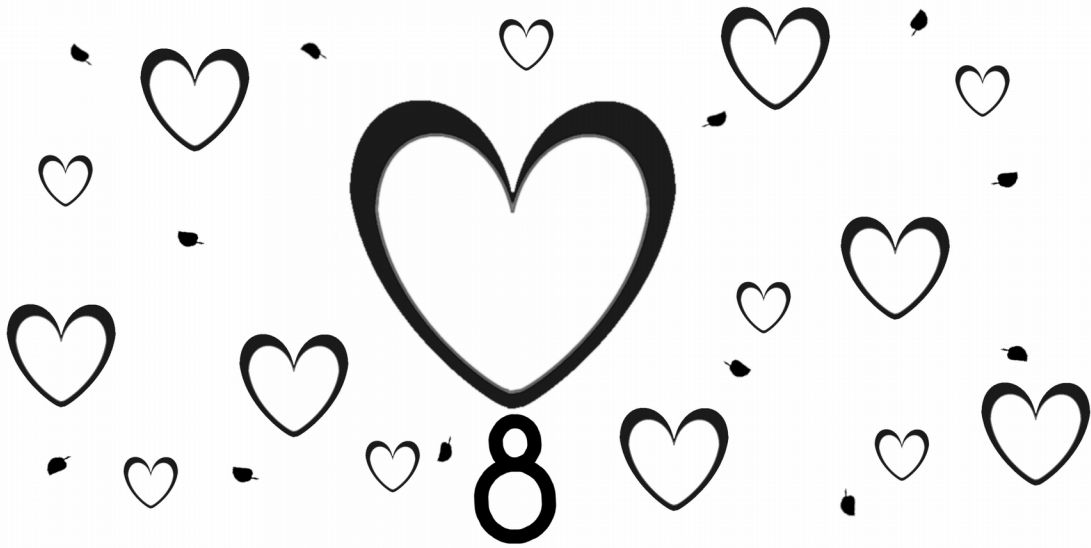


MAGIC MADNESS 8



SPELLS FOR OSR GAMES

**Magic Madness 8
Spells for OSR Games**

by

Unbalanced Dice Games

Magic Madness 8

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Introduction

Magic Madness 8. The eighth book of crazy spells. It knows what spells will be of particular use in the dungeon, Deep Sighted Mull-tillion knows this. Drag your foes behind a door and lock it with that big ol tentacle, Lock The Door Tentacle is here. A foe's brains are good for you, magic can use them with Brain Tap. Hammerlock: chains and a lock to keep them on the dangerous enemy, hammer em hard. A Wall Of Thieving Hands to take things off of our foes, a weapon they do not need becomes theirs. 30 new spells. And love, wonderful love. Magic Madness 8!

Terminology

“ means feet: 12” means 12 feet

Caster means the spell caster

Game Master is the person running the game

Spells

Back Front

Spell Level: 2

Range: Caster

Duration: 3 rounds + 1 round per 3 Caster levels

The Caster casts this spell and the back of his head becomes like the front of his head, his face is replicated. Another pair of shoulders and arms sprout that the back of his head can use. They are made to use from the back. The legs stay the same, nothing new appears. Clothes and armor alter for the duration of the spell to accommodate the changes.

With this extra face and arms the caster can cast spells behind himself at the same time that he can cast spells in front of himself. He can also fight any being that is attacking him from behind. So he can cast 2 spells a round or attack at least twice. He can mix the two so one side can cast a spell while the other attacks.

When the Caster can attack multiple times a round the extra arms only add one additional attack a round. Any bonuses that are gained from attacking the Caster from behind do not occur since he can see what is attacking him and defend himself with his extra arms.

Example:

Ivy and Tiger 8 get attacked by the Double Dorko and 5 of his smiling men, 3 in front and 3 in back. How can there be so many of them? They look each other in the eye and nod. Each casts Back Front, a duplicate of their faces appears in the back of their heads. Arms are added that function backwards. The Double Dorko gang begin their march towards them.

The next round they attack the front group with spells and weapons. 2 of them go down. The back group they hit with spells, 2 get incinerated by their magic. The ones left attack. The usual bonus for attacking from behind is negated by the spell.

The final round starts and Ivy puts the front smiling man down with an arrow through his ear. The Double Dorko is attacking from behind, she has another bow on her and kills him with an arrow in his butt. Tiger 8 kisses her behind face with his behind face before the spell ends. Behind but true love.

Brain Tap

Spell Level: 2

Range: Touch

Duration: 1D4 rounds + 1/See Below

The Caster sticks her fingers into the head of an intelligent foe. She must score a hit and the foe gets a save. If he fails the save then the Caster's fingers penetrate the skull and dig into the brain. They change slightly, a small tunnel opens in the center of each making them straws that can suck a bit of the foe's brain out. The foe cannot do anything for the rest of the round if she has stuck her fingers in his brain. He is too shocked to do anything.

For another 1D4 + 1 rounds she can draw upon the Intelligence of her foe to power her magic. Each rounds she does 1D4 HP of damage. She is sucking the brains of the being into his being, it flows like the sap from a tree. Each point of damage allows the Caster to cast a spell of the equivalent level without wasting what she has memorized.

So a Caster drains 3 HP worth of brain, for example, out of a foe. She casts Firebuul a 3rd level spell she has memorized the same round. She does not lose the memorization for the brain drain provides the power for the spell. The HP/levels do not carry over from round to round. The highest spell level they could cast with the HP is a 4th level spell. The drain happens at the start of each round allowing the Caster a chance to decide which spell she will cast.

While the Caster has her fingers in a foe's brain the foe has a difficult time performing any task. He has to save against magic at -2 to do anything. The foe cannot move from where they are at nor can the caster. If the foe tries to attack the Caster it will know that it is damaging himself as well and its save against magic will be at -4. The Caster and the foe are linked together. Any damage suffered by either is split in half and each gets half of the damage(round damage up). The only damage that isn't shared is the brain drain.

The spell has its dangers. If the foe is killed while connected to the Caster roll to see if there are bad effects, roll a D20:

1-7: Caster loses 1D4 Intelligence points for a day. A save versus death protects against this.

8-9: Caster's current HP are cut in half, round up. A save versus death protects against it.

10: Caster must make a save versus death or die.

11+: Caster is ok.

The spell is ineffective against undead, golems, etc... anything that doesn't have a brain. Using it against such a thing requires the Caster to make a saving throw against magic or be stunned for 1D4 rounds.

Example:

Ivy laughs as she walks up behind the Double Dorko and casts Brain Tap. She hits and he fails his save, her finger sink into his very tiny brain. The Double Dorko looks weird and doesn't do anything for the rest of the round. A 3 is rolled, so Ivy has 4(3+1) rounds of brain sucking to do.

The next round Tiger 8 runs into the room being chased by the Triple Twito. A 3 is rolled, Double Dorko takes 3 HP of damage and Ivy can cast up to a 3rd level spell. She looks at her spells and sees a 3rd level one called Twit Trasher memorized. She casts it and the Triple Twito is trashed, he is dead. The Double Dorko tries to do something but fails his save and can't do anything for the round.

A round later a 4 is rolled, 4 HP is done to the Double Dorko which kills him. Ivy checks to see if she is damaged and an 8 is rolled. The saving throw fails. She feels terrible, her HP drop from 20 to 10, they are cut in half. Tiger 8 is very upset and gets his box of healing cigars out. She lights one up and is returned to 20 HP.

Connect Items

Spell Level: 3

Range: Touch

Duration: 1 hour + 1 hour per 3 Caster levels

The Caster is able to connect a normal item with a magical item. At the Caster's will she is able to transfer the magic of the magic item into a non-magical item. She must touch the items for the transfer to occur. If she wishes to reverse the transfer she must touch the items again. This does not end the spell.

Some examples:

1: A wand of fire pain could have its magic transferred to a normal staff and its magic could be accessed from it.

2: A dagger +3 could have its magic bonus transferred to a normal long sword and the sword would become a +3 sword.

While the magic is transferred the magic item becomes normal or useless. Only one connection between items can exist at one time. Artifacts and relics cannot have their magic transferred to a different item.

Example:

Ivy hands Tiger 8 a Dagger Of Mush Mush and a staff with a spike sticking out the top of it. He knows what she wants and casts Connect Items. The magic of the Dagger Of Mush Mush is transferred to the spike staff. He hands the items back to her. They will be connected for 4 hours, 1 hour + 3 hours for being 9th level.

When they leave the room the Double Dorko attacks them. Ivy hates the thing and takes her spike staff and sticks him with it good. The spike staff has the magic of the Dagger Of Mush Mush in it, after rolling normal damage the Double Dorko must make a save. The save fails and he turns into a gross brown pile of mush.

4 hours later in the dungeon the very useful staff becomes less so. Its

borrowed magic flows back into the dagger. Tiger 8 asks Ivy if she wants him to do it again and she tells him to wait. The Double Dorko is dead, they can take it a little easier.

Dagger Ring

Spell Level: 1

Range: 50" + 10" per 3 Caster levels/See Below

Duration: 3 rounds + 1 round per 5 Caster levels

The Caster makes a ring of daggers around herself. The ring must be around her in a 10" square. No one else must be in the square. She quickly throws the daggers at the spot they will be. The daggers stand up on their points and spin quickly. She can use 5 daggers + 1 more dagger per 3 levels in her ring. At least 3 daggers must be used.

While in the ring each round the number of daggers will appear spinning around one of her hands. The daggers are smaller burning versions of the daggers she has placed in her ring. A dense flame that seems solid but is just magical fire.

Each round she can unleash these daggers on a foe, they can attack a target 50" + 10" per 3 Caster levels away. Roll for each dagger until the first one hits. When the first one hits then the ones that haven't had a roll yet hit. These do damage depending on the level of the caster:

Level

1-5: 1D2 per dagger

6-10: 1D3 per dagger

11-15: 1D4 per dagger

16+: 1D5 per dagger

These are magic not physical daggers, though they do physical damage. If all the daggers hit then one of the daggers in the ring returns to the caster and the number of daggers that the caster can use each round is reduced by one.

Any magical daggers used in the ring add +1 to the damage done by each dagger. The magical bonus can go as high as +1 with another + 1 per 5 Caster levels. So a 9th level Caster, for example, using 3 magical daggers in the ring would only gain +2 to damage for each dagger(+1 twice for being 9th level = +2).

She can use this for 3 rounds + 1 round per 5 Caster levels, until the dagger ring is disturbed, she leaves the ring or the number of daggers in the ring go below 3. Once the spell is ended the daggers return to the caster.

Example:

Tiger 8 gave Ivy five beautiful daggers as a wedding present. She did not know what they were good for until she learned Dagger Ring. Tiger 8 took his nap and the Double Dorko began to attack. She went outside and cast Dagger Ring, around her she threw the 5 daggers. They stand upright, spinning madly.

Ivy is a 6th level Caster so she can unleash the fire daggers 70" away, 50" + 20" for being 6th level. Around her hand five fire daggers spin, she unleashes them on the Double Dorko. The first one misses but the next one hits. So 4 of the daggers hit the Double Dorko. A 6th level Caster does 1D3 per dagger, the Double Dorko takes 10 HP of damage from 4 1D3 rolls. He gives Ivy a nasty finger gesture and acts like it didn't bother him.

The next round Ivy releases another 5 daggers at the Double Dorko. The first one hits and 5 1D3 rolls are made. The first 4 the Double Dorko ignores. The 5th lodges in his butt, the Double Dorko falls over dead. One of the daggers in the ring return to her, she gathers the rest for the fight is over. Tiger 8 walks out of their silk pillow, leather fantasy and asks his love bun bun what is going on? The Double Dorko's body burns nearby. Ivy walks into the fantasy, saying nothing.

Dark Love Of The Guitar Witch

Spell Level: 5

Range: See Below

Duration: 3D6 rounds + 1 round per 6 Caster levels

The Caster met her, the Guitar Witch, while venturing through hell. She sat on a large heart shaped tiger skinned pillow that was floating in the air, legs crossed playing her guitar. Her curly red hair flowed down her back, skin cold white but burning red hot inside of him, the leather dress reflected his desire. Unexpected and uncontrollable the feeling was. "This is what love has done to you, brought you to hell." she told him when she stopped playing. The Caster was unsure of this, he was here for reasons that were very different than that. "My love is all you need now, all you will have." she said and started to play her guitar again.

The Caster found himself back home. At night he heard her guitar playing and found the book in the darkness. When he looked in it he could see her beauty, her portrait was painted in it on hundreds of its pages. Across several of them she had written words in it, just for him. A spell they created that would bring him her love. The spell was his now and he was hers.

When the Caster casts this spell the Guitar Witch manifests close by. Others cannot see her but he can. "Now you are mine" she whispers in his ear and begins playing. The Caster finds himself back in hell looking through a fire at what is happening. She is everywhere around him, all he can see is her, endless her. 2 of them caress him, nearby another sits cross legged, floating and playing guitar. Those on the other side of the flame can hear her guitar playing.

The Caster can reach into the flame and attack foes. If the foe is visible to the Caster he can attack it. When he does so a fire near the foe appears and his arm reaches out to attack. He must roll to hit and if he does so the foe is attacked by his Guitar Witch. The ones he sees floating around him fly through the fire and attack his foe and then return. 1D4 + 2 of them fly through to attack. Each one attacks as a monster of the same level/HD as the Caster.

Each hit by the Guitar Witch wraps a black guitar string around the foe. Each guitar string does 1 HP of damage a round. The strings do damage the round they are wrapped on, after a string breaks.

At the start of each round a guitar string breaks. The foe cannot remove the guitar strings, each attempt to do so increases their damage to 2 HP for 1 round. They pull themselves out of the foe's hands and bite deeper.

If 6 guitar strings wrap around a foe the adding of guitar strings stops and so does the breaking. Each attack from that moment onward by the Caster signals that the Guitar Witch should play music on the foe instead of attacking it. They do not need to roll to hit, it happens automatically. When she plays the strings on the foe a large Guitar Witch appears over every foe within 50" of the Caster. Roll a D12 to determine what she does:

1-5: 1D6 HP of damage, she breathes fire on them. Save vs. magic or take 1D6 more HP in fire damage each round whenever they are 10"-40"(1D4 x 10") away from the Caster. This lasts 2D4 rounds. The Guitar Witch sticks her head out of the Caster and breathes another blast of fire on the foe.

6-11: 2D6 HP of damage, she smashes a large guitar on them. 1 in 4 chance that the foe will have to make a save or be stunned for 2D4 rounds. While stunned the foe gains 1D6 guitar strings a round. When 6 are reached the strings stop but the stunning continues. Follow the guitar string rules for damage.

12: She bites the foe's head off. Save vs. death or die. Bonus to the save of +1 per 20" away from the Caster. If the foe lacks a head or wouldn't be killed by being beheaded, roll again and add 1D6 to the damage done on the initial roll.

The 6 stringed foe does not take any damage but must make a save or it can't do anything for a round. The strings on the foe can be played 6 times and then the strings break without doing any damage. Alternatively the Guitar Witch can rip the strings off of the foe. Roll a D12 for each string to see if something happens:

1-3: Nothing for the string.

4-7: 1D4 HP of damage for the string.

8-11: 1D6 HP of damage for the string.

12: All damage done so far is canceled by the ripping is canceled. Instead roll 6D6 HP of damage for the foe. Dice rolling ends.

If the Caster fails to hit his foe the Guitar Witch changes her music, slower and bigger chords are played. It reaches deeper inside of him and demands

something from him. He must make a saving throw or for 1 round he must do something to please her. Dance, make love to her, sing to her music, etc... he must do this. Time is lengthened in hell to give him enough time to do this; outside of hell time continues at its normal pace. Regardless of the time she requires of him only one round passes in hell; an hour there, for example, would still be only 1 round for the caster and anything that is time dependent. During this round if he is damaged she will heal him of 1D8 HP at the end of it. This will bring him back from the dead if he was killed. Any bad effect he suffered such as disease, level drain, etc... will be removed.

The Caster while in hell is also still in reality. Everyone sees the Caster floating 5" in the air in a form of stasis. He blinks in and out of existence. When he is gone he is replaced by fire. He can be attacked but those that do so must make a save against magic each round to do so. If they succeed they can strike him and cast spells at him. If they fail and melee attack they attack fire and if they hit they take 1D4 HP of fire damage + another 1D4 per 5 Caster levels.

The Caster cannot cast spells at foes while in hell. He can cast spells on himself but is unable to affect anything outside of hell. If he pleads with the Guitar Witch she will pull him completely into hell for a round, making it impossible for him to be attacked. This cuts the duration of the spell by 2 rounds. He can do things like cast spells, drink potions, etc... during this round.

When the spell ends the Caster finds himself in hell with his Guitar Witch. There is only one now. She puts down her guitar and looks him over. One hand she places on his heart, another pulls his head to hers and they kiss. Into her mouth he is sucked, he finds himself back where he was when he cast the spell.

If the Caster is killed while the spell is in effect his body is stuck in hell with her. The party must find someone to cast the spell from the book she has given him. This does not eliminate the spell. When this is done the drawings in the book will speak with them. If they ask for him back she will do this but only if they bring him back to life. They must take the book to someone that can bring back the dead. A drawing of the Caster will appear on one of the pages and the resurrection magic can be cast on it. When done the drawing disappears and the Caster returns with all the things he had on him when killed.

Example:

Ivy and Tiger 8 run into the Double Dorko and his three smiling men. Tiger 8 tells Ivy to make a run for it, he's going to cast Dark Love Of The Guitar Witch. This should take care of them. Ivy heads for the exit and Tiger 8 casts the spell. He floats in the air and turns back and forth from fire and himself. The spell will last 9 rounds(8 rounds + 1 round for Tiger 8 being 10th level).

She, who has taught him the true purpose of his desires is everywhere. The Guitar Witch points at the fire in front of him and tells him to attack. Tiger 8 does this and strikes the Double Dorko with a hit. A 1D4 + 2 is rolled and a 2 comes up, 4 in total. 3 of the Guitar Witches hit the Double Dorko and he is wrapped in 3 dark guitar strings. He takes 3 HP of damage from them. Double Dorko and his men shoot arrows at Tiger 8. Half make their saving throws and have a chance to hit him. One arrow hits Tiger 8 and he seems displeased.

The next round one string breaks on the Double Dorko bringing his total down to 2. He takes 2 HP of damage from them. Tiger 8 hits the Double Dorko again. A 3 comes up on the roll, so 5 Guitar Witches attack. 3 of them hit and the Double Dorko is wrapped in 3 more strings, his total is now 5. He takes 3 HP of damage from them. The arrow attacks start again but none make their saving throws, they shoot at fire.

Another round starts and one string breaks on the Double Dorko bringing his total down to 4. He takes 4 HP of damage from them. Tiger 8 hits the Double Dorko again. A 4 comes up on the roll, so 6 Guitar Witches attack. 4 of them hit. The Double Dorko would have been wrapped in 4 more strings but when he reaches 6 they stop wrapping. He takes no damage from them. Double Dorko fails his saving throw and can't do anything for the round. One foe makes his saving throw but misses Tiger 8. The others shoot at fire.

A new round and Tiger 8 attacks and hits Double Dorko. One Guitar Witch exits the flame and plays the strings on the Double Dorko. His smiling men are 20" away from him, all in distance to be attacked. 2 of the smiling men have a large guitar smashed on them, a 6 and 9 is rolled. They fall to the damage. A 12 comes up for the 3rd one and he fails his saving throw, the Guitar Witch bites his head off! Double Dorko makes his save and starts to flee in terror. He did not see Ivy sneaking up from behind him. She shoots an arrow into his butt and the Double Dorko falls over dead.

The next round Tiger 8 returns to reality and he ends the spell. Ivy and Tiger 8 embrace, the Double Dorko has been defeated by their love again!

Deep Sighted Mull-tillion

Spell Level: 2

Range: Before the Caster/See Below

Duration: See Below

The Caster places her fingers into the ground, they sink in. The ground must be natural in some way, stone, dirt, etc... . She sends her voice through her fingers, she calls it, pleads for its guidance. In 3D6 rounds rainbow mycelium spring forth from the ground and work their way into the Caster. This happens for the next 6 rounds. At the end of the time the Caster is completely covered in mycelium, very little of her can be seen through it. A nose, an eye, a small finger perhaps.

Then it rises next to her, towering 30" in height, Deep Sighted Mull-tillion is here. Mull-tillion is a giant mushroom, like a Reishi mushroom. Stemless it gives one the impression that she is looking at the top half of a clam shell. Its flesh is red colored with large black spots growing to many feet in diameter, they end in a puff of smoke when they get large enough. Around Mull-tillion's body a rainbow moves and warms it constantly. Mull-tillion, a mushroom spirit, spends its existence growing invisible intangible mycelium into dungeons. Its food is what adventurers will part with and it gives them something that should be a fair trade.

Through the mycelium it talks to the Caster: "The dungeon you enter has many dangers. I know of them and can tell you of magic you should have on you. Are you prepared to give me something you have earned?". Its voice is very deep, like what you would expect the earth to sound like. If the Caster agrees she loses 10 XP for each bit of magic advice(usable spell) Mull-tillion gives her. The Caster can put off paying the XP until after the adventure is over but the cost is 20 XP per spell. If the Caster cannot pay the XP penalty at the end of the adventure she cannot cast this spell until it is paid back. Each bit of XP as it is earned goes to Mull-tillion not the Caster.

Instead of the XP cost the Caster can give Mull-tillion a magical item. Its gold value will count as XP, 1 GP per XP point. If it is under the XP needed then the XP cost is cut by its value. If it is over then Mull-tillion will let them use the remainder for another time.

Mull-tillion will look over the spells she has available to her and tell her of ones that will prove of particular advantage in the dungeon. If she wants to

know of useful spells that she does not know then this will cost her an extra 50 XP. At the point where there are no obvious spells that are useful Mull-tillion will tell the Caster that there is nothing left. Any XP that hasn't produced a useful spell will be returned. She will tell her particular other bits with each spell such as:

1rst/start level: dung

A level below 1rst/start: deep dung

Deeper than one level below 1rst/start:

deep(x the number of levels) dung

(deep is repeated the number of levels it is below the start level. 3 levels down would be deep deep deep dung).

A level above 1rst/start: dust dung

Higher than one level above 1rst/start:

dust(x the number of levels) dung

(dust is repeated the number of levels it is above the start level. 3 levels above would be dust dust dust dung).

The first half of a level would be called: unflushed

The 2nd half of a level would be called: flushed

So a spell, for example, that would be useful on the 4th dungeon level below the first and in the 2nd half of the dungeon would have this information imparted with it: flushed deep deep deep deep dung. The Game Master will have to split the dungeon into 2 parts, try to make them equal in size. The first half should be an entrance that the Caster may use regularly. If it is impossible to determine this use "dehsulf" instead of flushed/unflushed.

The Caster can get 10 pieces of spell information + 1 more per 2 Caster levels a dungeon from Mull-tillion. It must be cast on the outside of the dungeon, not inside of it. Each piece of spell advice takes 1 turn for Mull-tillion to figure out and tell the Caster. If the Caster has not reached the limits of what Mull-tillion will tell them they can cast the spell multiple times.

If they are interrupted while it is happening Mull-tillion pulls its mycelium out of the Caster, which does 1D4 HP of damage and quickly leaves the way it came. After all the spell advice has been given the mycelium are gently removed from the Caster. Mull-tillion bends over and rubs the top of its head on the Caster's. The mushroom spirit sinks into the ground.

Example:

Ivy tells Tiger 8 to try and find out what Mull-tillion knows about the place they are thinking about entering. He agrees and puts his fingers into the dirt, Deep Sighted Mull-tillion is cast. Seconds pass and the ground around Tiger 8 begins to move. Rainbow colored strings crawl around Tiger 8, it becomes very hard to see him. At last a giant red clam shaped thing rises up before Tiger 8. A rainbow flows around it, a blast of warm air shoots out of it as it moves.

Tiger 8 can hear a deep voice, its words are very difficult to understand. "Tiger 8 youuu come seeking spell knowledge. The stone and wood thing you want to grow your mycelium in... I know it. How much do you want to know? Can you part with what you have earnnnned?" the voice says. Tiger 8 is willing to part with 30 XP points, he tells Deep Sighted Mull-tillion that he wishes to know "3 things".

Mull-tillion tells him that place is larger than he knows but he will tell him 3 things of the "dung". It gazes at the spells Tiger 8 has available to him and tells him of ones that will be useful:

- A Firebuull in the unflushed dung
(the first half of the starting level)
- A Dewormer in the unflushed deep dung
(the first half of the level below the starting level)
- A Hider in the flushed dust dung
(the 2nd half of the level above the starting level)

Tiger 8 thinks he understands and he loses 30 XP. Mull-tillion bends down and touches Tiger 8's head. The mycelium pull back into the ground and so does Mull-tillion. Tiger 8 goes and tells his mistress what he has learned. Ivy would not have guessed these spells would be useful, they must study them before they enter. She gets their love book out and they gaze at its words together.

Distance Meeting

Spell Level: 3

Range: See Below

Duration: 1 hour + 1 hour per 3 Caster levels

The Caster creates a magical place that she can float in with another character. Across a distance the Caster contacts the other character. The other character can be 100 miles + 100 miles per Caster level away. He must be in a place that the Caster knows of and he must be willing to meet with her. Through each other's minds they work this out. Resistance or absence causes the spell to fail.

Once they agree to enter the dimension new bodies form there, exact copies of their true bodies. Their bodies coexist in both places but both bodies are independent of each. The minds are separate but linked, the duplicated beings are ultimately controlled by the original. Their true selves are aware of what is happening in the dimension.

They can cast magic on each other, do things, trade items, etc... when the spell ends whatever happened in the magical place happens to the regular bodies of each. The results are added in. Spells that are cast are removed from the one spell list that is shared between the two. Items that each are carrying can be taken into the dimension. If they do not take anything with them they appear naked in the dimension. Things taken into the dimension stop existing in the home dimension. Items that are "added in" that would conflict with another item being worn will appear close by. They can choose where they want an item put that doesn't have a clear place to be put, such as a scroll for example.

If the Caster or the other dies the spell ends. The merging of the duplicate with the dead one does not resurrect him. If a duplicate dies the spell ends as well. This does not kill the true self but does cause him to feel a very cold chill for a day.

Example:

Ivy decided that she needed to get together with Tiger 8. At noon everyday he would be at their table going through the new fish heads. She cast Distance Meeting, a special private dimension sprang into being. Her mind

touched Tiger 8's and asked him to meet her there. He agreed and exact copies of their naked bodies appeared in the dimension.

The dimension would last 4 hours, 1 hour + 3 more for Ivy is a 10th level Caster. What happened during those 4 hours is hard to say but their regular bodies seemed very pleased as they went about their regular business. At the end of the spell the bodies in the dimension merged with their true bodies. Ivy suddenly had a small box of fish heads to play with. Tiger 8 found that the cut on his paw was healed, magic Ivy had applied to it while in the dimension.

Duplicate Exit

Spell Level: 1

Range: Line of sight

Duration: 3 rounds + 1 round per 5 Caster levels

The Caster is able to create a duplicate of any door or doorway that he can see and have it appear on a normal part of a wall/surface. This can be placed anywhere the Caster can see. The door or doorway must fit where it will be placed. If the door is locked the door that is duplicated is locked. Any traps the door has in it are duplicated as well. Setting off a trap in the duplicate does not set it off in the original.

Opening the door does not open the original door. When anyone goes through the door they materialize out the other side of the original door. They cannot go back through and return to where the duplicated door is. The same applies to any doorway.

The Caster can get rid of the duplicate anytime she wishes. Anyone standing in it when it ceases to exist has a 50% chance of being pushed to either side of it.

Example:

Ivy and Tiger 8 are trying to make it out of the dungeon. The door to escape is just ahead when Double Dorko steps in front of it. He drinks a potion of Certain Victory. Tiger 8 tells Ivy that he doesn't think they can take him after he drank that. She agrees and casts Duplicate Exit on the escape door. A duplicate of it appears next to them. Ivy opens it quickly and they escape through it. The duplicate exit ceases to exist, Ivy wills it to end. Double Dorko

runs up to where it was and investigates the wall, where did they go he thinks? Ivy and Tiger 8 ride their two headed horse home. A happy night they will have, they have their gold and they lack any scratches from getting it.

Firepitals

Spell Level: 4

Range: 50" + 10" per 5 Caster levels

Duration: 5 rounds + 1 round per 5 Caster levels

The Caster summons an Earth Elemental. It transforms itself into a dirt pit, 10" deep, 10"x10". The ground it stands on alters and it becomes the pit. A Fire Elemental appears in the Earth Elemental/pit and becomes the fire in it. The pit moves at a rate of: 20" a round. It tries to go after the nearest foe of the Caster. To those watching the pit form they will see an Earth Elemental change into the pit and then a Fire Elemental appears and jumps in the pit. It can move the first round.

The Firepital can move under any foe and they will fall into it unless they make a save versus traps. If they make their save they can move to an adjacent 10" square, if possible. If not possible they fall in. The pit will not chase after anyone that has escaped it for the round. The following rounds it will try to resume the chase. If the character finds itself again over the pit in the same round that it made its saving throw allow it to move out of it again. If the foe is bigger than the pit dimensions or the pit is very full then the Game Master will have to decide if the foe falls in.

If anyone falls into the pit they take falling damage and are attacked by the Fire Elemental. Once a round everyone in the pit gets attacked by the Fire Elemental. Anyone that is hit by the Fire Elemental takes 1D8 HP of damage. Creatures that are of a cold nature will suffer an additional 1D8 HP of damage.

If anyone in the pit tries to get out the Earth Elemental will try to stop them. It gets one attack on those that are getting out and if it scores a hit the foe is kept in the pit for the round. If anyone in the pit attacks the Earth Elemental and does 1 HD or more of damage to it in one round the Earth Elemental will eject them and the foe will be put in an adjacent 10" square, if possible.

The Elementals each:

1: Have 4 HD + 1 HD per 5 Caster levels. Roll HP when needed.

2: Have an AC of 2(Descending AC).

Both can be attacked if the foes recognize them as creatures that can be attacked. While they are one they are immune to any nature attack such as fire or lightning. Neither can be charmed or manipulated away from the Caster's control. If the Fire Elemental or Earth Elemental are destroyed the pit is ended. Anyone in the pit is thrown into an adjacent 10" square, if possible. The remaining Elemental stands in the square and begins to attack the nearest foe. It moves 20" a round and if it hits it does 1D4 HP of damage.

When the spell ends whomever was in the pit will find themselves in the same square where the Firepit was last at. If there isn't enough room for them to be standing they will be placed on top of each other.

Example:

Ivy and Tiger 8 enter a room with the Double Dorko(60" away) and his friend the Fancy Fool(100" away). Ivy casts Firepit and places the fire-earth pit creature 10" away from Double Dorko. She can put it 70" away, 50" + 20" for she is a 10th level Caster. The spell will last for 7 rounds, 5 + 2 for Ivy is a 10th level Caster. It immediately moves under Double Dorko who fails his save. He takes 3 points for falling in the pit. The Fire Elemental attacks him as a 6 HD monster, 4 HD + 2 for Ivy is a 10th level Caster. It misses and then the fire-earth creature moves 10" closer towards the Fancy Fool. The Fancy Fool throws a small dish at Tiger 8 and misses.

The next round the fire-earth creature moves 20" closer to the Fancy Fool, it is only 10" away now. Double Dorko tries to climb out of the pit but the Earth Elemental scores a hit and grabs his feet. The Fire Elemental hits him and burns him for 6 HP of damage. The Fancy Fool throws another small dish at Tiger 8 and misses again.

Another round and the fire-earth creature moves under the Fancy Fool who fails his save and falls in the pit. He takes 6 HP for falling and then the Fire Elemental attacks him and does 7 HP of damage. The Fancy Fool dies from the damage. The Double Dorko climbs out, the Earth Elemental misses him. Ivy aims an arrow at the Double Dorko and puts it in his butt. The Double Dorko dies from the damage and falls back into the pit. 4 rounds later the spell ends and the bodies of Double Dorko and Fancy Fool are lying on top of each other.

Hammerlock

Spell Level: 2

Range: 50" + 10" per 3 Caster levels

Duration: 5 rounds + 1 round per 3 Caster levels

The Caster casts the spell on a foe. The foe if he fails his saving throw finds himself chained to the ground with a big lock holding the chains to him. The lock is most likely on the foe's chest. The foe finds that he can move but at 25% of his normal rate, the chains move with him.

Each time the foe moves(as in movement) the chains pull a large hammer out of the ground. The hammer rises and towers above the foe. It slams into him, roll a D6 to see what the hammer does:

1-4: 1D6 HP of damage.

5: As 1-4 but the foe can't move for 1 round. The chains tighten and pull back very hard when he tries to move.

6: As 5 and the foe must pick another lock to get the chains off. Another lock appears next to the other one.

The foe can pick the lock as a thief of the same level/HD, up to 10th level. The foe knows it can pick the lock. A thief does not suffer this limitation. If it succeeds the lock opens, the chains fall away and the spell ends. Otherwise the spell lasts its duration.

Example:

Tiger 8 and Ivy are sneaking home when the Double Dorko appears. Ivy casts Hammerlock on him and he fails his saving throw. Chains appear out of the ground and wrap around him. A lock on his chest is holding the chains to his body. The spell will last 8 rounds, 5 rounds + 3 for Ivy being a 10th level Caster.

Ivy and Tiger 8 make a break for it. Double Dorko tries to follow but can only move at 25% of his normal rate. He senses he can pick the lock but tries to chase them for 3 rounds. He rolls a 1, 4 and 2 on these rounds and takes 1D6

HP on each of the rounds.

On the 4th round he decides to pick the lock. He is a 5 HD monster so he tries as a 5th level thief. Double Dorko fails and moves again on the 5th round and again takes 1D6 HP of damage. Ivy sneaks back on the 6th round and puts an arrow in his butt, Double Dorko falls over dead.

Hind Eyes Curse

Spell Level: 4

Range: Line of sight

Duration: Until curse is removed

The caster targets a foe. He rubs his eyes, touches the back of his head and points at the foe. A saving throw is made for the foe and if he fails the foe is cursed.

The foe's eyes move to the back of his head. If he lacks a head or the eyes are already there the curse does nothing. The curse has these effects:

1: Attacking forward is like he is attacking an invisible foe.

2: Attacks in the direction of the eyes is so difficult that he attacks at -4. A character that can attack multiple times a round is reduced to one attack a round.

3: Walking backwards is difficult, the foe can only move at 50% of his normal rate.

4: Moving forward unaided is difficult. There is a 1 in 8 chance that he will fall down each turn and be stunned for 1D10 minutes. During combat this increases to 1 in 6 chance every 2 rounds where there is movement.

The curse can be removed by a Remove Curse spell or something similar. When removed the foe's head spasms for 1D10 minutes. The eyes bounce back and forth from behind the head to the front during this time. The shift happens every second. During this time he no longer suffers the negative effects of the curse.

Example:

Ivy and Tiger 8 run into the Double Dorko, smug and unaware that they can see him. Tiger 8 casts Hind Eyes Curse on him. The Double Dorko fails his saving throw. He feels funny, something is not right. Is he facing the wrong direction? It takes a few moments before he realizes that his eyes are now on the back of his head. Ivy laughs and Tiger 8 is glad she is happy.

The Double Dorko rises up and walks backwards to them. He is very slow, he is not used to walking backwards. At 50% of his normal movement rate the two love cats make a quick escape.

Later Double Dorko somehow finds them again and attacks Ivy. He is attacking the way his eyes are facing, this incurs a penalty of -4. He rolls and misses Ivy. Tiger 8 punches the front of his head and knocks Double Dorko out. They make a break for it again.

Double Dorko hardly conscious wonders if the local healer can fix him up. The healer is not sure what is wrong, hasn't he always had his eyes in the back of his head?

Interferic

Spell Level: 3

Range: 50" + 10" per 3 Caster levels

Duration: 3 rounds + 1 round per 5 Caster levels

The Caster casts this spell on another caster. The other Caster rolls a saving throw. If he fails a magical link is established between the two. The other Caster can sense the Caster's hands grasping his, her eyes staring directly into his and her teeth biting his tongue. Yet the Caster is not doing this, it is magic the other Caster will surmise.

Each time the other Caster casts a spell the Caster can try to block it. Both Casters roll a D20 and add their Caster level to the roll. The sum of each is their block numbers. If the Caster's block number is higher (but not equal to) to the other Caster's block number she has successfully blocked the spell. The other Caster's spell has a 50% chance of not being wasted. If it is not wasted the Caster can try to cast it again.

When the Caster is blocking the spell she cannot cast any magic for the round. She must declare at the start of the round, or right after the spell is cast, that she is blocking the other Caster's spells. Also roll a D20 to see if blocking costs the Caster something more:

1-5: 2 x the spell level must be payed in the Caster's memorized spells. If there are not enough spells then the Block Magic spell ends. Also the spell the Caster was trying to block is not blocked. Whatever magic the Caster has left is spent.

6-10: As 1-5 but 1 x the spell level.

11-12: Costs the Caster nothing but the Caster can't cast any spells for 1D4 rounds. Can still block magic.

13-18: Costs the Caster nothing but matching spell levels/2, round up. A 5th level spell, for example, would cost 3 spell levels. $5/2 = 2.5$, rounded up is 3.

19-20: The block is for free, it doesn't cost any matching spell levels.

Example:

Ivy walks in the room and sees Tiger 8 in magic stasis. The Powerful Poultry is getting ready to cast his next spell on him. Ivy casts Interferic on the Powerful Poultry. He fails his saving throw and the magical link is established. Something is fooling with him, something magical and unpleasant.

Ivy declares she will block his spells. Ivy rolls a 19 + 10 for her being 10th level. The Powerful Poultry rolls a 5 + 8 for being an 8th level spell caster. Ivy's block number is higher than the Powerful Poultry's. An 19 is rolled so it doesn't cost Ivy anything to block. She blocks the spell and the dice roll determines that the Powerful Poultry's spell is squandered.

The next round the same thing happens, this time Ivy rolls a 10 and the Powerful Poultry rolls a 19. The block fails. He casts Burning Bite on Tiger 8, some damage is done but not too much.

Another round and Ivy rolls a 15 and the Powerful Poultry rolls a 7. Her block number is higher than his. A 7 is rolled, it will cost Ivy matching spell levels. The Powerful Poultry's spell is a 5th level spell. Ivy spends a 1st and a 4th level spell, which equals 5 spell levels. She blocks the spell and the roll again determines that the Powerful Poultry's spell is squandered.

At the start of the next round Tiger 8 wakes up and cuts the Powerful Poultry up, the fight is over. Ivy had 2 more rounds to block spells, 2 left for being 10th. She had few spells left so she is glad its over with. Tiger 8 asks her if she has any bandages.

Into The Storm

Spell Level: 5

Range: See Below

Duration: 3 hours + 1 hour per 5 Caster levels

The Caster enters a storm area and casts the spell. There must be a storm or she must use the spell to create one. She ceases to exist and becomes part of the storm. Rain pours, lightning strikes and thunder booms. The storm descends and picks her up, she becomes cloud and merges.

If she cuts the duration of the spell in 2 she can turn an ordinary cloud into a storm cloud, something she can merge with. She can expand the storm cloud cover by 1 mile in diameter per 3 Caster levels.

Wherever the storm goes she can leave it and reappear as she wills. If the storm ceases to be or the spell ends, becomes just a cloudy overcast the the Caster must choose a place to land based off of the shape of the storm at the last moments. When she leaves the storm the spell is over with.

Only one Caster can merge with a storm. The first Caster that casts the spell and enters it controls the storm. Another one that tries to do so is rejected by the storm. The spell will not be cast. Maybe another cloud is nearby that he can control?

The caster is able to:

1: Move the storm 1D10 miles + 1 mile more per 5 Caster levels in any direction once an hour. The storm's speed intensifies and moves 1 mile a round.

2: Unleash the storm on 1D10 10" squares + 1 more square per 3 Caster levels. The squares must be contiguous. If the storm is not intense the Caster briefly intensifies it. Lightning, terrible gusts of wind, hail, etc... whatever the storm can unleash it does. Those in the squares will take 1D12 HP + 1D6 per 3 Caster levels. This shortens the time she can be in the storm by 1 hour. If she shortens the duration of the storm one more hour the damage inflicted will be the maximum it can do. A saving throw cuts the damage in half in either case.

3: Evade damage easily. To attack the Caster one must have the ability to damage the storm. If the attacker can do so the Caster can be attacked but she has an AC bonus of 10. Magic has a similar problem. It must be something that can damage the storm and the Caster must be hit as if being attacked. Anything elemental will not damage it. The Game Master must decide what can do it, maybe nothing at all.

4: Bring another into the storm with the Caster. Each character that is brought into the storm shortens the duration of the spell by half an hour. These characters have no control over the storm. They can leave it like the Caster when they will it.

5: Control the general direction of the storm. The Game Master must decide its normal speed.

Example:

Ivy and Tiger 8 are being chased by the Double Dorko and several strange men they have never seen. Tiger 8 points at a cloud above them and tells Ivy that they should get into it. He cast Into The Storm. Tiger 8 is a 10th level Caster and this will make the duration of the spell 5 hours, 3 hours + 2 hours for being 10th.

The cloud is not stormy at all, Tiger 8 cuts the duration of the spell in half and makes it stormy. He then expands the cloud diameter by 3 miles. He demands that the storm take both of them into it. This shortens the spell to 1.5 hours. The cloud descends and lifts Ivy and Tiger 8 into it, they become part of it.

He decides to move the storm, a 7 comes up on the D10 roll. This moves it 9 miles in a direction that Tiger 8 wishes to go, 7 + 2 for being 10th level. Double Dorko and his men are confused about what they are seeing. The Game Master decides it is moving 10 miles an hour, Tiger 8 keeps it moving in the same direction he moved it.

The next hour arrives and Tiger 8 moves the storm another 5 miles. At the end of a half hour the spell ends. Tiger 8 and Ivy descend to a spot they like. The storm becomes a normal cloud, it shrinks to its prior size. Double Dorko is nowhere to be seen, they appear to have outclouded him. Probably didn't figure out that they were up high.

Ivy's Smoking Rose Box

Spell Level: 3

Range: See Below

Duration: 1 hour + 1 hour per 5 Caster levels.

Ivy was a child of the Guitar Witch, her father was perhaps the adventurer Tiger 8. She was almost identical in appearance to the witch but lacked a guitar. Mother she would never call her, she had always been the Guitar Witch.

She asked the Guitar Witch for a guitar but instead she got a cigar filled box. Ivy became angry and threw the cigars in the Guitar Witch's face. The cigars floated around her head. The Guitar Witch did not like her behavior, Ivy was cursed by her. "Whoever taught you to act this way? Gather them, give them to the dead." she said to Ivy. Ivy lost control to the curse, the cigars must be given to the dead.

She took the cigars to the place of silent burners, the dead devil destination. Ivy buried them in the devil graves. These devils need some smokes she thought. Smoke flowed from the graves, all she could see was the smoke. The devils are smoking too much!

She became desperate to make the smoking stop and began to dig up the cigars. Each time she dug in the dirt a smoking rose sprang up. Were these the devil's way of saying "I love you" or were they mocking her? The roses made the smoke worse but if she put them in her box they stopped smoking.

The cigars are in there with the devils, she had to get them back. But the box had gotten so full, how could she keep digging? The Guitar Witch felt her desperation and became sad. If she had given her a guitar this never would have been. She would find helpers for her, people who would take the roses away. With a song she gave the world the magic to help Ivy. Ivy's Smoking Rose Box would never be full again.

The caster takes anything she can hold in her hand that is square and casts this spell on it. It enlarges and becomes a box, maybe 5" x 3", 1" high. The lid can be easily lifted, it is connected to one side. It has a painting of a pale skinned woman with red hair on it, she is smoking a rose.

Inside one finds that it is filled with dirt covered roses. The box will contain 3 roses + 1 rose per 5 Caster levels. The roses are 1" long and the flower part is black except for one petal which is white. When one picks one up the flower end starts to smoke. The thorns on the stem do not cut but are pleasurable to

touch.

If one puts a rose in her mouth they find that they can smoke the rose. The smoke fills their lungs but it cannot be exhaled, it will not leave. The smoker cannot stop smoking the rose, it hangs out of her mouth and she keeps on sucking the smoke in. The rose and smoking continues until the spell ends. When everyone has taken a rose that will take one the box returns to normal; the box only stays in cigar box form for 1 turn at the most.

Those that smoke a rose can see that world is dying. The end is nothing to fear, death is life. Everything has smoke coming out of it, everything is bleeding. Anything dead looks at the smoker and smiles. Graves pop up out of nowhere inviting the smoker to rest in them like they were a bed. Some have snoring skeletons in them. What a smoke this rose is!

When the smoker is injured/damaged smoke exits her body. It exits out her skin, mouth, ears but not any wound. The smoking rose spasms as if it was hit as well. A dark guitar chord is heard coming from the fresh wound.

When she receives damage the smoker can push a larger amount of smoke out of her body and cover nearby enemies with it. Each time she does this there is a 1 in 4 chance that it will not work again for 1 hour. Each time that she does this add a -1 to this check for a turn. Every living foe within 10" of the smoker must make a saving throw against death or they will(roll a D10):

1-6: Be buried up to their waist. It takes 2 rounds to get out of it. They cannot move while buried. If they do not dig themselves out within 5 rounds they are moved to the 7-9 roll and they have to start digging again. They can attack anyone that is close enough. Digging is considered movement.

7-9: Be buried up to their neck. Takes 4 rounds to get out of it. They cannot move while buried. The first 2 require saving throws against death to dig 1 round out. If they do not dig themselves out of the 2 first rounds in 5 rounds they move to the 10 roll and they have to start digging again. They cannot attack or cast spells until they dig themselves out of the first 2 rounds.

10: Be completely buried. Takes 6 rounds to get out of it. They cannot move while buried. The first 2 require saving throws against death to dig 1 round out. They have 5 rounds to get the first 2 rounds dug out. If they do not they die. They cannot attack or cast spells until they have dug themselves out of the first 3 rounds.

Regardless of the environment they are in, magical dirt appears under those affected. Whatever is below them, be it water, air, metal, etc... dirt

appears 5" around them and they are buried in it. If they are not touching ground it appears as if part or all of them has disappeared into a flat disk of dirt. Once they dig themselves out the dirt turns to smoke and is gone. If they die they rise out of the dirt and lie where they were buried. When the spell ends, if any foes are still in the dirt, they rise up where they were stuck or as near as possible if there is something interfering with their return.

Example:

Tiger 8 says to Ivy "Isn't it funny that this spell is called Ivy's Smoking Rose Box?". She doesn't know what to say and Tiger 8 casts the spell, they need to smoke some roses. He takes out a little box Ivy gave him to keep the notes she writes him in. It's empty now and is perfect, it grows to 3" x 3", 1/2" high. Tiger 8 is a 10th level Caster, there are 5 roses in it. 3 roses + 2 for him being 10th level. They each take one and start puffing on the rose. It seems funny to both of them that they can't exhale. No one else is around to give a rose to so the box returns to normal.

Down into the dungeon they go. The place is where the dead are buried but it is more like home to them than the one they have. Every once in awhile they come across a skull, they turn and look at them. The bones distort, the teeth form a happy smile.

They find a 20" long sarcophagus and are getting ready to loot it when it opens up. Out jumps the Double Dorko and 2 of his smiling men. How long had they been in there they wonder?

Tiger 8 runs forward and takes a hit from the Double Dorko. Tiger 8 begins to smoke, he forces a large blast of smoke out of himself. It hits all 3 of them and they fail their saving throws. The smiling men are buried up to their necks, a 7 and 8 are rolled. The Double Dorko is only buried up to his waist, a 3 is rolled. Tiger 8 rolls a 1 and can't use his smoke for another hour.

Ivy shoots one of the smiling men through the ear, he dies. The Double Dorko starts digging himself out. "Damn you Ivy, Damn that tiger of yours!" he yells. He is too far away to attack Tiger 8. The last smiling man tries to dig himself out and fails his saving throw, maybe next round.

The next round Double Dorko digs himself out of the dirt. The dirt where he was buried disappears. Ivy puts another arrow through the other smiling man's ear, he dies. Tiger 8 punches the Double Dorko and knocks him back 3".

Another round starts and Ivy runs within 10" of the Double Dorko, he throws a rock at Ivy and hits her in the head. She starts to smoke, she unleashes her smoke. The Double Dorko fails his saving throw. A 10 is rolled and he is completely buried. She rolls a 2 and can use her smoke again this

hour.

4 more rounds pass and amazingly the Double Dorko keeps on failing his saving throw. The Double Dorko dies. Ivy seems surprised, she had a special arrow ready for him.

Lingering Power

Spell Level: 4

Range: See Below

Duration: See Below

The Caster is able to draw on the lingering magic/power a foe has used, after a fight. The foe must have been slain and she must be holding something very important to it like its heart in her hand. She must be in the 10" square where it was used.

When she casts the spell she can duplicate it. She can use it once or later. One use of a power can be duplicated by the spell, it cannot be cast multiple times on this use of the power. It can be used 1 hour + 1 hour more per 3 caster levels after acquiring it.

Things that are very powerful like a wish ability that was used have a 99% - 1% per Caster level of failure. Only one Caster can acquire the power. Castings by multiple casters for the same power used will not work.

Example:

Ivy walks into the 10" square where the Magic Moose Man had used his Beep Blast last. She has cut off its head and is holding it. Lingering Power she casts. Now she can use the Beep Blast once. It must be used in 4 hours, its duration is 1 hour + 3 more for being 10th level.

Later Ivy and Tiger 8 run into the Double Dorko. She wastes no time and use the Beep Blast on it. The Double Dorko is stunned. Tiger 8 hands Ivy her bow and arrows. She can't use the Beep Blast again. The next round she shoots an arrow into the butt of the stunned Double Dorko. He falls over dead.

Lock The Door Tentacle

Spell Level: 1

Range: Line of sight/See Below

Duration: 3 rounds/See Below

The Caster casts this spell on a door, a door she can see. It opens up and a giant tentacle comes out. It will wrap around any foe the Caster wishes it to within 50" of it and pull it behind the door. 1 foe + 1 more foe per 5 Caster levels can be attacked by the tentacle. The foe gets a saving throw and if it makes it is unaffected. The tentacle will only take as many foes as the space behind the door will allow.

The door shuts and is magically locked for 3 rounds, the foe cannot open it up and return to the fight. It is not a magical space they are in, wherever is behind the door is where the foe is. If there are other things in the place behind the door play it as it should be. Foes may end up fighting other foes of the Caster.

The door must be: not magical, not trapped and unlocked. It must be an ordinary door. If it is double doors the spell will work on those as well. A spell like the Knock spell ends the magical lock and the spell. The affected door can only have one Lock The Door Tentacle spell cast on it. When the spell ends it can be cast on it again.

Example:

Ivy and Tiger 8 run into the Double Dorko and the Fancy Fool. A door is within 30" of the foes, Ivy casts Lock The Door Tentacle. The door is just a door, it opens and a big green tentacle comes out and tries to pull Double Dorko and the Fancy Fool behind it. Both fail their saving throws, the tentacle grabs both and pulls them behind the door. The door magically locks, Ivy and Tiger 8 have 3 rounds of being safe from their foes. They decide to make a break for it. Maybe Double Dorko and the Fancy Fool will forget about them? There is so much to do behind a locked door.

Love Reverse

Spell Level: 4

Range: Line of sight

Duration: 5 rounds + 1 round per 3 Caster levels

The Caster is able to reverse the love between two characters and turn it into hate, pure hate. The characters must be lovers and not just fond of each other. Each is given a saving throw and when one fails:

1: The character recognizes the other character as their greatest enemy. The enemy that must be destroyed at all costs!

2: The character attacks the other character immediately. Damage from other foes is ignored. Her sword is only for the one true enemy, her ex-love, the false talker, the Double Dorko, etc... .

If both are affected then they will fight each other for the duration of the spell. If only one is affected the unaffected one has a chance each time she is hit to break the spell. She must plead with the other character instead of fighting back. She will feel an urge not to strike back but plead for him to stop. The other character is allowed a saving throw again at -2. If he succeeds then the spell is broken for a round. During that round the other character can plead again to recognize their love. Again another saving throw is allowed and if he makes it the spell is broken.

The characters must be visible to the Caster. When the Caster has memorized this spell she is able to detect that the two characters are lovers, she will know that the spell will have an effect.

Example:

Ivy and Tiger 8 encounter the Double Dorko and his true love Triple Twito. Ivy has memorized Love Reverse and casts it on Double Dorko and Triple Twito. Double Dorko makes his saving throw but Triple Twito fails. Triple Twito instantly goes mad and sees Double Dorko as the enemy, not Ivy and Tiger 8. Double Dorko is ripped into instantly, he does not fight back. He pleads with Triple Twito to stop. Triple Twito makes the saving throw and the next round

does not attack. Ivy and Tiger 8 just stand back holding hands, love is beautiful.

The next round Double Dorko pleads with Triple Twito again. Triple Twito makes the saving throw and the magic of Love Reverse ends. They turn to fight Ivy and Tiger 8 instead of each other. Ivy wishes she had memorized the spell twice...

Mummies With Machine Guns

Spell Level: 5

Range: 10" + 10" per 5 Caster levels

Duration: 1 turn/See Below

The Caster summons a mummy + 1 more mummy per 5 Caster levels. They move and are exactly the same as any mummy(roll the HP for each one). But they attack with very crude machine guns instead of their usual attack.

The range of their guns are 150". The first 50 is short, the next is middle and the last is long. Damage is determined by range. Each blast against a foe does, roll a D10:

Short Range:	Medium Range:	Long Range:
1-5: 5 HP	1-7: 5 HP	Always 5 HP
6-9: 10 HP	8-10: 10 HP	
10: 20 HP (Save vs. death or the foe is stunned/shocked for 1D4 rounds)		

A generic mummy(AC 3, HD 5 + 1, MV 20")

Mummies can only be harmed by magic spells, fire and magical weapons.

Each mummy can fire its gun 10 times before it runs out of ammo. At that point it tries to reload its gun with its bandages and falls apart in 3 rounds. Each mummy lasts one turn and is under the absolute control of the caster. But in no case will they attack as a normal mummy would, only with their guns do they attack.

If the time ends they become an empty pile of bandages. The gun turns into wood and begins to burn. The bandages and wood gun are gone in 1D4 rounds.

The guns are not usable by anyone else. If anyone else pulls the trigger mummy bandages come shooting out the barrel.

Example:

Ivy and Tiger 8 run into a giant version of the Double Dorko, the Triple Twito. They decide to get someone else to deal with it. Tiger 8 casts Mummies With Machine Guns. 3 Mummies carrying machine guns appear 30" away from them. Tiger 8 is 10th level so he can summon 1 Mummy + 2 Mummies for being 10th level. He can place them 30" away, 10" + 20" for being 10th level.

The Mummies are 20" away from the Triple Twito. They open up on it. 2 of them hit it with a machine gun burst. 20" puts them at short range. The first blast, a 7 is rolled, 10 HP of damage is done. The 2nd blast a 2 is rolled, 5 HP of damage is done. The Triple Twito is damaged bad and runs forward and whacks a Mummy good. The Mummy has many HP and is only partly damaged.

The next round the machine gun attacks happen again with 2 hits again. This 1st round a 10 is rolled. The Triple Twito takes 20 HP of damage and makes its save, nothing else happens from the massive hit. The 2nd round a 7 is rolled, 10 more HP of damage is done. The Triple Twito is cut into 3 pieces.

Ivy and Tiger 8 have to decide what to do with their Mummies, there is still many rounds left. They have them for many more shots. They search the dungeon and the turn expires, the Mummies are gone.

Murder Magic

Spell Level: 5

Range: See Below

Duration: 8 hours + 1 hour per 5 Caster levels

The Caster casts the spell and assumes the roll of an assassin. She chooses a foe that she will attempt to murder. The foe's image boils in her mind and her thoughts try to force their way into it, like they are trying to stick a knife into his heart. The Caster must not fight anything at this point or the spell ends.

The Caster gains these abilities like a thief of the same level:

1: Move silently.

2: Hide in shadows.

3: Pick the locks of doors that get in the way between her and the foe.

When the murder is accomplished this ability allows her to open the locks of doors that get in the way of her escape! If she has one or more items of the foe's then she can use the Knock spell 3 times on any door the foe has control of. This only works as she is heading to the foe, not when she is escaping after the murder.

She senses the direction of the foe she will try to murder. Every step closer makes her heart beat with a little more evil. Other evil things have joined her. All the bad people she has ever known are behind her, pushing her forward. Yes, she knows, she is one of them now. No one else can see them but they are real.

When the foe is in sight they appear around him. Each is poking and stabbing him with knives but he does not notice. She feels the urge to join them and almost runs to attack him. But she must be sneaky, if he sees her the spell ends.

From behind the foe she must strike, roll to hit. A miss and the spell ends. If hit the foe gets a save versus death and if the save fails he is killed. If the roll succeeds then normal damage is done and the spell ends. After the foe's death the Caster has 1D6 turns to get away. When that time ends the caster loses the thief abilities she had access to.

The caster can then attack other foes with the killing weapon. For each level/HD that the murdered was the Caster can add that to the damage the

weapon does, up to +5. This is the murder bonus. Only the Caster can access and benefit from the murder bonus. For anyone else the weapon is a normal weapon.

So the Caster with the spell murders, for example, a 9 HD foe. When she wields the weapon it would do +5 HP of damage plus any other damage it does. This stacks on top of any other magical damage the weapon already has. When the weapon is used the Caster can only attack once a round.

If the Caster spends a murder bonus point then she can do some other things:

1: The Caster can evade an attack.

2: The Caster can hide in shadows and move silently like a thief of the same level. This lasts 1 hour.

3: The Caster can use the full murder bonus. Instead of it stopping at +5 the damage will match where the murder bonus is currently at(after one point is subtracted).

4: The Caster can magically back stab a foe. She must be completely unseen/unknown by the foe. It is a surprise attack. A hit must be rolled. The foe makes a save versus death or(roll a D20):

1-10: Takes double damage from the attack.

11-14: Loses 25% of its current HP.

If 1-10 has higher damage use that damage instead.

15-18: As 12-15 but 50% instead of 25%.

19-20: Foe dies. This happens over 1D4 rounds.

The foe can't do anything. The foe is dropped to 1 HP during this time, then dies.

If the foe makes its save then the attack is normal. The Caster can augment the D20 roll by spending murder bonus points. This must be done before the D20 roll.

The weapon also functions as a magical weapon. It is +1 with another +1 added for every 7 Caster levels. This does not influence to hit or damage but determines if it can hurt a foe that requires a magical weapon to hurt.

Example:

Tiger 8 and Ivy have an intense dislike of the Double Dorko. He agrees to take care of him and then they can go to the dungeon. At midnight Tiger 8 casts Murder Magic and sneaks into the Double Dorko's feeble fort. He uses move silently and hides in the shadows like a thief of the same level. Double locked doors stand between him and his prey. Tiger 8 is able to unlock them and sneaks into Double Dorko's room. Behind him Tiger 8 sneaks and sticks him with his short sword. Double Dorko fails his saving throw against death and falls over. Tiger 8 feels his short sword gain magic, Double Dorko was an 11 HD idiotic monster. A 3 is rolled so Tiger 8 has 3 turns to get out of here before his thief abilities end. With haste he makes it back to Ivy. They celebrate their victory with a quick kiss and then its off to the dungeon.

In the dungeon they run into Double Dorko's brother. He's just as bad, Ivy pushes Tiger 8 forward. He decides to really whack the brother and spends a point to unleash the full damage he can do with his short sword. He hits the brother and rolls a 3 for damage but with 10 murder bonus points that raises the damage to 13. The brother gasps and almost falls over. Ivy puts an arrow in his butt and that finishes him off.

Later they run into another brother. Tiger 8 decides to hit him with his short sword. He hits and does 4 HP of damage. The murder bonus is at 10 still and he does 5 more HP of damage. The brother rolls a hit on Tiger 8 but he decides to spend a murder bonus point and evades the attack. This lowers the murder bonus points down to 9. Ivy puts an arrow in his butt and the brother falls again.

The spell will only last 10 hours since Tiger 8 is a 10th level Caster. 8 hours + 2 hours for being 10th. They have spent 8 hours of it so far. Ivy decides they should head home. Tiger 8 yawns and agrees, time for a bed romp. At hour 10 they watch the short sword, hanging on the wall, return to normal. A drop of blood from Double Dorko falls from the tip and that's it.

Offspring Of The Demonic Mating

Spell Level: 4

Range: 10" + 10" per 3 Caster levels

Duration: 10 rounds + 1 round per 2 Caster levels

The Caster mated with the Guitar Witch and produced this thing. It appears as a 3 foot green man with fangs sticking out of its mouth. The short hair isn't real but glued on shredded skin that has been dyed black. Wood planks have been nailed into it around the groin and buttocks. Tiny green mushrooms have sprouted on some of them. The hands and feet have been cut off and pushed back on. At times they start to fall off revealing that chicken feet are holding them in place. The fingers and toes have also been cut off and pushed back in where they belong. Every round half of them are pulled back into their part and a chicken toe comes sticking out. The next round they return to normal while the other half are replaced with chicken toes. At some point during the spell the hands and feet fall off completely and the chicken feet that held them take their place.

When the spell is cast the Guitar Witch appears, the Offspring is in a cage made of toilet bowl pieces and parts. She opens up a toilet lid and the thing comes running out. Then its back to hell with her.

The Offspring likes to run around. It can move 150" a round. When it finishes moving anyone within 10" of it is drained of 1 HP. These are added to its HP total. Its HP start at 8 + 2 more per Caster level. It starts with an AC of 9(Descending AC) and improves by 1 per 2 Caster levels.

The Offspring can attack as well. If it does so HP are not drained at the end of its movement. It attacks as a 2 HD monster. Anything it strikes takes(roll a D12):

1-8: 1D4 HP of damage. The Offspring strikes with one of its feet.

9-11: 1D4 + 3 HP of damage. The Offspring strikes with a foot and fist.

12: 3D4 + 8 HP of damage. The Offspring jumps on the foe and rips into it with its teeth. If killed by the bite the foe rises up as a zombie, with full HP for its HD. Wherever the Offspring ends in the round the zombie will teleport within 10" of. It will try to teleport next to a foe and attack. Zombies become

normal corpses when the spell ends and return to the spot where they died.

After the damage has been done the foe will have to make a saving throw. If it fails the foe will follow the Offspring around for 2D4 rounds. Where the Offspring moves the foe will follow. He can't control its movement. But the foe can attack if possible.

The Offspring will follow the Caster's attack commands 50% of the time. The other 50% of the time it will do the opposite. Instead of HP draining it will strike, instead of striking it will HP drain. The Offspring will try to follow a pattern of run/drain, attack one of the foes drained, run off to and try to drain a different group, attack one of them, and so on... it follows this pattern.

If the Offspring is killed the Guitar Witch appears and puts it back into the toilet ring cage. She looks pleased and tells the Caster she will have their Offspring back together and ready by the time he casts the spell again. Then they are gone.

When the spell ends and the Offspring is still alive something similar happens. This time though she seems sad and asks the Caster how did our weakling survive? She slaps her thigh and then it makes a strange flushing noise. Into the toilet ring cage the thing goes and then they are gone.

Example:

Ivy and Tiger 8 run into Double Dorko and 2 of his smiling men. Tiger 8 says stand back, he has a surprise for them. She casts Offspring Of The Demonic Mating. Tiger 8 is 10th level so she can place the thing 40" away(10" + 30" for being 10th). The spell will last 15 rounds, 10 + 5 for being 10th level. The Guitar Witch appears with cage made from a toilet. She points at Tiger 8 and says "Look what you have done to me.". Then she opens the cage, the Offspring runs out and she is gone.

Immediately it runs to Double Dorko and his men. The thing has 28 HP, 8 + 20 for being 10th level. It's AC is 4(9 – 5 for being 10th). 1 HP is drained from all 3 and the Offspring's HP rise to 31. They attack it and one of them hits it for 5 HP of damage, it is now at 26 HP.

The next round it attacks one of his men. It hits and a 9 is rolled, it does 8 HP of damage. The Offspring rips the man's head off. The other 2 attack again and do 5 more HP of damage to it. It is down to 21 HP.

Another round and Double Dorko and his man are drained of another HP, the Offspring is now at 23 HP. Ivy and Tiger 8 debate joining the fight but do not. Double Dorko hits the Offspring hard and does 10 HP of damage. It is down to 13 HP.

One more round arrives and the Offspring attacks the other man. A 12 is rolled and it does 14 HP of damage to the man. It rips his heart out. Double Dorko has a thought, maybe he should retreat. He starts to run away.

The final round arrives and Tiger 8 orders it to attack Double Dorko. The die roll determines that it listens to Tiger 8 and it quickly overtakes him. It hits and another 12 comes up. Double Dorko takes 17 HP of damage and has his intestines ripped out, he dies.

This ends the fight. They had 10 rounds left of using the Offspring. It runs around crying to Tiger 8 to keep him away from her, let him run away. Tiger 8 looks at Ivy and tells her he doesn't know what it is talking about. The rounds pass by and the Guitar Witch returns. She orders the thing back into its cage. She looks disappointed, "Maybe next time your foes will do a better job Tiger 8?". Tiger 8 doesn't know what to say. The Guitar Witch and the thing return to hell. Ivy asks Tiger 8 who that was, he doesn't reply.

Poison Cramps

Spell Level: 3

Range: 10" + 10" per 3 Caster levels/See Below

Duration: 6 rounds + 1 round per 3 Caster levels

The Caster shoots a green tendril out of her palm towards a foe. On every inch of it a green leaf grows. Around the edges of the leaf are hundreds of minute nipples. Small drops green drops fall from them. The tendril wraps around the body of the foe and squeezes. The tendril can reach 10" + 10" per 3 Caster levels.

A clear liquid is drawn from the foe's body and the plant mixes it with a green liquid that the nipples release. The mixture enters into the foe's body. Regardless of what the foe is wearing the liquid is absorbed by its skin.

The foe must make a saving throw or he is poisoned. The poison causes strong cramps in every muscle the foe has. Even his bones feel like they want to bend and assume unnatural shapes. 1 round later Phase 1 of the cramps start. Check to see what the cramps do at the start of each round:

Phase 1:

Target experiences cramps all over its body. If he does not resist it he:

Moves at(roll D4):

1-3: 25% of movement

4: 50% of movement. There is a 1 in 4 chance that the cramps will leave the target in some odd position at the end of movement. Its AC will suffer a -2 penalty for the rest of the round.

Attacks at(roll D4):

1-3: -1 to hit

4: -2 to hit. If hit is scored there is a 1 in 4 chance that the cramps will mess up the attack and cut the damage down to 50% of what it would have been.

Additional event(roll D6):

1-3: Nothing

4-5: Drops anything that is held. Can only pick one thing up a round while suffering cramps.

6: As 4-5 but 1D4 other items are dropped as well.

Spell casting is impossible unless the cramps are successfully resisted. If he resists the cramps he must make a saving throw against poison. If he makes it then there are no effects for the round. If he fails then the cramps intensify to Phase 2, roll to see what the effects are:

Phase 2:

Cramps double in intensity. If he does not resist then:

Moves at(Roll D4):

1-3: Moves at 50% of movement. If he moves there is a 1 in 4 chance that the target will fall over from cramp pain. Roll a D10 and multiply that by 10%. After the target has moved that percentage of what he wanted to he falls over. AC suffers a -3 penalty.

4: Can't move. There is a 1 in 4 chance that the cramps will cause the foe to spasm. Any armor that the foe wears begins to fall off, any protection it offers is nullified. The foe must put the armor back on as he normally would.

Attacks at(Roll D4):

1-3: -2 to hit. If he scores a hit there is a 1 in 4 chance that the cramps will nullify the attack. No damage is done

4: Can't attack.

Additional event(Roll D6):

1-3: Nothing

4-5: An arm that can attack cramps so severely that it attacks the foe. Roll to hit at -2. If the arm hits roll damage and divide it by 2, round up. If there isn't any arm to attack with then there isn't an attack. The target gets to attack before this happens.

6: As 4-5 but normal damage.

If the foe resists again while the cramps are at Phase 2 and fails then the foe dies. If he succeeds his saving throw then the cramps are taken back to Phase 1. There is a 50% chance that he will suffer normal cramp effects or he will not suffer any effects at all when moved back to Phase 1. It takes 1D4 rounds for the cramps to return to Phase 1.

If the target is killed by the cramps a tendril like the one that attacked the foe will spring out and try to attack an ally of the foe. It is exactly like the one

that affected the foe, same range. If no ally is in range then nothing happens.

The cramps can be neutralized with anti-poison magic. The first round nothing happens, it is the initial poisoning. That is the first round in the base 6 rounds.

Example:

Ivy and Tiger 8 hunt down the Double Dorko, he won't escape this time. The Double Dorko turns to face them and Ivy casts Poison Cramps on him. He is 40" away, she is a 10th level Caster so she can reach 40". 10" + 30" for being 10th level. A green tendril shoots out and wraps around Double Dorko. A mixing of liquids occur and he fails his saving throw. Double Dorko is poisoned. The spell will last 9 rounds, 6 + 3 for being 10th level. Double Dorko looks weird and picks up the toilet he is using as a weapon.

The next round the poison starts and the rolls indicate that Double Dorko can move at 50% of his normal rate and attacks at -1. He looks weird like he is about to resist but doesn't. The cramps are really getting to him as he stumbles forward. Ivy and Tiger 8 quickly move away and laugh at him.

Another round starts and Double Dorko tries to resist and fails. He moves to Phase 2 of the spell. The roll indicates he will be in Phase 2 for 3 rounds. For effects he can't move or attack. Tiger 8 asks Ivy if he should attack and she says no.

The 4th round starts and Double Dorko resists again. He fails his saving throw and falls over dead. Ivy walks up and puts an arrow in his butt. She's not sure which killed him, the poison or the arrow. Tiger 8 seems elated and runs and kisses her. "It's finally over." Ivy says. Tiger 8 gets their party pack out!

Protect Party

Spell Level: 1

Range: The party/Line of sight

Duration: 1 hour + 1 hour per 3 Caster levels

The Caster casts this on the party. Any spell that she casts that will harm them will not do so. Only if she wills that the spell will hurt another party member will it do so. Once she removes the protection from another character it is gone. Every spell that the Caster casts can damage that character for the remainder of the spell.

Some examples:

1: A Fire Explosion that would fry another party member as well as the foes would only hurt the foes.

2: Walking into a crushing field that the Caster created would not hurt the fearless Fighter. Though everything else is being crumpled by it the Fighter is safe in his metal armor.

3: A Web spell that the was cast by the Caster will not affect the Fighter. He can walk on the web and not be entangled.

4: A poison gas field that Caster creates can be walked through and not cause any damage. It seems like normal air to any party member.

5: A bunch of rocks the Caster magically drops on an area the Fighter is in would damage all the foes. When they hit the Fighter they just bounce off. Not even his armor is dented.

Something solid that will not damage the fellow party member cannot be passed through. A Wall Of Gold, for example, would stop the party member. A Wall Of Flame though he could walk through since it is not solid would not stop him. The ultimate arbiter in these decisions is the Game Master.

Only the spells that the Caster casts are affected by this spell. The spells of other Casters in the party are unaffected. The Caster is also protected from

her own spells.

Example:

Ivy and Tiger 8 are about to descend into the dungeon. Both have spells that will hurt the other, both have memorized the Protect Party spell. As a precaution they cast their Protect Party spells. Each is now protected from the other's damaging magic.

In the first encounter the Double Dorko jumps from the ceiling. Both Ivy and Tiger 8 cast their Fire Bomb spells. These blast everything in a 50" radius with fire including friends. The Double Dorko is incinerated. Tiger 8 and Ivy are protected from the spells because of the Protect Party spells they had cast.

Question Pot

Spell Level: 3

Range: 10"

Duration: 1 hour/See Below

The Caster must have a captive and a pot large enough to put the captive in. When the captive is put in the pot she casts the spell. Mouse sized balls covered with red curly hair and a little chain saw for a nose fill the empty space. They move around the captive and make him feel nice, like being given a massage with feathers.

The Caster asks the captive a question then rolls a D20, this is the question number. 1 is added to the question number for every 3 Caster levels. If the question number is higher than the captive's HD then a question is answered by the captive. If the captive resists roll a D10 to see what happens:

1-7: Captive is allowed a saving throw and if made does not answer the question. If failed the captive takes 5 HP in damage and has to answer the question. The creatures become violent, they begin to cut into the captive with their chainsaw noses.

8-9: Captive is allowed a saving throw at -2. As 1-7 but the captive takes 10 HP of damage.

10: Captive is allowed a saving throw at -4. As 1-7 but the captive takes 20 HP of damage.

The spell lasts for 5 questions + 1 more question per 5 Caster levels. If the question number is lower or equal to the captive's HD then 1 question is wasted. If 1 hour passes then the spell ends as well. The spells do not affect captives that are not alive. The creatures will be repulsed by the captive.

Example:

Tiger 8 and Ivy have captured the Double Dorko. Ivy has Tiger 8 drag the large pot out of their basement and they put Double Dorko in it. Ivy has some questions she wants to ask him. She casts Question Pot and the pot fills up with red curly haired creatures that have chainsaw noses!

“Did you steal Tiger 8's pink milk I made for him?” she asks. A 13 is rolled, 3 is added to it for Ivy is a 10th level Caster. 16 is the question number, Double Dorko has 5 HD so he must answer the question. Double Dorko does not want to answer the question. A 6 is rolled but he makes his saving throw.

Ivy is irritated and asks the question again. A 1 is rolled, with 3 added to it the question number is 4. This is below Double Dorko's HD, he does not have to answer the question.

She tries again and rolls a 10, with 3 added the question number is 13. This is higher but he resists. An 8 is rolled and Double Dorko fails his saving throw. “YES I TOOK THE PINK MILK!” he screams at the top of his voice. The creatures noses become active and cut into Double Dorko. He takes 10 HP of damage. His blood squirts everywhere in the air. Ivy and Tiger 8's faces are covered with it. They ignore it and continue.

She has one more question to ask, “Where is the pink milk now?”. A 14 is rolled, with 3 added the question number is 17. Again it is higher than his HD and he must answer the question. He resists again and a 10 is rolled. With the -4 penalty he fails the saving throw. Double Dorko screams even louder “I DRANK THE DAMN STUFF!”. The creature's noses double in intensity and he takes 20 HP Of damage. Double Dorko's arms, legs and head fall off in the pot. “I guess I know where my milk went.” Tiger 8 says sadly.

The questioning is over. She had only 3 more question to ask. The total she could ask was 7. 5 + 2 for her being 10th level. The fur creatures disappear into the interior surface of the wall. Tiger 8 dumps the remains far from their silk pillow, leather fantasy.

Treasure Train

Spell Level: 2

Range: See Below

Duration: 3 hours + 1 hour per 5 Caster levels

The Caster casts the spell and a magical train appears whenever she finds treasure. Nasty looking women in red bikinis run it and load whatever treasure is found on the train and then leave. They seem nice until they smile, hairy warts appear on their faces and many of their teeth are missing. Some stick a finger in their ear and it comes out of a nostril covered in dried green stuff.

The train comes rolling out of a wall or thin air. There will always be enough space for it even if there isn't enough in reality. The Caster and other party members will see the room as it is but they will see in their minds a much larger room, one big enough to let a train in. They will not be sure if the train and women were even real until they go to the place where the treasure will be put.

The train women can load 1000 GP worth of treasure per Caster level on their train a round. If an encounter occurs while they are loading the train they escape as fast as they can. They will return after the fight is over if the party wins and finish loading the train. Each time the train appears it pulls an extra freight car, one for each time the Caster finds treasure. While the women are loading the treasure in the new car the Caster can take something from one of the other cars and keep it. They can also put something on the treasure pile and the woman will take it with them.

The Caster must specify a location that she wants the treasure deposited when the spell ends or the Caster appears there. The spell continues even if the Caster visits it to get any treasure. It can be left at a location 1 mile per Caster level away from the spot where the spell was cast. The place must be big enough to put all the treasure or the women will not load the train. The treasure takes as long to unload as it was to load.

Example:

Ivy thinks Tiger 8 is carrying too much treasure. The next treasure pile they encounter she casts Treasure Train. She has Tiger 8 put the big bag of

gold on top of it. A big train enters the room, there are many unattractive women in red bikinis running it. One shows Tiger 8 something green on her finger, he smiles at her.

There is 200,000 GP worth of treasure on the pile. Ivy is 10th level so they can load 10,000 GP of it a round. It takes 20 rounds for them to put all the treasure on the train. Ivy specifies that there is a nice graveyard about 9 miles away that they can leave the treasure at. The train moves on. Ivy and Tiger 8 adventure some more and don't find any more treasure. They make for the graveyard. 1 hour is left to the spell. It had a duration of 5 hours. 3 hours + 2 for being 10th level. The train arrives and the woman unload the treasure. Tiger 8 wonders how he is going to get all of it home.

Untouchable

Spell Level: 1

Range: 30" + 10" per 3 Caster levels

Duration: 10 rounds + 1 round per 2 Caster levels

The Caster casts the spell on a foe and he becomes untouchable to anything that isn't damaging. The foe gets a saving throw and if they make it the spell does nothing. While the spell lasts anything friendly cannot touch it for one touch. Once the one touch is tried the spell ends in one round.

The affected cannot touch himself or be the one that touches someone else. Anyone touching the affected cannot do anything else but try to touch them for that round. Movement is allowed though. One can try and cast a spell and touch him but it will not do anything. Pouring anything on him will not do anything, the liquid will flow around the affected. It will not count as touching.

Being violently touched such as with a melee attack does not end the spell. The foe takes the damage and the spell continues. Only friendly touches are blocked, such as someone trying to use a healing spell of the foe.

Example:

Ivy does not want Bouncy Bird to touch her Tiger 8. She casts Untouchable on him. Tiger 8 is not sure what happened, he fails his saving throw. They start to walk through the room, halfway through the Bouncy Bird runs up to Tiger 8 and tries to give him a kiss. Something stops her, the

Untouchable spell, and she thinks it's Tiger 8. The spell begins to end, the next round the Bouncy Bird could try again. The round starts and she walks away. Tiger 8 is confused, Ivy grabs him by the arm and they leave the room.

Wall Of Skeletons

Spell Level: 4

Range: 30" + 10" per 3 Caster levels/See Below

Duration: 1D6 + 4 rounds + 1 round per 2 Caster levels

The Caster creates a wall of skeletons. They are packed in together. You can see whole skeletons but also only parts: heads, arms, legs, knees, etc... . The skeletons do not move unless disturbed. It is solid but one can push through the wall. Depending on what one does different things happen:

1: Touching the wall causes 1D4 Skeletons to jump out of the wall and attack whomever touched the wall. If they kill who touched the wall they crawl back into it.

2: Going through the wall opens one up to attack from 1D4 Skeletons in the wall per 10" passed through. When one exits the other side 2D4 Skeletons per 10" passed through jump out and attack whomever went through the the cube. If they kill who touched the wall they crawl back into it.

Generic Skeleton: AC: 7, HD 1, Attacks: 1, Damage 1D6, Move: 60"(20")

Each 10" cubic part of the wall can be attacked. Each chunk has 50 HP and an AC of 7(Descending AC). Attacking it from a distance with a weapon is the equivalent of touching the wall once per attack. Using a spell against the wall does the same thing. Damaging the wall in multiple chunks is the equivalent of touching multiple chunks at once.

50" cubic feet of wall + 10" cubic feet per 3 Caster levels can be created. The wall must be created in 10" cubic chunks. There cannot be anything smaller. This rule can be violated if the space is smaller than required but needs to be filled, expend a 10" cube for the space. Chunks can be stacked on top of

each other. If a lower chunk is destroyed the top chunk slides down instantly to fill the gap.

Example:

Tiger 8 and Ivy were enjoying the nice warm room when the Double Dorko entered with his 2 brothers. Tiger 8 gets annoyed, he wants a few more moments alone with Ivy. He casts Wall Of Skeletons. Tiger 8 is 9th level so he can create 80" cubic feet of wall, 50" + 30" for being 9th. The room is 40" wide so he creates a wall that goes from wall to wall that is 20" thick. A 6 is rolled, which makes the duration 14 rounds, $10(6+4) + 4$ rounds for 9 Caster levels. The Dorkos do not know what to do for a few rounds. What is this thing? Ivy and Tiger 8 finish their business.

Then one of the Dorkos pushes through the wall. He passes through 20" of wall. For the first 10" he is attacked 3 times. 2 of them hit and he almost goes down there. In the 2nd 10" he is attacked twice and is hit once. This kills the Dorko. This wall has 11 rounds left to go.

The next round the 2nd Dorko touches the wall looking for his lost brother. 3 Skeletons jump out and attack him. All 3 of them hit and the brother is killed. The Skeletons crawl back into the wall. Double Dorko is shocked and makes a break for it. There are 10 rounds left of the wall. Ivy and Tiger 8 share a few more moments together. A nice warm room is hard to resist!

Wall Of Thieving Hands

Spell Level: 4

Range: 30" + 10" per 3 Caster levels/See Below

Duration: 1D6 + 4 rounds + 1 round per 2 Caster levels

The wall appears to be made of hands of different sizes. Some appear to be holding things that would be of value to the onlooker, then they disappear quickly into the wall. The wall appears alive, the hands move around, out and in the wall. The wall allows anyone to pass through it. Anyone that moves through a 10" square will be subjected to 1D4 attempts by the wall to steal something off of them. Roll to determine what is stolen for each attempt:

1-2: Something the passer through is holding or wearing. A weapon, armor, a shield, a helmet, etc... .

3-4: Something the passer through has on them. If it is coins then it takes 1D100 x 10 coins. Stolen money appears in a bag that disappears when the spell ends.

If one category does not apply then use the other one instead. Each attempt to steal something is done by a hand. A hand is skilled like a thief, picking a pocket to achieve its affect. Their thief level is 5th level + 1 more level per 3 Caster levels. If the attempt is successful than the passer through loses something.

Items that are lost will appear on the surface of the wall every 3 rounds after the stolen item was taken. The item can be taken from the wall by rolling to hit against an AC of 9 – 1 per 3 Caster levels(Descending AC). So a Wall Of Hands, for example, created by a 9th level caster would have hands that have an AC of 6. 9 – 3 for the Caster being 9th level. A hit means that the item is taken back.

50" cubic feet of wall + 10" cubic feet per 3 Caster levels can be created. The wall must be created in 10" cubic chunks. There cannot be anything smaller. This rule can be violated if the space is smaller than required but needs to be filled, expend a 10" cube for the space. Chunks can be stacked on top of each other. The wall cannot be attacked. Destroying hands only results in new hands taking their place.

Items that were stolen but not retrieved will lay in the 10" square they were stolen in when the spell ends. Coins will lie in single stacks. As a final act before the spell ends things will have been organized for easy retrieval.

Example:

Ivy and Tiger 8 were looking at something the Guitar Witch had left behind. Double Dorko burst into the room with a toilet he was using as a weapon. Tiger 8 cast Wall Of Thieving Hands to keep him away from them. He is 9th level so he can create 80" cubic feet of wall, 50" + 30" for being 9th. The room is 20" wide so he creates a wall that goes from wall to wall and is 40" thick. The wall will last for 9 rounds, 5(a 1 was rolled + 4) + 4 for Tiger 8 being 9th level.

Double Dorko charges into the wall. The first 10" there is 1 attempt to steal something from him. The hands will try to steal things as an 8th level thief, 5 + 3 for Tiger 8 being 9th level. The 2nd 10" there are 2 attempts and one succeeds. A 2 is rolled and the Game Master decides that the brown gem he is carrying is taken from him. The 3rd 10" there is 1 attempt and it fails. On the final 10" there are 4 attempts. 1 of them succeeds and a 1 comes up, something Double Dorko is wearing or hold will be taken. The toilet is taken from him. Double Dorko runs out the other side of the wall with nothing to attack with. Ivy puts an arrow in his butt and Double Dorko falls over dead.

8 rounds later the wall ends and there is a brown gem for them. Not far from it is Double Dorko's toilet, but who would want that? Ivy thinks they just need to wipe the gem off and it will be a nice color again.

Weapon Devouring Curse

Spell Level: 4

Range: Line of sight

Duration: Until curse is removed

The Caster curses another being. It gets to make its saving throw and if it fails it is cursed. Weapons become something that one can dine on instead of killing with. A good sword on the plate is as delightful as a piece of roasted cheese. Steak or the dagger, the cursed cannot decide.

Each fight the cursed is in it has a 1 in 4 chance that he will devour the weapon it draws. It takes 1D4 rounds for it to devour the weapon. The weapon is chewed up and swallowed by the cursed. Magical and normal alike are devoured. The weapons are lost until the affected is killed or the curse is removed. The cursed cannot devour any weapon, it only happens when the curse activates during a fight and only for a weapon that it is holding.

The spell can be removed by a Remove Curse spell or something similar. When the curse ends the weapons “crawl” out of its mouth. They try to get get 1D10 feet away and then stop moving. Each round they can move 1”.

Example:

Tiger 8 sneaks up on the sleeping Double Dorko and casts Weapon Devouring Curse on him. Double Dorko fails his saving throw and is now cursed. Tiger 8 sneaks away. Later at the public bathroom Double Dorko gets in a fight with the Good Girl, she's the one that starts it. Double Dorko pulls out his razor sharp fly swatter. A 1 comes up on the curse check and Double Dorko is compelled to eat it. A 3 comes up and the Good Girl stares at the Double Dorko as he eats the fly swatter. The next round the Double Dorko feels weird and runs away. Later outside of the dumping drain the Good Girl walks up behind the Double Dorko and punches a hole through his heart. Double Dorko falls down dead. The Good Girl sees something start squirming out of his mouth. She turns the body over and sees that it is the fly swatter.

Wound Of Passing

Spell Level: 2

Range: See Below

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

The Caster casts this spell on a foe. The Caster is moved very quickly and attacks the foe. The Caster can move 3 x her normal movement rate when the spell is cast. If outside of this range the Caster cannot move and attack. She can also have already moved during the round. She can use magical weapons to attack with. Damage is not from the weapon but the spell.

The foe if hit takes 1D4 HP + 1 per 5 Caster levels of damage. If the Caster is hit during the next 3 rounds + 1 round per 3 Caster levels the wound is moved from the foe to the attacking foe. Another 1D4 HP + 1 per 5 Caster levels of damage is added to the wound. The foe that was wounded is healed of the damage done.

This passing of the wound is continued while the spell is in effect. If the current foe that has the wound is killed the spell ends. Whenever this foe hits the Caster the duration of the spell is shortened by 1 round.

Example:

Tiger 8 and Ivy run into the Double Dorko and his big brother Triple Twito. Tiger 8 has had it with them and casts Wound Of Passing on Double Dorko. Tiger 8 can move 50" a round normally. With the spell cast he can attack Double Dorko up to 3 x this rate(150"), Double Dorko is 100" away. Across the room Tiger 8 moves and rolls a hit on Double Dorko. A 3 is rolled and 2 points are added to that, for Tiger 8 is a 10th level Caster.

The next round Triple Twito hits Tiger 8 and the wound that was inflicted on Double Dorko is transferred to him. Another D4 is rolled, 3 again with 2 more points added in. Double Dorko healed of the damage feels better and hits Tiger 8 again. The wound is transferred one more time. Another D4 is rolled, 4 with 2 more points added in. Double Dorko falls over from the damage. The spell is ends. Ivy puts an arrow in Triple Twito's butt and he falls over dead as well. Tiger 8 drinks some of the pink milk Ivy gave him.

Wound Then Be Wounded

Spell Level: 1

Range: 50" + 10" per 3 Caster levels

Duration: 3 rounds + 1 round per 3 Caster levels

The Caster casts this spell on a foe. The foe gets a saving throw and if failed is affected. Roll a D4, this is the amount of damage the foe takes each time it attacks and scores a hit, the damage number.

If the damage done by the foe equals or is under the damage number it takes that damage instead. Also the damage number is decreased by 1. When the damage number reaches 0 the spell ends.

If the foe declares that it will not do more than 50% of its damage from an attack/hit then it will not be damaged by the spell for the hit. Roll damage and divide by 2, rounding down.

Example:

Ivy and Tiger 8 encounter the Double Dorko. Ivy casts Wound Then Be Wounded on him. He is 60" away and Ivy is a 10th level Caster so she can reach him. She can cast it 80" away, 50" + 30" more for being 10th level. Double Dorko fails his saving throw. A 2 comes up on the D4 roll. This is the amount of damage Double Dorko will take each time he hits Ivy or Tiger 8.

Tiger 8 pulls out his killing club and charges him. The next round the Double Dorko hits Tiger 8. He rolls 3 HP of damage but also takes 2 HP of damage from the spell. Tiger 8 hits back and almost knocks him over. A round later Double Dorko hits Tiger 8 again for 1 HP, so instead of taking 2 HP of damage from the spell he takes 1 HP. This reduces the damage number by 1 to 1. Ivy puts an arrow in Double Dorko's butt and he falls over dead.