 10 chance that the last boss/powerful foe that he fought against and killed will appear again. The Game Master must decide when this happens but it should not occur during combat with other foes. For 10 rounds the foe will fight the target. The foe will be in the same state he was in at the beginning of the last fight. The foe only exists for the target, others cannot see it or fight it. At the end of 10 rounds or if the cursed is brought to 0 HP the foe is gone. If the target is "killed" by the foe he is not killed but is reduced to 1 HP.

The spell can be removed by a Remove Curse spell or something similar. When removed the cursed can see the foe in his mind one last time as he delivers it a killing blow.

Example:

Sev is cursed by a Licher with Foe Curse. He knows not what has happened but something from his past is chasing him he senses. One week later a 1 is rolled, the Giant with the Hammer will reappear at some point. As Sev sits down next to a tree the Giant stands over him bringing his hammer down on him. Sev dodges this and hits him with his fist. Sev is panicking, didn't he kill this Giant a month ago? Too late the Giant hits Sev with his hammer and does total damage. Sev is brought to 0 HP and the Giant disappears. Sev's HP are brought back to 1 and he can't believe he is alive. What is happening?

## From The Past

Spell Level: 4

Range: Line of sight/Party

Duration: 3 rounds + 1 round per 5 levels

The caster is able to summon a lower level version of one of the characters in the party. Roll a D10 to determine how much weaker the version is:

**1-5:** 75%

**6-8:** 50%

**9-10:** 25%

So a 5<sup>th</sup> level fighter has the spell cast on him. A 6 is rolled. 50% of 5 is 2.5. Rounding down(see below) gives you 2. So a 2<sup>nd</sup> level version of the character appears.

Round down in all cases. The lowest that can be summoned is a 1<sup>st</sup> level version of the character. To summon a lower level version of a character the targeted character must be at least 2<sup>nd</sup> level. The summoned version will be at full HP(what the character had at that level), have spells(what the character had access to), magic items, etc... . Things like wish rings, artifacts, etc... will not appear on the version. The Game Master must decide what the version has but it should be a reflection of what the character had. The version will be a loyal servant of the caster and do as he wishes. It is ready to fight on the round it is summoned. When the spell is over with or the version is destroyed everything it had on him disappears.

Example:

Sev runs into a couple of tough Orcs. He laughs and casts From The Past on himself. Sev is 10<sup>th</sup> level and he rolls a 6(50% of his current level), so the 5<sup>th</sup> level version of himself appears. Sev the 5<sup>th</sup> stands ready to fight and lets loose a fire spell on the Orcs. One is fried very badly and the other dies. The one that is still alive hits Sev the 5<sup>th</sup> with a large axe and does double damage. Sev the 5<sup>th</sup> only had 12 HP and he just took 16. He falls to the ground and disappears

before he hits it. Sev must kill this Orc without his friendly earlier version.

## **Great Mother Cat**

Spell Level: 5

Range: See Below

Duration: See Below

The Great Mother Cat watches all of cat kind for she is their mother. There are times when she sees someone outside of her normal purview. An adventuring spell caster, someone that can benefit those that purr. When she spies such a being she sends her messenger, a sneaky little cat, to deliver some things. The spell caster will wake with a dead mouse in each hand and his spell book on his belly. Sticking out of it will be a very large leaf of catnip. It is loose and can be pulled out of the book.

The caster will be able to memorize and cast this spell once. The spell cannot be copied onto a scroll or used by anyone else but the caster. To others the leaf appears covered with a bunch of dark green ink marks that look like scratches and cat paw prints. The caster must lick and chew the leaf to memorize the spell. As he does so the writing becomes green milk, the caster sucks it up. When the writing is gone the caster has memorized the spell. It takes 10-60 minutes of licking to suck up all the green milk ink.

When the caster casts the spell he enters the center of catdom. Great plates filled with dead mice, fat chirping birds and large bowls of milk surround him. Resting on a large pink pillow is a giant cat.

The Great Mother Cat stands and stares down at him. Long blond hair dangles down from her head to her front leg's shoulders. Her coat is patterned with white and black stripes. On her face are red lipsticked lips. The upper lip is the shape of two apple halves with their tops resting next to each other. She meows at the caster and swats at him once with a paw.

"I will listen to three of your wishes, little kitty, and then decide if I will grant any to you" she says to the caster. The caster gets down on all fours and begins to purr. He knows she said three but he finds himself only able to tell her one.

The Great Mother Cat will laugh at what the caster wants. Instead she will give him a cat gift. Roll a D20 to determine what:

**1:** Caster grows a tail and cat ears. He cannot be surprised and the tail gives him superb balance. He will not stumble or fall no matter how slippery things are.

**2:** Caster gives birth to 1-6 kittens. They look like small versions of the Great Mother Cat. Each kitten has 1 HP and an AC of 9(Descending). While they live the caster can have them absorb one damaging attack on him per day. Each kitten can absorb one damaging attack. They must be within 100" of him for this to work. The kittens do not suffer damage from the damage absorption. Each month the caster can give birth to another batch of kittens if the previous batch are no more.

**3:** Caster gains the agility of a cat. Caster can increase his Dexterity by 1 point 3 times a day. Each time it is raised it lasts one hour. This can be stacked so the Dexterity score could be raised by 3 points all at once. This bonus can only be applied to dodging, doing feats that require dexterity such as walking on a tight rope, etc... . It does not apply to things like opening a lock.

**4:** Caster eyes turn into cat eyes. He acquires infravision. Cats that look into his eyes establish a telepathic link. While the eyes are locked together both can communicate without noise or meows with the other.

**5:** Caster is able to turn a simple gold piece into a doll sized golden statue of the cat goddess. If he worships/licks it roll again on this table(disregarding 5). Whatever comes up he can use for one day. Worshiping consist of licking it over and over again, each lick makes it smaller and smaller until it is no more. 10 minutes of continuous licking/worshipping reduces the statue to nothing. If he sells the statue he can get 100 GP for it but can't use this ability ever again. He can use this ability once a day.

**6:** Caster grows fur like the Great Mother Cat. He is immune to all cold damage.

**7:** Caster is able to roar like a lion. Any foe within listening distance(50" at most) must make a save or be rattled for 5 rounds. They attack at -1 to hit. Caster can roar once an encounter.

**8:** Caster is able to pretend that he is a cat and strike a foe with his fingers. If he hits the foe feels as though he is being scratched by a cat for 2D6

rounds. Each round while it is in effect there is a 1 in 4 chance that the scratches cause him to automatically miss once. The caster can do this 3 times an encounter.

**9:** Caster gains large cat whiskers. He is able to walk on all fours like a cat and can detect hidden traps wherever he goes. Invisible creatures gain no defensive bonuses for being invisible when they fight him, he can feel them with his whiskers.

**10:** Caster is able to reenter the realm of the Great Mother Cat briefly. He runs quickly and disappears, passes by the Great Mother Cat, and reappears anywhere as long it is within 3 times his normal movement rate.

**11:** Caster is able to ascend any tree instantly. He can appear anywhere on it and nothing can knock him off of it. As he ascends the tree he becomes a small cat, the caster reemerges once he has reached where he wants to go.

**12:** Caster is able to move twice in one round. He moves as normal. The 2<sup>nd</sup> time is if he is being attacked. Before the attack he is able to move to a different location and evade the attack. This is not his normal movement. He can do this three times an encounter.

**13:** Caster can summon a tiger to ride. The tiger stays for 24 hours and then is gone. Can be used 3 times a week. The tiger does not attack unless attacked itself. Any foe that causes it damage it will attack.

**14:** Caster can nurse from the nipple of the Great Mother Cat 3 times a day. He appears to be sucking milk like a kitten from something. Her milk heals him 1D8 HP each time he sucks.

**15:** Caster gains the power to kill 3 times a day anything that is a rodent: rat, mouse, wererat, etc... . All he must do is touch it. The rodent gets a saving throw and if it fails it dies.

**16:** Caster can charm one cat once an encounter. As Charm Person spell. Charm lasts one hour. A save negates.

**17:** Caster is able to sense rodents, any rodent, up to a mile away. At one mile it is just knowledge. Half a mile he gets an idea of their size. Within 500" he knows exactly what it is.

**18:** Caster is able to regurgitate a mass of chewed up mice. The number of mice is enough to feed every character in the party enough food for one day. The caster can do this 3 times a week.

**19:** Caster assumes the role of a hero that was once a man with a cat's head. The Great Mother Cat gives him a very large cat claw to fight with. It is called "The Fingerless Fusser" and does damage equal to a long sword. He can fight with the claw and attacks to hit at +3. If his roll with the bonus is 20 or greater then the attack does double damage. Only the caster can use the claw, with anyone else it always misses.

**20:** Caster can call on the Great Mother Cat once a day. She will appear over a foe and strike it with one of her clawed paws. Foe takes 2D12 HP of damage. A save cuts the damage in half.

After the gift has been given the caster returns to the party or wherever he cast the spell. He will have been gone 2D12 hours. A cat screech will sound and a great cat of some sort will jump out of nowhere. Where the cat leaped the caster will be there but no cat.

The cat gift lasts 1D12 months and then it is gone. If at any time he hurts any type of cat creature the gift ends. Who knows if the Great Mother Cat may want the caster to do more some day. Another catnip leaf?

Example:

Sev catches the notice of the Great Mother Cat. "A caster that needs a tail I think." she says as she summons her messenger. The great one meows "Kitten, take this page and these two mice to him. Wake him when it is done.". The messenger jumps into Sev's room as he sleeps. He finds the spell book and places a large leaf of catnip into it. Out of a small pouch attached to his tail he places a dead mouse in each of Sev's hands. The book he pushes onto Sev's belly. To the window the messenger leaps. He lets out a loud screech and returns to the great one.

Sev awakens to find the book on his belly and the mice in his hand. "What is going on here?" he says. He opens his book and sees the new spell. Should he cast it and see what it does? The next night he licks and licks the catnip leaf, the spell is memorized. He casts the spell and then he sees her, the Great Mother Cat.

She pulls him before her and tells him "Three wishes, I will listen to.". To

his hands and knees he falls. "I can only think of one! Give me great wealth." he says. The Great Mother Cat shakes her head, "No I will give you a gift appropriate for a cat". A 14 is rolled and Sev gains the ability to heal himself 3 times a day. He must nurse from the Great Mother Cat herself. Sev finds himself chasing a lion, it leaps and he leaps after it. Into his room he lands. The cat gift lasts him 3 months and then it is gone. He can sense the Great Mother Cat looking at him, thinking of giving him another gift.

## Ground Storm

Spell Level: 3

Range: See Below

Duration: 5 rounds + 1 round per 3 caster levels

The caster summons and channels a very strong storm in the ground. The ground rumbles and shakes 100"+ 100" per caster level from where the caster cast the spell. Rain falls skywards, ascending as far up as it can go. Dark clouds appear randomly out of the ground and then sink back in. Strong winds rise from the ground and lift anyone in the area up a few inches and then back down again.

Each round lightning shoots out of the ground. Roll a 1D12 to see what comes up:

**1-5:** A lightning bolt shoots out of the ground. There is a 1 in 4 chance that the caster can direct it at a foe. If it hits the bolt does 1D6 + 1D6 per 5 caster levels HP of electrical damage. A save cuts the damage in half.

**6-7:** As 5-8 but chance of directing the bolt is 2 in 4.

**8-9:** As 5-8 but chance of directing the bolt is 3 in 4.

**10-11:** As 5-8 but the bolt is automatically directed by the caster.

**12:** 2-4(1D4, 1 becomes a 2) bolts shoot out of the ground like above. Roll for each bolt to determine how difficult each one is to direct. If 12 comes up then it acts like 10-11, it is automatic.

Example:

Sev runs into a Lightning Rod Beast. It is 300" away, so he decides to cast Ground Storm. Sev is 10<sup>th</sup> level so the storm radiates 1100" from him in all directions. The ground shakes, rain falls upwards and a cloud or two emerges from the ground. Sev immediately rolls to see what kind of lightning bolt shoots from the ground. An 8 is rolled, so Sev rolls a 1D4 to see if he directs the bolt. A 2 comes up where he needed a 1-3. He directs the bolt into the Lightning Rod Beast. Sev is 10<sup>th</sup> so he will add 2D6 to the base 1D6 roll. The Lightning Rod Beast fails its save and takes 12 HP of damage!. It is badly shaken and is thinking of leaving this weird storm he is standing on. The beast starts to retreat but is very slow. The next round Sev rolls an 11 and automatically directs the bolt into the beast. Sev rolls 3D6 again and does 9 HP of damage. The Lightning Rod Beast fails its save and explodes from too much lightning power!

## He/She Or The Thing

Spell Level: 4

Range: Caster

Duration: See Below

The caster becomes the sex that whomever is gazing at him/her desires. It is an actual physical change that occurs. Multiple people looking at him at the same time will see a different version of the caster, a very attractive caster. The character's charisma is raised to 18. Whomever one has physically desired is there before the gazer. The gazer's ultimate flesh fantasy has dropped from heaven into his/her lap.

The caster will sense that he is inhabiting several different versions of his body at once. As he looks at himself he sees himself rapidly changing from one person to the next. He will know which version belongs to which gazer.

Everyone who has interactions with the caster must make a save or come under a weak form of charm. When charmed the affected can be made to do whatever the caster wishes. But this only happens 1 in 4 times. When this fails the caster must use his incredible beauty/handsomeness to convince the charmed to do what they will. Or he can wait 10 minutes x 1D6 and try again.

The charm lasts one hour and then the caster must make a new attempt to charm them again. For those that resist the caster can try again after one hour.

The caster can end the spell at anytime at this point.

Every hour after the first there needs to be a check to determine if a save needs to be made, a 1 on the dice roll indicates that one needs to be rolled. For hours 2-6: use a D10, hours 7-12 use a D8, hours 13-18 use a D6 and hours 19-24 use a D4. The save is rolled with +2, failure causes the caster to become this hideous thing of a sex one has never seen before. The caster cannot end the spell at this point. The caster's Charisma effectively becomes 3. Any charmed beings are freed. People will be repulsed by the caster if he interacts(not fighting) with them. They will have to make a saving throw or they will be forced to(roll D4):

**1-3:** Run away from the caster until they are at least 50" away.  
Can't get any closer for 1 turn.

**4:** Attack the caster. They will do this for 3-10 rounds  
(D10, 1-2 becomes a 3).

The Spell lasts 24 hours. At the end the caster returns to normal and all charmed beings are freed. This spell works for all creatures that are human like(elves, halflings, goblins, orcs, etc...) in some way and have the need of some kind of physical love.

Example:

Sev prepares to enter the bar full of drunken louts. He wants the gold they have on them. He casts He/She Or The Thing on himself. His body feels different, as though he is several different people at once. Into the bar he goes.

To the first drunk Sev appears as a 7 foot tall red head wearing a single purple leather glove and blue lacy underwear. The drunk fails his saving throw and becomes charmed. He kisses the drunk and asks him for his money bag. A 1 is rolled and the drunk gladly gives it to Sev. Sev walks to another drunk and appears as a 5 foot tall blond, totally naked except for some cherries in her hair. He too falls under Sev's charm. Sev kisses him too and asks for his money bag. A 2 is rolled and the drunk says no. A D6 is rolled and a 1 comes up. Sev can try again in 10 minutes, which he does. This time a 1 is rolled as well, the money bag is his. Sev has a few drinks, appearing to the bar keep as a 6 foot tall muscular swarthy pirate with a cutlass hanging between his legs.

He decides to leave, maybe coming back later. 10 hours later, after he's had a nap he starts to head back to the bar. But first he must check to see if he becomes something else. A D8 is rolled and a 1 comes up. Sev looks at his

reflection in the mirror and he sees a monster. Strange organs appear all over his back, some expand while others shrink. He is so hideous to himself that he retreats back to his quarters hoping no one will see him. Sev will wait there until the spell is over with and use his free coin for something special.

## **Inside Divide**

Spell Level: 2

Range: 10" + 10" per 3 caster levels

Duration: 1 round + 1 round per 2 caster levels(maximum of 5 added)

The caster breaks a target's soul up into different pieces. The target must make a save or his soul will be cut into 2-4(1D4 where 1 is a 2) pieces. Each round the target must declare a different action for each of the soul pieces inside. One piece is equal to one soul that cannot agree with the other souls on anything.

Actions must be significantly different to count towards the total. Attacking with an axe or shooting an arrow with a bow would be so. Attacking with an axe or attacking with a sword would not. Running in one direction and running in another direction would be so if they lead to significantly different positions after movement. The Game Master must decide if they are different enough to be considered unique actions.

One of these actions will be randomly chosen to be the action the target will take. Roll to determine which one wins:

**2 souls(roll D4):**

**1-2: Soul 1**

**3-4: Soul 2**

**3 souls(roll D6):**

**1-2: Soul 1**

**3-4: Soul 2**

**5-6: Soul 3**

4 souls(roll D4):

1: Soul 1

2: Soul 2

3: Soul 3

4: Soul 4

At the end of the spell the target's soul heals back into one soul and he can make one decision each round again. Nothing is required of the target if he is so constrained that he can't do anything or even one thing.

Example:

Sev casts Inside Divide on an Orc. The Orc fails its saving throw and rolls a 3, he now has 3 souls trying to control him. Sev is level 10 so the Orc will have 3 souls for 5 rounds( $10/2 = 5$ , 5 is the maximum). It must declare 3 different possible actions it will take for its turn in the round. For this round it says: attack Sev with its bow, run up to Sev and stand still. A 3 is rolled so the 2<sup>nd</sup> option, run up to Sev is the soul action that wins. The next round Sev strikes the Orc and almost kills it. The Orc declares 3 different actions again: attack Sev, run away from Sev and stand still. A 4 is rolled, so the Orc runs away. The 3<sup>rd</sup> round arrives and Sev shoots an arrow into the Orc and kills it.

## Itee The Holder

Spell Level: 2

Range: 10" from caster

Duration: See Below

The caster summons Itee, the doctor that cares for Death when he is ill. Itee keeps himself sharp between Death's infrequent illnesses by watching over and preserving those that are close to Death's claim. He appears as a dead man in a dark robe. When he speaks he reaches up and pulls the flesh off of his rotten, gray and purple head. A skull's jaw moves and gasping words come out. When done he puts the flesh back on his head.

They must present to him a character that is dying or near death. Itee will look over him and tell the party that he can take care of him. If the party agrees Itee takes the character with him and they disappear. Itee will leave several naked corpses behind. Wounded bodies that were left with him and never reclaimed.

The party has one month at most to reclaim the character. After that time the party will find the dead, stripped body of the character upon waking some morning. Itee cannot tend to him forever.

What the party must do to reclaim the character is kill enough foes that the HD killed is equal to 10 times the character's level. Itee must pay Death something for keeping a dying character from him and this is it. If they do this they can cast the spell again and Itee will bring the character back. The character will be in much the same state he was before but in a form of stasis. The party has 1 week to heal the character before any killing effects finally take hold. Poison, disease, blood loss, etc... will not progress any further during that week. Regardless of how quick the healing occurs the character remains in stasis until the week is up.

Attacking Itee is possible. Any character that attacks him automatically hits. Itee will fall apart but he will pick his body pieces back up and put himself back together. In return he will leap into whomever attacked him and disappear. The character will suffer a terrible disease. Every week he loses 1 point of Strength and Constitution. To stop this from happening he must cast Cure Disease on himself every day. This will stop it from happening. This must be done every day for a month and then he is cured. If he reaches 0 on either Strength or Constitution the character dies. Not soon afterwards the corpse's

head will no longer be there. The next time Itee is summoned the character's head will be hanging from his belt. There he will keep it for a year or so, a reminder to leave Itee alone.

Example:

Sev stands over Sixus who is mortally wounded and will die in 10 rounds. He casts Itee The Holder and Itee appears before him. Itee reaches up and removes the flesh from his skull, he speaks "I will take... this man... keep him like he is... kill many and you can have him back... back with enough time... to heal him". Sev agrees and Itee places his flesh back on his skull. Sixus and Itee disappear.

2 weeks later Sev has killed 30 HD worth of monsters. Sixus is 3<sup>rd</sup> level so Sev can summon Itee The Holder back again and claim Sixus. This is done and Sixus is placed in a hospital. A regular healer tends to his wounds, Sixus will be able to adventure again another day.

## Kiss Lady Luck

Spell Level: 3

Range: See Below

Duration: 24 hours

The caster summons forth the female manifestation of luck, Lady Luck herself. To attract her and make the spell work the caster must have won something in a contest. The thing won must not be taken from someone in the party. How big a prize it must be is almost irrelevant but it should be worth at least 100 GP. Lady Luck loves winners, she will want to give more luck and love to someone that has already gotten some of what she likes to give.

Each time something is won she will let the caster summon her 1D8 times. This is not cumulative, once the D8 is rolled that number waits to be used up. Keeping track of this number should be done as soon as the caster gains access to this spell. After those times have been used up he must win something again in a contest. Then a D8 is rolled again. Winning something while he still has summoning times left does nothing.

When she appears an explosion of gold and diamonds fill the air. The caster is dazzled by it all and as they disappear she appears. On her skin dice tattoos appear, they move as if they are rolling and always win. Gems of many different colors form a dress on her body, they change position revealing her body as she moves. Her hair is made of diamond strings that have gold flecks falling like snow in them.

As the caster gazes at her he feels like nothing could go wrong. She walks to the caster and lifts his head with her hand. The caster must kiss her and quickly (he has only a round to do so). When he does so roll a D20 to see what happens:

**1-3:** Caster gains +1 to his next roll, any roll. If it is a percentage skill roll add 5% to it.

**4-6:** As 1-2, but +2 is the bonus. If it is a percentage skill roll add 10% to it.

**7-8:** As 1-2, but +3 is the bonus. If it is a percentage skill roll add 15% to it.

**9:** For the next roll Lady Luck rolls the dice for the caster, an automatic 20

comes up! In other words the next roll automatically succeeds. Any percentage skill roll automatically succeeds as well.

**10:** Roll on this table for the next 2D4(minimum of 4) rolls. If a 10 or above comes up roll again.

**11-13:** as 1-3 but for the next 3 rolls.

**14-16:** as 4-6 but for the next 3 rolls.

**17-18:** As 7-8 but for the next 3 rolls.

**19:** As 9 but automatic success for the next 3 rolls.

**20:** As 10 but for the next 4D4(minimum of 8) rolls. If a 10 or above comes up roll again.

Lady Luck smiles at the caster and kisses his forehead. "My luck is with you, the dice are yours." she says. When he looks up she is gone. A tattoo of a couple of dice appear on the caster's palm. They stay there until the magic of the spell is used up. Each time he looks at them the numbers change.

When the spell is in effect each time the caster must roll he finds himself briefly in a dream with Lady Luck kissing him. He returns to reality at the end of the kiss with whatever he was doing already done. The dice have been rolled!

Lady Luck will only help the caster for 24 hours. During that time he cannot cast this spell again. At the end of the time the bonuses granted by Lady Luck are gone but he can cast the spell and kiss her again. That is if there are still some summoning times left.

Example:

Sev has won a game of dice against the fortune man and took in 1000 GP. That is sufficient to please Lady Luck. A 1D8 is rolled and a 3 comes up. He can cast Kiss Lady Luck 3 times after this win.

Before Sev enters the dungeon he casts Kiss Lady Luck. A 9 is rolled so his next dice roll will succeed. He runs into the Unluck Beast and scores a automatic hit against it. He doesn't even remember doing it, Lady Luck was kissing him as he brought his blade against the beast. He will have to wait another day to cast the spell again, Lady Luck is very busy!

## Mice For The Tiger

Spell Level: 3

Range: Line of sight/See Below

Duration: See Below

The caster begins summoning mice when he casts this spell. Every round mice appear in the caster's hand, jump out and run forth, attaching themselves to foes. The foes must be visible, the mice can move 300" a round. The caster decides which foes the mice run after. When they reach a foe they attach themselves to it. For each mouse the caster releases more special tiger abilities he can use.

Mice released:

**1:** Caster can use one claw attack a round, does 1D6 HP of damage.

**2:** Caster can use two claw attacks a round. Each does 1D6 HP of damage.

**3:** Caster can bite in addition to using claw attacks, does another 1D8 HP of damage.

**4:** Caster can roar like a tiger. Moused foes within 10" must make a save or they suffer a bite attack, 1D8 HP of damage. The caster can use this once every 5 rounds.

**5:** Caster can teleport next to any foe that has a mouse on them. This is considered movement and not an action that would consume an attack.

**6:** Caster when he kills a moused foe can devour him. All the flesh is chewed and swallowed. This heals 1D6 HP of damage. Non living material is left on the ground where the foe was slain. This happens immediately after the foe is killed, in the same round as the slaying.

**7:** Caster is able to combine his two claw attacks and do 3D6 HP of damage if he hits. He cannot use any other attacks if he does this.

**8:** Caster can pull a foe into his mouth with one of his successful claw

attacks, no damage is done. The foe cannot move away from the caster and he automatically bites the foe each round. Biting damage begins the round the claw pulls the foe into his jaws. During this time he uses his claws to keep the foe in his mouth, they cannot be used to attack. After 2 rounds of this there is a 50% chance each round that the foe can break free.

**9:** Caster can use all his attacks to knock a foe to the ground and land on top of him. No damage is done and all 3 attacks must hit. The foe cannot attack this round or the next 2. For the next 2 rounds the caster does +3 damage with every successful hit. On the third round the caster jumps off the foe who can rise and attack with no additional penalties applied. The caster can attack on this round as well.

**10+:** Caster is able to use every attack twice against a foe every 5 rounds. That is the 4 claws and 2 bite attacks.

Magical tiger attacks can only be against those that have a mouse on them. For every mouse beyond the first one on a foe the caster gains +1 to hit, up to +5. As the caster strikes a foe he briefly becomes a tiger as he attacks. When a foe is killed the mice dance on its corpse until the spell ends.

When the caster has finished releasing mice he can release no more. Each round he must release a mouse or be done with it, there is no waiting. After the mice have been released the spell lasts 10 rounds. He can release 1 mouse per round + 1 more per 3 levels. At most he can release one mouse per caster level. A 10<sup>th</sup> level caster, for example, could release 10 mice and then have to fight.

The mice are impossible to remove once they are attached. They are not normal mice but magical in nature. If one were to catch one and smash it the mouse would reappear instantly on another part of the body.

Example:

Sev runs into 2 Mouse Trap Golems. He casts Mice For The Tiger and releases 4 mice. Sev is 10<sup>th</sup> level so he can release  $10/3 = 3$  mice in addition to the 1 a round. The Mouse Trap Golems are 200" away so they both get two mice. They move towards Sev and are now 100" away.

The next round Sev decides to go on the offensive and release no more mice. He runs up to the one and attacks 3 times. He gets a bonus of +1 to hit because there are 2, 1 beyond the first. One claw hits and so does the bite. As he attacks he becomes a ferocious tiger. The Mouse Trap Golem goes down.

The 2 mice on it do a dance on its head. The other one turns to attack Sev and swings its mouse trap at him and misses. The next round Sev attacks the remaining Mouse Trap Golem and hits 3 times. Again he turns into a tiger as he attacks. He does enough damage to destroy this one as well. The mice jump off the golems and do a dance around Sev.

## **Moment Of The Vampire**

Spell Level: 5

Range: Line of sight

Duration: See Below

The caster casts this spell on a target. The target must make a saving throw or be charmed(as in Charm Person). This lasts 1 hour. The charm can only be used to seduce the target. It cannot be used for fighting, gaining treasure, politics, etc... only love.

Some kind of non-combat interaction must occur for the the seduction to occur. Then he must take his victim into a private place where he can have an amorous moment. Then in a moment of bliss the caster strikes. His teeth become sharp knives and he bites into his target's neck. The target is knocked unconscious for 24 hours while the caster gains 1D4 levels. The target must not be killed, she/ he must live or the spell ends. At the end of the spell the caster loses these levels and the victim awakens and finds bite marks on the neck. Who did this to the victim is unknown, the memory is not there.

The caster when he gains these levels can automatically fill his new empty spell slots with the spells he wishes. That is if he already has access to those spells. The slots will remain empty if he does not have anything to put in them. Having a scroll on him of the right level can be used in place of having the spell in a spell book. There is a 1 in 4 chance that the scroll will be consumed as he uses it as the source for the spell.

After the spell ends the caster's Strength and Constitution scores are cut in half(round up). His ability to cast spells is cut in half(round up). He must rest in a coffin for at least 24 hours for these penalties to be lifted. After that he must wait a week to cast the spell again.

Example:

Sev sees a sweet lady in the castle next door. An adventure awaits, surely she could use a rest he thinks. Sev walks into the castle and casts Moment Of The Vampire from the gate, he can see her in the courtyard. She fails her save and Sev walks to her. He takes her to her bedroom and kisses her. With her head bent back he bites into the throat with fresh fangs. She falls asleep and he places her on the bed. A 3 is rolled and Sev is now 3 levels higher in level. He gains some spell slots and fills them in with ones that are in his spell book. A few more HP are gained. To the dungeon he must go! He has 24 hours to do what he needs to do.

## **Rage Away**

Spell Level: 2

Range: See Below

Duration: 3 rounds + 1 round per 2 caster levels

The caster creates a calming field around him. It extends 50" out + 10" per 2 caster levels from the caster. As the caster moves so does the field. Any power, ability, etc... that depends on anger or rage will not work. Those in the field will feel calmness and peace.

Example:

Sev is surrounded by Berserkers, warriors that gain fighting strength through their rage. His defenders have him guarded and he casts Rage Away. Sev is 10<sup>th</sup> level so all that are 300" away from him have their rage calmed away. The Berserkers become weak mean with swords they swing without any enthusiasm. Sev's defenders make short work of them.

## Ree Na Na Rises

Spell Level: 4

Range: Caster

Duration: See Below

Ree Na Na, one of the great fungus spirits, grows on the caster's soul. Ree Na Na, the eater of living souls. Once it fed on the dead souls of failed kings, queens of ill repute and prostitutes who believed they were noble born. At some point it let lose its spores and Ree Na Na began to grow on the multitudes. Ree Na Na became many.

When cast, the caster projects his soul upwards with Ree Na Na, against his inner skin it pushes trying to break free. He falls to the ground and spasms. As he does so his chest cavity rips open and out rises the fungus. Ree Na Na does not appear as a mushroom but as a rough shaped yellow pillar with black scars all over it. The thing has a diameter equal to the height of the caster. During this time the caster cannot do anything, Ree Na Na has taken his place. Each round Ree Na Na grows and each round its attacks:

**1:** 10" up. Attacks any foe within 10" feet, attacks as the caster. A hit does 1D6 HP of damage if they are more than 5" away. If they are 5" or less the damage is 2D6.

**2:** 20" up. Out of it and into the ground mycelium grow. Any foe within 50" must make a save or be tied at the feet by them. Failure means they cannot move for 3D4 rounds. To break away from the mycelium it must be attacked. Its AC is 9(Descending) and it must take 12 HP of damage to be destroyed.

**3:** 30" up. Little holes open up all over the fungus. Out of it shoots burning spores. Any foe within 10" + 10" per 3 caster levels must make a save. If they fail they immediately take 2D6 HP of damage. If they fail the first save, for the next 2 rounds they must make a save or take at first ½ the damage done, then 1/4<sup>th</sup> the damage done.

**4:** 20" up. Anyone ensnared by the mycelium must make another save or be violently pulled to the ground. They take 1D6 HP of damage from the pull. They can get up the next round.

**5:** 10" up. Ree Na Na breaks open and chunks of it fly and attack any foe within 10" of it. Attacks as the caster. The chunks if they hit do:

**1-3:** 1D6 HP of damage(small chunk).

**4-5:** 2D6 HP of damage(medium chunk).

**6:** 3D6 HP of damage(big chunk).

**6:** 0" up. The fungus pulls back into the caster and his chest cavity closes up. The caster can't do anything this round, he is returning to normal.

The round after that the caster can rise, he is normal again. Ree Na Na grows on his soul once again waiting to be unleashed. Any mycelium that remains does not cease to exist until the time rolled is up.

Each 10" that Ree Na Na grows adds 10 HP to the caster's total HP. Damage done to him is first done to these additional HP. As the fungus shrinks 10 HP is subtracted from these additional HP. So at 30" up he has an additional 30 HP damage buffer. That is if he goes undamaged. When he shrinks by 10" he loses 10 HP from the buffer. Damage lost from the buffer in this way does not subtract from the caster's HP. Whatever is there is removed and that is it. An example of this:

**Round 1(10 HP buffer):** 10 HP buffer. No damage.

**Round 2(20 HP buffer):** 10 more HP are added, the buffer becomes a 20 HP buffer. The buffer takes 6 HP damage. This lowers the buffer to 14 HP.

**Round 3(30 HP buffer):** 10 more HP are added raising the buffer to 24 HP. No damage.

**Round 4(20 HP buffer):** loses 10 HP for shrinking 10". Buffer shrinks to 14 HP. Takes 6 HP of damage. Buffer is reduced to 8 HP. If the damage taken was 30 HP, for example, then the buffer would be reduced to 0 and the caster would take 16 HP of damage.

**Round 5(10 HP buffer):** loses 10 HP for shrinking 10". Buffer is reduced from 8 to 0. The 2 remaining lost buffer HP do not affect the caster's normal HP. Next blow against caster affects his normal HP.

**Round 6(0 HP buffer):** Fungus pulls back in and if the caster still had buffer

HP it would be reduced to 0. Another 10 would be subtracted.

Example:

Sev faces several foes, foolish Orcs who have never heard of Ree Na Na before. It has grown in his soul for what seems his whole existence. Now he will reveal to the Orcs the true power of the fungus spirit! He casts Re Na Na Rises and flops to the ground. Sev's body spasms and out of it Re Na Na rises. 3 of the 4 Orcs are 10" away from him and the first growth stage smashes them. Sev's attack rolls hit 2 of them and they take 4 and 3 HP of damage each. Sev gains 10 HP from the first 10" of growth. 2 of the Orcs attack him and do the buffer HP 8 damage in total. The 4<sup>th</sup> Orc backs up and draws his bow as does the 3<sup>rd</sup> Orc. Their arrows miss.

The next round starts and Ree Na Na rises another 10". The mycelium grow out to 50", all the Orcs are in range of it. The ones furthest away fail their saves and cannot move any further for 6 and 7 rounds each. Sev gains another 10 HP from the growth, so he has 12 buffer HP. The 2 Orcs that are close to him score hits against him/Ree Na Na and bring that HP down to 8. One Orc hits him with an arrow and brings it down to 2 HP.

The third round starts and Ree Na Na rises another 10". Burning spores shoot out of Ree Na Na and all the Orcs are affected. The 2 closest to him and one ensnared Orc fail their saving throws. All three of them die from the burning spores. Another 10 HP is added to the damage buffer, so 12 HP protects Sev. The remaining Orc hits Sev/Ree Na Na with an arrow and brings it down to 6 HP.

Round four starts and Sev's damage buffer is dropped to 0 as Ree Na Na shrinks 10". The ensnared Orc fails its save and is pulled to the ground, he takes 4 HP of damage. The Orc cannot attack this round.

Round five starts and Ree Na Na shrinks back to 10". It cannot attack anyone since the Orc is 30" away from him. The Orc shoots an arrow and Sev takes 3 HP from it.

Round six starts and Ree Na Na pulls back into Sev. The Orc shoots an arrow and misses.

Round seven starts and Sev stands up and prepares a spell against the remaining Orc. His spell kills the Orc and the fight is over.

## Resume Control

Spell Level: 2

Range: Line of sight

Duration: 1 round + 1 round per 3 caster levels

The caster is able to resume control of a target that has been under the caster's control in the last 24 hours. The target is allowed a save. Success means that the caster has:

**1-7:** No control.

**8-9:** Control for 1 round.

**10:** Control 2 rounds.

Failure means the caster regains control. Control cannot go beyond the longest amount of control the caster had. So, for example, a 15<sup>th</sup> level caster casts Resume Control on a creature he had control of for 2 rounds. The spell would allow up to 6 rounds but since the creature was controlled for 2 rounds the new control would only be for 2 rounds. If multiple control spells were used the caster can decide which one to use. The amount of control that this spell grants should duplicate what the resumed spell had. That is, for example, if the control spell only allowed one to control the feet the resumed spell would only allow one to control the feet.

Example:

Sev casts Control Critter on a Sword Snail. He gains control of it for 3 rounds. During that time he has it skewer some Orcs. Control ends so Sev casts Resume Control on it. The Sword Snail fails its save. Sev is 10<sup>th</sup> level so he can control it again for 4 rounds(1 round + 3 rounds for being 10<sup>th</sup>). But his spell control was for 3 rounds so it will be for 3 rounds. Sev orders it to stand still while he whacks it with his staff, whacks it enough that it dies.

## Rounds Of Restoration

Spell Level: 3

Range: Line of sight/Party

Duration: 1 round + 1 round per 5 caster levels

The caster raises everyone's HP in the party to their maximum. At the end their HP return to normal and any damage suffered during the spell's duration will be subtracted from where their HP were at when the spell started. All diseases cease to exist for the duration of the spell. Maximum HP means what a character's fully healed HP are. Only one of these spells can be in effect at a time.

Example:

Sev and Dead Man Lee are in bad shape. They are at 10% of their total HP each and the Mouse Trap Golem is ready to smash them to oblivion. If only they can stand a few more rounds they can destroy it. Sev casts Rounds Of Restoration and both of the adventurers HP rises to their maximum. The spell will last 3 rounds, 1 + 2 for Sev being a 10<sup>th</sup> level caster.

The Mouse Trap Golem smashes Dead Man Lee for 15 HP. If the spell hadn't been cast he would have been incapacitated. Dead Man Lee hammers the Mouse Trap Golem and it almost falls. The next round Dead Man Lee hammers the Mouse Trap Golem again and it falls. Sev starts to look for a healing potion. Round 3 passes by and Sev has still not found it. On round 4 the fresh HP are no more and Dead Man Lee falls to the ground dying. Sev finds the potion and pours it into Dead Man Lee's mouth. Will he survive?

## Scrrrrux In The Sun

Spell Level: 3

Range: Scrrrrux manifests 10" from the caster/See Below

Duration: 5 rounds + 1 round per 3 caster levels

The caster reaches through space and creates a projection of Scrrrrux in the sun. For at least a year, Scrrrrux has been trapped in the sun. Scrrrrux a scourge of good and evil alike had been fooling around in heaven when he stole the wrong rod from the wrong god. The god, a sun god, threw him into one of his suns and locked it up. Scrrrrux has been burning since.

From being trapped in the sun Scrrrrux has lost much of his body. Now he only has a burning head. The head of an old man aflame that floats through the air. Scrrrrux cannot communicate much, each time he opens his mouth fire comes out of it. His thoughts are nothing but images of endless flame. Scrrrrux cannot be slain. Any attacks against him is attacking a light/fire projection of an old man's head.

The caster controls where Scrrrrux goes. Each round he can move him 50". Though made of fire and light the head of Scrrrrux's projection cannot go through solid objects. Only open spaces can it move through. Each round he can command Scrrrrux to attack after moving. Roll to determine what Scrrrrux does:

**1-4:** Scrrrrux subjects all foes within 10" + 10" per 5 caster levels to the same fiery forces that have consumed his body. Each foe must make a save or(roll a D8):

**1-3:** Foe's body becomes very warm but that is all.

**4-5:** Foe's ability to move is consumed. His legs, for example, become fire. The foe floats where he is at. If not humanoid, the physical means of him moving disappear. If movement is not physical then it has no effect.

**6-7:** Foe's ability to attack is consumed. His arms for example become fire. Whatever he is holding disappears with his arms. If the foe has a head based attack that remains.

**8:** 4-5 and 6-7. All that is left is the foe's head, floating there.

All effects last 2-4 rounds(1D4, 1 becomes 2). When the spell ends or the foe is killed his missing parts return and all that was on them.

**5-8:** Scrrrrux's projects a copy of his head onto each foe's head within 10" + 10" per 5 caster levels. A save negates this. If the save fails the foe becomes only able to think in terms of fire. He will still attack the caster and party but will only use fire to attack with. If he has none he will reach up to his head and pull fire out of Scrrrrux's head and try to use it as a rock. Each hit only does 1 HP of fire damage. This lasts 2-5 rounds(1D4 + 1). During this time Scrrrrux ignores the affected. Only the fireball attack will he use against them.

**9-10:** Scrrrrux erupts into a fireball. All within in 10" must make a save. A save cuts the damage in half(round up). The caster can expand the range of the explosion. For every 10" added subtract 1 from the following roll. Rolls of less then 1 results in no fire explosion occurring. Roll to see what damage is done:

**1-6:** 1D6 HD

**7-9:** 2D6 HD

**10:** 3D6 HD and Scrrrrux is pulled back into the sun. The spell ends.

Example:

Sev runs into 6 Orcs and he decides to call on his old friend, Scrrrrux In The Sun. He casts the spell and Scrrrrux appears 10" in front of Sev. The Orcs are 70" away and Scrrrrux immediately follows Sev's command to go to them and attack. He reaches 20" away and a 1D10 is rolled, a 9 is rolled. Sev expands the fireball out 10" to reach the Orcs. Another 1D10 is rolled, a 10 comes up. Since Sev expanded the ball by 10", 1 is subtracted. So it is now a 9. Half the Orcs make their saving throws but still take enough damage to be deeply fried. The other half die. The Orcs try to attack Scrrrrux but discover that there isn't anything there.

The next round Scrrrrux moves closer to the Orcs and a 1 is rolled. The 3 remaining Orcs do not make their saving throws. An 8 is rolled for one and the Orc's bodies, arms and legs become fire and light. Its head just floats there. The other 2 lose their legs. Sev laughs and waits for the next round to decide

what to do.

The final round arrives and a 10 is rolled for Scrrrux. An 1 comes up on the fire roll and half of the Orcs fail their saving throw and are dead. The remaining head still takes some damage but is left just floating there. Sev releases a hammer bolt spell into it and it is gone. The fight is over. Scrrrux's projection ends, what happens to the real Scrrrux in the sun is unknown.

## **Shrunken Soul**

Spell Level: 3

Range: Caster

Duration: 3 rounds + 1 round per 3 caster levels

The caster shrinks his soul to the point where the undead cannot sense it. He appears as a corpse to them, more of a stone than a living thing. Each undead has a 1 in 6 chance of sensing the caster each round if the caster moves while within 5" of it or attacks another undead within 15". When cast in the midst of a fight each undead that had noticed the caster has a 50% chance of not losing track of him. At the start of the fight this is reduced to 1 in 6.

While in effect the caster has very limited options, the shrunken soul changes who he is. At most he can move at 5" a round. A spell that would take 1 round to cast takes 3. If he tries to attack he does so at -3. Levels cannot be drained for the undead cannot touch his soul.

Undead attack at -5 against him. Against the undead though he can do something devastating. When an undead touches or is touched by the caster, the undead must make a saving throw or he will sense a living soul inside of himself. The caster has briefly moved his soul into the undead's body. He will think that he is his enemy. This lasts for 2-4 rounds(1D4, 1 becomes 2). During that time the undead attacks himself every round, trying to destroy the foe that is inside. If he succeeds his saving throw the caster loses his invisibility against that undead.

Example:

Sev is attacked by a couple of undead sword hands. He casts Shrunken Soul on himself and he ceases to exist to them. Since it is the start of the fight each has a 1 in 6 chance of keeping track of him but they fail their rolls. They

are confused for a bit and stop their attack. Sev walks slowly up to one and touches it. The undead fails its saving throw and recognizes itself as the enemy. This will last for 3 rounds. It rips into itself and does 6 HP of damage. The other undead notices something has happened, Sev attacked and that was 10" away. It rolls a 2 and continues not to notice Sev. But it moves to within 4" of Sev, it wants to look at the other undead closer.

The next round Sev stumbles over to the other undead and touches it. This one fails its saving throw as well, it has 4 rounds of confusion to deal with, and attacks itself for 5 HP of damage. The first one hits itself again for 4 HP of damage and it falls over destroyed. The next round Sev stands back and watches the last undead rip itself to pieces.

## **Space Stretch**

Spell Level: 1

Range: Line of sight

Duration: Entire encounter

The caster extends the distance between himself and foes in his sight. It is a magical distance that is added to what exists in reality. 50" + 50" per caster level is added to the distance that must be traveled before a foe can reach the caster. Missile attacks and magic must also travel the extra distance. Conversely the caster must also travel this magical distance to reach foes. To friends he is where he really is and no extra distance is needed to reach the caster. Visually everyone affected see each other with the extra distance. Enclosed spaces warp to accommodate the magical distance; things look different and are to those that are affected by the spell.

Spells with an area affect that must travel through magical distance will only affect those in the spell. A fire explosion spell that has gone through magical distance to strike a group of foes will only affect those foes that are in the spell. Foes that are outside of the spell are immune. Beings summoned by the caster to assist him must also travel the magical distance.

Any foe that wishes to reach the caster must decide if he wishes to move real distance or magical distance. Real distance moves the foe in relation to everything else. Magical distance only decreases the amount of magical distance between the foe and the caster. The foe stays where he is in real space. The caster when he wishes to move closer to a foe must also decide if

he wants to move real or magical distance. If it is magical then the magical distance between him and all the affected foes decreases and he stays where he is. The caster and foes can mix the two modes of movement in the same round, the possible movement must be divided up.

5 foes + 1 foe per 2 caster levels can automatically be affected by the spell.

Example:

Sev faces many foes, 10 Orcs with knives. They are too close to him, 30" away. So he casts Space Stretch and reality changes for him and the Orcs. He is 10<sup>th</sup> level so he increases the distance between him and the Orcs by 550". 50" for the spell and 500" for being 10<sup>th</sup> level. He can affect 10 of them so they are all affected; 5 foes + 5 for being 10<sup>th</sup> level. The Orcs seem startled by the change and begin to charge. They decide to move through the magical distance. Half move faster than the others and when they are within 150" of him he lets lose a fire destroyer spell and all the Orcs are vaporized. The 2<sup>nd</sup> group stops for a second at 200" and Sev lets lose another fire destroyer spell. The 2<sup>nd</sup> group is vaporized as well. Sev laughs as the spell ends and he is 30" away from the corpses.

## **Spore Shooter**

Spell Level: 3

Range: 10" from caster/See Below

Duration: 5 rounds + 1 round per 2 caster levels

The caster's being changes, his head assumes the shape of a mushroom. His eyes are visible on the stalk, the nose and mouth are absorbed. The cap sits on the top like a very large hat. The coloring of the mushroom is up to the caster. His hands change shape, they appear like the stalks of the mushrooms. The center of each is hollowed out, making them into barrels. The caster can now shoot a spore cloud into any 10" square adjacent to him, once a round. He takes one hand and places it into the gills beneath the cap and sucks spores into that barrel. With the other he ejects the spores.

Those in the square must make a save or: whenever they move, attack or cast a spell 1-4 mushrooms grow out of their bodies and fall to the ground. The

mushrooms can be 1 inch to 1 foot in diameter and they are colored the same as the mushroom on the caster's head. Roll a D4 to determine size, if needed:

**1:** 1 inch

**2:** 3 inches

**3:** ½ foot(+1 HP damage to any roll)

**4:** 1 foot(+2 HP damage to any roll)

(for simplicity's sake reduce the rolls for the mushrooms to one or choose a mushroom size for the whole duration of the spell)

The mushrooms can be:

**1:** Eaten by anyone. If they are eaten by someone who has been damaged by the source of the mushroom, one wound is completely healed. The most recent wound is healed. The size of the mushroom determines how long it takes to eat. 1-3 inches: 1 round, ½ foot: 2 rounds, 1 foot: 3 rounds.

**2:** Thrown like a missile at the source of the mushroom. They fly through the air and always hit. They fly 50" a round. When they collide one of 2 things can happen, roll a D8:

**1-6:** Mushroom reattaches and grows much larger. The next time someone hits the target the mushroom explodes and does 1D4 HP of damage to anyone within 10", including the target. The mushrooms stay attached for 3 rounds and then falls off dead and useless.

**7-8:** Mushroom enters target and explodes from the inside and does the target 3-6(1D4+2) HP of damage.

Non living beings are immune to the effects of this spell. Undead that still have physical bodies can be affected, the mushrooms grow on their dead tissues. At the end of the spell the caster returns to normal and any existing mushrooms disappear.

The caster in this form has difficulty casting spells and there is a 1 in 4 chance that any spell he casts will fail. Weapons he cannot wield but he can pick up the mushrooms. With his mushroom head he can use it as a weapon. Each hit does 2-5 HP of damage(1D4 + 1). Also the mushroom alters the distance he falls as the head acts as a parachute of sorts. Any damage taken is cut in half.

Example:

Sev faces a couple of weak Orcs, 10" away from him. He wants to try out Spore Shooter and casts it. His head begins to look like a mushroom and his hands look like the barrels of guns. He reaches with one barrel hand into the underside of his mushroom head and points the other at the Orcs. Out of the fungus barrel a cloud of spores shoot and the Orcs are covered. Each fails their save. They seem confused and move backwards trying to put some distance between them and Sev. 3 one inch mushrooms fall out of one and 2 one foot ones fall out of the other.

The next round Sev runs forward and scoops up a mushroom and throws it at the first Orc. It hits the first target and a 7 is rolled, the mushroom enters the Orcs body and blows up. It takes 3 HP of damage and falls over dead. The 2<sup>nd</sup> Orc is terrified and runs back even more, 2 more one foot mushrooms fall out of it.

Sev laughs again as the next round starts and he picks up a one foot mushroom that came from the remaining Orc. He lets it loose against it and a 4 is rolled, the mushroom attaches to the Orc. The Orc freaks out and runs back even more, it's 50" from Sev at this point. Sev smirks and releases his Dagger Of Accuracy and rolls a hit. The Orc takes a few HP of damage from it and the mushroom growing on him explodes for 3 + 2(for being a one foot mushroom) HP. The mushroom damage splits the Orc in two. Sev is impressed with this spell.

## **To Water**

Spell Level: 3

Range: Caster

Duration: 1 hour per caster level/See Below

The caster reaches a body of water, enters it and casts the spell. He becomes part of the water. His size in the water expands outwards 10" + 10" per 5 caster levels. His body becomes a rough globe of water. It is almost impossible to see where he is at. If he does not move it as if he is invisible. If he does move one sees a very light shadow moving in the water. The caster is still able to speak in his voice. It is louder and duller and causes bubbles to

appear in the water where he is at. He has no need to breathe air.

As water he cannot attack or cast spells. But he can assist things that are floating on water. He can move any boat twice as fast as it normally could. He can help one being per caster level walk on the water as if it were ground. Conversely he can slow down any ship to half its normal movement rate. He can slow down the movement of any being in water to half their normal movement rate, one per caster level. Any being must be within 100" per caster level for him to affect it.

Boats the caster affects differently than beings. When the caster alters the movement of a boat he must get under it and "attach" himself to it. This can be accomplished in one round. Detaching, freeing the caster from the boat takes no time. Regardless of his movement rate in the water if the boat's speed when doubled is faster than what he can move it moves at this rate. Conversely if a boat is slowed by half and it is still moves faster than he can it moves at the slower boat rate. In each case the caster remains attached to the boat.

Attacking the caster when he is water is difficult. His body is part of the liquid. To damage it one must cast spells at the water itself. Physical damage does nothing. Fire, cold and electricity must be shot at the water as if they were arrows being shot at a creature with an AC of 0(9 descending). If a hit is scored the caster takes the damage. If not, then nothing happens. Water elementals and beings like them can attack the caster normally. He has an AC of 9(Descending) against them. They can discern what is natural water and what is the caster.

The caster can be water 1 hour per caster level or when he wills it to end. He can move his being 500" a round in the water. When it ends or if he dies he returns to normal where he was last at.

Example:

Sev stands before a rushing river in the dungeon. He wants to get his other party members across, all 5 of them. Sev enters the water and casts To Water, he becomes one with the water. The party hears his voice telling them to walk across the water, he will support them. Sev is 10<sup>th</sup> level so he can support 10 beings on the water. The party walks across with Sev underneath them the whole way. Once they are on the other side Sev returns to normal as he walks out of the river. The spell is over.

On the way back they do the same thing but halfway across the water the evil Licher casts a Lightning Boomer at Sev from a hole in the ceiling. The Licher rolls to hit an AC of 0 and does so. Sev takes more HP of damage from the spell than he has and dies. Sev's body is washed down stream as are the

rest of the party members. Will they survive in such hostile waters without Sev?

## **Wings**

Spell Level: 3

Range: 10" from caster/See Below

Duration: 1 turn + 1 turn per 5 caster levels

The caster creates a pair of large wings, 10" long each. They can be bat, eagle, dragon, etc... wings. The caster decides. The wings connect, in the center, to the dark vague outline of a human figure. Anyone that the caster wills can step into the outline and the wings will fly whomever is in it to where they want to go. The wings fly 360" a round. Whoever is being flown has little control over what the wings do, they just fly the character to where they want to go. The character can abort at any time, the wings will fly the character back to where the wings started.

When the wings have deposited whomever they were carrying they turn around and go back to where they started, awaiting another character to fly.

If they are in the midst of carrying a character when the spell ends the wings will gently land the character where they are if possible. They can descend their full movement rate and that is all. If they are over an area deeper than their maximum emergency descent then they will drop the character. In either case the wings fly away. Regardless of where they are, even if there is a ceiling, they ascend and become smaller and smaller until they cannot be seen.

Example:

Sev has 3 fighting men he must get across the chasm. The chasm is endless and is 500" wide. He casts Wings and a pair of large eagle wings appear close to the edge of the chasm. Sev tells the men to walk into the outline, one at a time. The men are taken across the chasm in 13 rounds. There is plenty of time for this, Sev is 10<sup>th</sup> level so the wings will be here for 3 turns. Sev decides not to cross the chasm and orders the wings not to take anyone else across the chasm. They just wait there until the spell ends. Then they fly away into the ceiling, flying flying as if it was the sky.