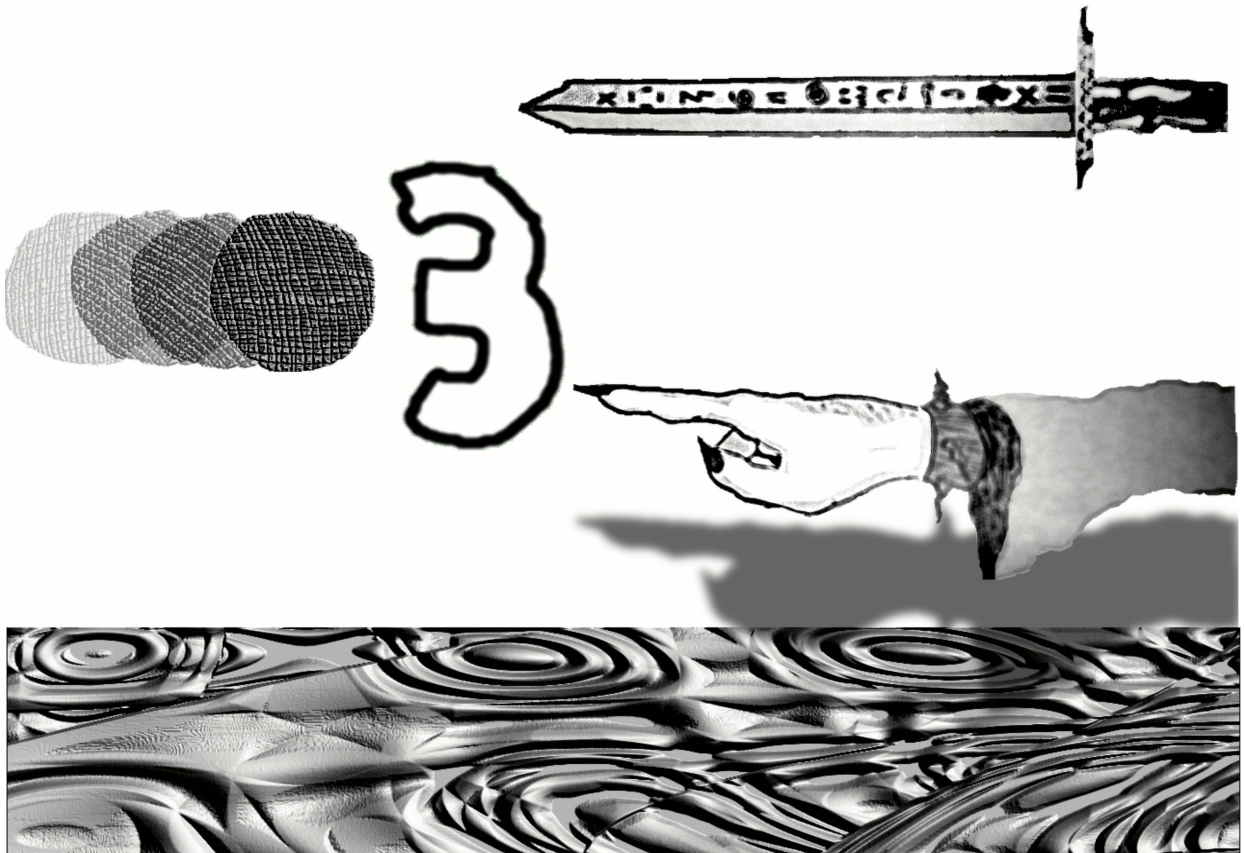


MAGIC MADNESS 3



SPELLS FOR OSR GAMES

**Magic Madness 3
Spells for OSR Games**

by

Unbalanced Dice Games

Magic Madness 3

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Introduction

Magic Madness 3. The third book of crazy spells. 33 new spells. The casters will be pleased. Their opponents will not be. My sword you will feel. Your spells I will knock from your head. Your Web spell is just raw material for me to use! Excuse me while I set up my glowing gem beacon. Magic Madness 3!

Terminology

“ means feet: 12” means 12 feet

Caster means the spell caster

Game Master is the person running the game

Spells

Beacon

Spell Level: 2

Range: Caster

Duration: Permanent

Caster takes a gem and casts the spell on it. A light that only he can see begins to emanate from it. It is the color of the gem. No matter the distance or the barriers he can see the light in his mind and what direction it is in. The closer he is the brighter it is. He can create more than one beacon at a time. To avoid confusion he should use different colored gems. To end the Beacon he must cast the spell on it again.

Example:

Trias casts Beacon on a red gem. He is going deep into an unexplored dungeon and cavern system. This will give him an internal compass. He will never get disoriented down there.

Later he gets lost in the dungeon but knows the right direction to go to get out of the place. He can see the red beacon light in his mind. He finds the exit again and thanks the day he found the Beacon spell in a scroll!

Betrayal Blocker

Spell Level: 2

Range: Party

Duration: Permanent

Caster steals a weapon from another party member. He casts the spell on

it. While the caster has the weapon in his hand he cannot be consciously attacked by true owner of the weapon. Neither can the caster attack the true owner. The power of the spell lasts until the caster leaves the party, the true owner leaves or the party breaks up. No one else can benefit from the spell but the caster. If the true owner reacquires the weapon the spell is over.

Example:

Trias does not trust the Knight. While he sleeps he takes a dagger from his weapon belt. Behind a tree he casts Betrayal Blocker on the dagger and hides it in his backpack. Later the Knight gets in an altercation with Trias and pulls his long sword. Trias pulls the dagger out and the Knight finds he can't attack Trias. The Knight is confused by the situation. Why can't he attack and why is Trias holding his dagger?

Blade Finger

Spell Level: 1

Range: Line of sight

Duration: Instantaneous

Caster holds a sharp weapon in one hand and points at a target with the other. Target takes damage as if hit with the weapon. Any magic the weapon may possess is not added. The form of the weapon is what does the damage. Dull, useless, or damaged weapons will not work. Only one handed weapons can be used unless the caster possesses more than two arms.

If the caster decides to consume the weapon then he inflicts damage based off of his level. For every caster level 1 HP is done. The damage done cannot exceed the maximum damage of the weapon. The weapon loses its edge and breaks multiple time. Magic weapons cannot be consumed.

For every 5 caster levels add +1 to the damage roll. The attack part of the spell always functions as a magic weapon. Its magical power is determined by the bonuses it acquires from the caster's levels. For example, a 15th level caster's attack would function as a +3 weapon. A level 2 caster's attack would function as +0 but still be considered magical. If the weapon is consumed this bonus is applied as well.

Example:

Trias does not want to get close to the Goblin. He pulls out a long sword and casts Blade Finger. He points at the Goblin. A d8 is rolled for damage and the Goblin takes 4 HP of damage and +2 HP because Trias is 10th level. It has 1 HP left and flees.

Bleed Bloodletter

Spell Level: 2

Range: 10" + 1" per level

Duration: 1 round per level

Caster draws blood from one of his wounds and flings it at the being that inflicted it. Opponent makes a save or begins losing 1 HP of blood per round and suffers -1 to hit.

Only one wound can be used per spell casting. If the caster has been healed after the wounds were inflicted he cannot use those wounds. The opponent bleeds until the spell expires. The bleeding can be stopped with a bandage or a magical heal. When the bleeding is stopped the -1 penalty is no longer applied for that wound. Creatures that don't bleed or where blood is unimportant are unaffected by the spell.

Example:

Trias is wounded by an Orc for 4 HP. He backs off and lets the Knight stand in the way. He casts Bleed Bloodletter and hits the Orc with it. The Orc fails its saving throw and bleeds one HP immediately. The next round it bleeds another HP away and misses the Knight because of the -1 to hit penalty. Several rounds later the spell ends and so does the Orc's bleeding.

Cleanse

Spell Level: 1

Range: Line of sight

Duration: Instantaneous

Anything attached to the caster or being that doesn't belong is removed and piled up 10" away. The pile is where the caster chooses. Slime, grubs, etc... can be cleansed as long as they have not invaded the target's body.

Example:

The Knight fumbles into some Green Slime. Some of it has clung to him. It starts to eat him but hasn't gotten inside of him yet. Trias casts Cleanse on the Knight and puts the slime back into the mother Green Slime.

Cube Hold

Spell Level: 5

Range: See below

Duration: See below

Caster gathers enough wood from a door that belongs to a deserted castle, tower, etc... of a long dead wizard. Caster builds a cube out of the wood and inlays it with gold. Golden words form with other pretty designs. The writing on it describes a path that leads to imprisonment. On one side of the cube the caster places his image. He casts the spell on the cube and places it in a black velvet bag. His cube is ready and will only work for him. Others that use it with the spell will find themselves trapped in one of its prisons until released by the caster. Use the release rules below but without any limited duration applied.

The caster must be in a place where there are passageways. He places the cube against a wall and casts the spell. A new passageway appears where the cube is placed. The passageway does not seem out of place as it is almost a replica of the others in the place. Height and width match the closest passageways. It is hard to say where it ends. Somewhere down the passageway appears an illusion of the caster. All the caster's image does is try to get anyone looking at him to enter. This is magical space and does not intersect or alter any existing rooms, passageways, etc... . It lasts for 10 rounds + 10 rounds every 3 levels. Attacking the caster's illusion with a missile weapon

does nothing to alter the illusion. Use the caster's AC and if hit he seems to be hurt but never killed.

A saving throw is allowed to anyone entering the passageway at a normal rate. Running into it forgoes the saving throw. Being forced into the passageway causes it not to function. The being must willfully go into it. If the saving throw fails or is skipped the caught sees a wall rise up before and behind him. Everything goes pitch black and then nothingness. He is trapped in a special dimensional space created by the cube. While here the trapped is in suspended animation. If the saving throw is made the being can jump out before the walls close around him. When more than one being enters the passageway they are cubed separately. It's as if the others have vanished.

Beings trapped by the cube are there for a maximum of 1 day per caster level. The caster can continue to add beings and each will be cubed according to the spell's duration. By concentrating and holding the cube the caster can see what has been trapped and how much longer they have in it. By recasting the spell he can reset an individual's time in the cube prison. The rest of the group are unaffected. To reset all or even some requires that they each get a separate spell casting.

Before an individual's cube time is up the caster must cast the spell. He decides who will be freed and who will remain. It must be inside a place where there are passageways. Passageways open up all around him releasing the freed being. They are in the same state they were as when they were captured. Letting the time run out without recasting the spell or breaking the box frees the captured where they went into the passageway. If that place is no longer in existence the closest place that meets the demands of the spell is chosen even if that is on another plane.

Example:

Trias acquires wood from a dead wizard's cave sanctuary and crafts the cube. He casts Cube Hold on it to finish the preparations. In the dungeon they see multiple Orc parties walking around. They find a good hiding spot and Trias presses the cube to the wall. He casts Cube Hold and a passageway appears. Trias goes back to hiding. Not soon after a group of 10 Orcs appears and sees the illusion of Trias in the passageway. 5 of them charge while the rest march behind into the passageway. 5 of them instantly disappear and are trapped by the Cube Hold. 3 of the last 5 fail their saving throw and suffer a similar fate. The last two jump back out of the passageway. The Knight walks up to them and makes short work of them. 2 days later Trias finds a prison cell to hold them and casts Cube Hold there. The freed Orcs are imprisoned in the normal

world.

Dreamport

Spell Level: 4

Range: Touch

Duration: 1 round per level

Caster becomes dream substance and enters the ear of a sleeper. Inside he can see the faces of the sleeper's friends or similarly powerful acquaintances. Only those who are also asleep will he see. 1 face per round will become visible to him. The GM decides who. He see's their faces. Much more powerful beings than the sleeper can appear and the spell will mostly function the same but the caster will not gain entrance through them. He will sense that the way through them is barred.

If he forgoes seeing a new face, if there is one, he can gain an understanding of who the face belongs to and what relation they have to the target. Or he can spend a round learning some more about the sleeper such as who he is and what he does.

When he has found someone suitable he can exit out the ear of that sleeper. In one ear of the sleeper and out the ear of the second sleeper. Once out the spell ends and he reforms. If the spell ends or the sleeper awakens the caster flows out the ear he entered. If none of the sleeper's friends or acquaintances are asleep then he spends his time searching in vain.

Example:

Trias enters a room with a sleeping Orc. He casts Dreamport and enters his head through one of his ears. The first couple of rounds he sees a different Orc at a time. The third round he sees what looks like a Half Orc. Following that round he digs deeper. He learns that this is the Orc's superior though not much higher than him. Dragnok the torturer he is called. Trias decides to sneak out through his ear. Out of Dragnox's ear he flows. Trias stands over Dragnox in his straw bed.

Earth Crown

Spell Level: 5

Range: Caster/See below

Duration: 2 rounds per level

Caster assumes the role of a noble being from the elemental plane of earth. A crown made of dark loamy earth forms around his head with stones in the place of jewels. Earth worms crawl out of it and wiggle on his forehead. The caster's clothes become dirty and soil falls from him as he walks.

The crown's stones are almost like doorways to the earth elemental plane. They seem to churn and things poke out of them and recede. From the stones the caster can release blobs that fly through the air and attach to a target. The earth blobs do different things:

1. Move: Target is moved 10" a round for 1d4 rounds in the direction the caster desires.
2. Sink: Target's legs are pulled into the earth and are stuck there for 1d4 rounds. Has to take a round to dig oneself out when that time is over. Only works if the ground is soil.
3. Squeeze: Target is squeezed and panics. Spends the next 1d4 rounds getting the blob off of his body.
4. Disarm: Target's weapon or shield is struck and is knocked 10" away from him in the direction the caster desires.

A saving throw negates the effects of the blob. If a blob is in effect another blob cannot be used against the target. The blobs can be told to finish their tasks by the caster. Blobs can be shot 10" + 10" per 5 levels. The blobs are little earth elementals that serve the caster. They lack HP and AC and are best akin to very simple machines that perform a few functions in a bigger machine.

The Earth Crown allows the caster to communicate mentally with creatures from the earth elemental plane. To see it is to be able to speak with it. Once per round the caster can use a power that is exactly like Charm Person but only affects beings from the earth elemental plane. A saving throw negates

it but it can be tried multiple times. He must be able to see the creature to charm it. The charm lasts as long as the Earth Crown spell is in effect.

At the end of the spell the earth crown loses its form and falls away to the ground. The caster will need to clean the dirt off.

Example:

Trias casts Earth Crown and his crown materializes around his head. Dirt falls from it and soils his clothing. 2 guards stand at an entrance. He throws a Sink blob at one. He fails his saving throw and his legs sink into the ground. Next round he tosses a Move blob at the other and his failure results in him being pushed out of the way. Into the room he goes. The jewel sits on a pedestal and as he expected an Earth Elemental is guarding it. It starts to move towards Trias. Trias tries to reason with it and gives up. He uses the Earth Crown's Charm Person ability on it. The Earth Elemental makes its saving throw and chases Trias out of the room. Trias returns 2 rounds later and successfully charms it. The Earth Elemental climbs the pedestal and brings him the jewel.

Eyes Of The Monsters

Spell Level: 3

Range: Touch

Duration: Permanent

Caster takes the eyes of a creature who has power residing in them. 1 eye for every 3 levels can be harvested and kept. This is also the maximum number of eyes he can have connected to his head. Caster must have long enough hair to do the next step. A long beard will function the same; the hair must come from the head. He must tie his hair to a needle and pierce the eye. Then the spell is cast. The eye fuses to the hair and blood vessels run up to the eye and back to the scalp. This preserves the power of the eye. The eyes do not float but hang down with his hair. One spell can attach multiple eyes to his head. The caster must first attach them all.

With the eyes in place he is able to disable the eye power of the same beast or one with a weaker version of the same power for the entire length of an encounter with it. Once done the eye breaks its bond, flies through the air and

hits the eye with the power. One eye is needed even though the creature's power may reside in multiple eyes. Another casting of the spell is not needed.

The neutralized eye(s) of the monster cannot be harvested. They must be light enough that the caster head can handle the weight. Gigantic eyes can be used but they may need some form of concealment. The caster looks strange enough with these eyes. Whose to say how others will react to one as big as his head? Eyes last until used or the hair/blood vessels that attaches it are cut away. One to all the eyes can be used at once.

Example:

Trias has slain a Medusa. He knows that their petrification power is in their eyes. He cuts both of them out. Then He attaches the first and then the second one to his hair/head. The Eyes Of The Monsters spell is cast and they become part of his body.

2 months later he is attacked by the Medusa's twin. He uses one of his Medusa eyes and her petrification ability is neutralized for the rest of the encounter. The party has an easier time with this one. Trias now has only one eye left.

Fallen Spirit

Spell Level: 3

Range: Line of sight/1 dead party member

Duration: Til end of combat

Caster summons the spirit of someone just slain. The returned spirit acts as a Shadow. The deceased must be a member of the party or a henchman. Can only be used during the encounter where the spirit's body was killed. Exceedingly good beings cannot be returned with this spell.

The Shadow is not a normal Shadow. If it was a fighting being then it does damage with a shadow version of his weapon. A caster shoots dark missiles that do damage as daggers. 1D4 can be shot a round and roll once to see if they hit. All of them hit or none do. The Shadows have maximum hit points for a Shadow. Any negative effects that accompany a Shadow's damage roll are not added. Otherwise they function as normal Shadows

Example:

The Knight and the Thief are dead. Trias casts Fallen Spirit on the Thief since the Knight was too good in life. A Shadow rises from the ground next to it and begins to attack the other party. Trias lets it finish them off and then it returns to the netherworld.

Fool's Spell Book

Spell Level: 3

Range: Caster

Duration: Permanent

Caster casts the spell on a spell book. Empty or filled with spells it does not matter. It is now tied to one of the caster's spell books. A special page appears in the back of it. Any spell in the fool's book can be seen when he looks at the special page. If there are multiple spells in it the special page acts as an index. Looking at it the caster to pick which spell he wants to see. Once a month he can alter a spell in the fool's book through the special page. The caster casts the spell, looks at the special page and uses his finger to rewrite the spell. Though the altered spell can be memorized it no longer does anything.

Any caster with who casts the Fool's Spell Book spell can use it to detect if a spell book is indeed a Fool's Spell Book. A picture of the book with the special page in it will appear in the caster's mind. Where it is and who it belongs to cannot be discerned.

Only by bringing the linked spell books together can a caster determine that they are so. Again the spell must be cast. To break the link the special page must be destroyed. A new special page will form in a day or so if it is just ripped out. Once the special page is destroyed the spell book will be free of the link and any altered spells will return to their original state.

Example:

Trias finds a spell book that another Wizard has cast Fool's Spell Book. He suspects nothing. Over the next month he puts his spells into it. The book is so nice looking he can't resist it. The other Wizard watches through the special

page. Later he begins changing the higher level spells. Trias magic begins to fail him. Is he cursed or something worse he wonders?

Hell Star

Spell Level: 6

Range: Caster

Duration: See below/1 round per level

The hell star is the remains of a devil that tried to become hell itself. His being became one with a small part of hell and began to grow. The other devils saw hell changing and ripped that part of hell out. The piece of hell was thrown into space and became a burning red star. The scheming devil is gone but his mind is the Hell Star's mind. The Hell Star's ultimate aim is to return to hell continue what it started. To finish what it could not complete.

To gain benefit from this spell the caster must cast it within a ritual. It must be a clear night. Before him he must have 1000 gp. Hell Star is cast. The gold melts and forms a golden dagger. The caster takes up the dagger and cuts himself over and over with it and shouts "Hell Is The Star!" to the sky. Every cut brings the Hell Star closer into view. When the Hell Star is close enough a bright red light shines from it and the caster is teleported into it. There he is questioned by the Hell Star.

The Hell Star when convinced of the caster's loyalty will demand he perform a second ritual each month. The caster must perform a similar ritual and offer something worth at least 1000 gp. The offering disappears in a red light that comes from the star. If the ritual is not done the caster loses access to the power the spell grants. He must start over. Each time it becomes harder to convince the Hell Star to let him use the spell. It may entail the caster doing something for the Hell Star in the caster's world and in the worst case go to hell for a task.

When the power is his the spell can be cast at any time. He must be holding the gold dagger. Changes occur to the caster. His hair burns off and fire burns away his normal clothing. His normal voice becomes a high screech combined with a deep toned one.

The caster gains special abilities and other changes as well:

1. Sprouts bat wings with horns adorning them. Can fly at double the

caster's normal movement rate.

2. His hands become fiery talons. When he attacks an opponent he does 1d12 hp of damage plus fire damage. For every d2 he sacrifices he can automatically do 1d4 fire damage on the preceding round(s). Each d2 subtracted means another round of d4 fire damage. Dropping damage down to 1d8. for example, means that for the next two rounds the target takes 1d4 fire damage. Dropping damage down to 0 would mean 6 rounds of 1d4 fire damage rolls.
3. His skin turns scaly and hot. AC is as if he is wearing plate. Touching him causes 1d4 hp of damage.
4. Once every 3 rounds he can breathe the Hell Star's fire. Target must be within 10". The target is covered in the fire and must make a saving throw. If he makes it he takes 4-16 HP of damage. If not then he turns into fire and attacks the caster's foes as a fire elemental. For all purposes it is now a fire elemental but it keeps the target's HP. There is no difference between the normal target and the elemental. Damage and death are applied to both. This lasts 3 rounds.
5. Devil's eyes. Can see everything as it really is. No light is needed. The invisible are visible.

Example:

Trias takes a portion of his gold and goes into the woods. The night is dark and the stars are there. He casts Hell Star on his gold and a golden dagger forms out of it. He cuts and cuts, chanting "Hell Is The Star!" over and over again. He begins to see the red star in the sky and then he is inside of it. "Why should I grant you my power?" he hears. Trias explains that everything he does weakens hell, making it easier for his ultimate triumph. This suffices for the Hell Star and it gives him his power. Trias does not adventure for the next 2 months. Each month he offers 1000 GP to the Hell Star to keep his power.

Down into the Lich's dungeon he goes. The Knight is hit by one of its spells. Trias casts Hell Star and changes into something more potent. For 2 rounds he destroys the Lich's guards. On the 3rd round he flie in front of one and uses the Hell Star's fire on it. The guard fails its saving throw and turns into a fire elemental. Trias notices something with his powerful sight. Some invisible beings are close to the Knight. He flies to one of them and hits it with his talons.

He choses to use most of his fire damage. This invisible being will take 1d4 fire damage for the next 4 rounds. He gives it 1d4 of talon damage this round. The Lich appears and Trias turns to face it.

Lich Skull Staff

Spell Level: 5

Range: See below

Duration: Permanent

Fuses a Lich skull to a non magical staff. Takes one day of uninterrupted effort to build. Spell is cast at the start of the construction. As the day goes along the skull attaches to the staff in small increments. When the midnight moon shines the caster lifts the completed staff to it. He casts the spell again and the moon shakes. The Lich skull is now his.

The skull can be asked 1 question + 1 per 5 levels a day. The extensive experience of the Lich is drawn upon to answer the question(s). The caster can use the skull as a weapon. When the staff hits it acts as if the Lich is touch attacking a target. It can be used so for one encounter per day. Once per week the caster can cast a spell as the Lich. The Lich's caster level is used instead of the casters.

If the caster goes on an adventure once without using the staff the skull disappears. The staff becomes normal again. Where the skull goes is decided by the GM. Maybe an adventure to reacquire the skull is needed.

Example:

Trias has acquired a Lich skull. He casts Lich Skull Staff goes through the day long construction and finishes it at midnight. Evil power can be felt flowing through the staff.

Deep in a tomb he finds some writing he has never seen. He asks the Lich Skull Staff if he recognizes it. The skull's eyes seem to look at it and a voice comes from the jaw. "It is Doga". At that moment a Mummy walks into the room. Trias has few spells left but one is a Fireball. He casts that at the Mummy using the Lich's caster level in place of his own. The Mummy is incinerated.

Malodorous Oozing

Spell Level: 2

Range: 10" per level

Duration: 10 rounds + 10 rounds per level

Terrible smelling sticky ooze starts to come out of the target. The ooze appears like a mixture of yellow and green swirled together. While oozing the target is easy to visibly and olfactorily track. Puddles and footprints on the floor. Walls that are touched have smears of it. Unless blind and anosmic it is impossible not to be aware of the ooze. A saving throw cuts the oozing duration in half.

Equipment worn by the target becomes unusable in 10 rounds unless cleaned which takes 1 round per item. Every 10 rounds of oozing things become saturated and must be cleaned. If the original saving throw was made this happens twice as slow.

Attacking the oozing target covers ones weapons with the stuff. Not to the point where the weapon is unusable but it must be cleaned or the ooze causes the weapon to smell as well. This will give away the characters position to anyone within 10" of him. Cleaners must be discarded. Ooze is permanent attached until cleaned up.

Example:

2 of the 3 Ogre warriors have fallen and the last one looks like he is about to run away. Trias casts Malodorous Oozing on it. The saving throw fails and stuff begins to ooze out of it. The next round it runs away leaving an easy trail of smelly stuff for the party to follow. When they get to the Ogre it is frantically trying to clean off its axe. So much ooze has gotten on it that it looks like a weird colored ice cream cone.

Memory Crawler

Spell Level: 3

Range: One touched corpse

Duration: 10 minutes per level

The caster puts an insect or other small leggy thing in the mouth of a recently killed intelligent being. The creature expands inside and legs shoot out of the sides of corpse. Other body parts stick out in random places.

The memory crawler will lead the party to someplace that the corpse knew in life and thinks will be important to the party. Maybe a food source, its gold stash, where it's woman is, etc... . It has 8 HP and an ascending AC of 10. Can move 12" a round. The memory crawler will not leave the party and it will wait for them to follow. If they move in a different direction it will follow them.

At the end of the spell the creature pops out of the corpse and begins eating it. The more it eats the smaller it gets. To keep the crawler moving as the magic runs out the spell can be cast again to recharge it. This resets the duration but does not add to it.

Roll to see what it leads the party to:

1. Food
2. Sleep
3. Mate
4. Friends
5. Leader
6. Treasure

If it doesn't know where the rolled place is then select the next highest up and so on until one matches. At 6 start at 1 again. If none match then take them to something that is relevant but not on the list. If the crawler is already at a spot of relevance have it run around and over the most important thing in the area.

Example:

The Orc is dead. Killed by the Knight. Trias puts a spider in its mouth and casts Memory Crawler on it. Legs, eyes and the spider behind pop out of the Orc. The GM rolls a 5 and the Memory Crawler begins to lead them to the Orc's leader.

Move Organs

Spell Level: 3

Range: Caster

Duration: 1 Day

Caster moves the places where his organs are situated. He can move his heart into his skull, his brain where his stomach is, etc... . All of the organs can be relocated. His body functions the same. Monsters that attack a specific organ will find their attack thwarted unless they can locate where the organ is in the body.

Example:

Trias casts Move Organs and puts his brain behind his stomach. A Brain Eater is near. The fighter enters a room and the party hears a sucking noise. His brainless corpse falls out of the door and lays there. Trias runs into the room with his staff. The Brain Eater attacks his head looking for his brain but finds nothing! Trias beats it to death with his staff.

Pit Connector

Spell Level: 3

Range: See below

Duration: 1 round per level

Caster designates a 10" square and anyone entering it must make a saving throw or fall into a pit the caster has designated. Every time it is entered a saving throw must be made regardless if they have been in the square or not. As they fall the caster can control if he wants them to land in the bottom safely or free fall. He does so by specifying how many 10" feet the target has fallen. The equation is: total possible feet fallen – the number of feet the caster wishes to cut.

Pit must be within 10" per level of the square. Anyone looking at the 10"

square before entering it can make a save and if they make it they will see the floor and the pit in the same place. Otherwise the area has a slight off color, darker if or lighter. Creating the area underneath someone already there is like entering the area. At the end of the spell whoever fell into the pit floats out of the it and back on the square.

Example:

The pit is 30" away from Trias and the Orcs are close behind. There is one entrance. A pit is close by. He casts Pit Connector at the doorway and the pit. The floor before the door changes to a brighter color. 10 Orcs come rushing in each one entering the 10" square that is connected to the pit. 9 of them fail their saving throw. Trias lets them free fall into the pit. It was a 20" deep pit and not many of the Orcs are functional. The Knight pulls his sword and prepares for the last Orc. At the end of the spell the dead and badly wounded Orcs appear piled up at the doorway. The Knight makes quick work of them.

Poison Spew

Spell Level: 3

Range: 10"

Duration: 1 hour per level or until used

Caster casts the spell and ingests a poison. The poison does nothing to the caster but changes inside to something else. The round after ingestion he can spew it forth as a black acid on anyone in a 10" radius. Friend or foe alike are affected. The acid burns its way into them. They must make a save or become poisoned by it. For every 5 caster levels the target suffers a -1 penalty to his save. The poison functions as the poison the caster ingested. The poisoning is independent of the spell duration. If the caster has not spewed it then at the end of the spell he expels the neutralized poison to the ground.

Example:

Trias casts Poison Spew and ingests the spider's venom. 2 hours later he walks up to the thieving Elf and spews the poison on him. Trias is 10th level so the Elf suffers a -2 penalty to his saving throw. The Elf fails and is paralyzed by

the poison.

Potion Stone

Spell Level: 2

Range: 1 potion

Duration: Permanent

Caster must have access to an alchemists alembic. His goal is to reduce a potion to its essence. He pours the potion in a alembic and casts the spell. The magic powers the device and the caster must concentrate to distill its essence. Interruptions or giving up ruins the potion. Distillation cannot be restarted or reversed.

Every hour roll a d6 and add 1 for every 5 caster levels. If 6 or above has been rolled then the potion has been reduced and turned into a small stone. Its color will be the same as the potions. As long as the first segment of a finger and half as wide. The potion stone weighs next to nothing and can be consumed without difficulty. Throw it in the mouth and it dissolves. The effects of the original potion are applied to whoever consumes it.

Example:

Trias has 10 potions and he can't carry them all at once. He rents an alchemists lab and begins turning his potions into pills. The first potion, a Cure Light Wounds, goes in the alembic. He casts Potion Stone and it begins to operate by itself. He concentrates and an hour passes. He rolls a 2 + 2 for being 10th level. This is not enough. Another hour and he rolls a 5 and adds two. The potion is distilled and in one of the vessels is a blue stone. He spends the rest of the week breaking his potions down. Later in a dungeon Trias is wounded. He pops the Cure Light Wound stone in his mouth and is instantly healed by it.

Reequip Party

Spell Level: 2

Range: Party

Duration: Instantaneous

Caster waves his hand and everyone in his party is equipped as they desire. Equipment that they can use must be within 10" of each character. The owners of the equipment have priority if there is a dispute. When there is no owner and more than one character wants the item resolve it by whoever rolls the highest die. High ties roll again. Only things the party owns can be equipped. New items sitting close by cannot be equipped until they are used by the party. They must become owners of it.

Example:

Trias and his party enter a chamber with the Doga. They thought it was going to be something else and had put the wrong armor, weapons and utility items on. Trias casts Reequip Party and they rectify the situation. Now they are really ready for the Doga.

Road To Nowhere(a curse)

Spell Level: 4

Range: Line of sight

Duration: Permanent

Caster places a confusing curse on the target. Target must make a saving throw or begin walking on the Road To Nowhere possibly. A saving throw must be made each day or out on an imaginary road the cursed goes. The road seen never leads anywhere noteworthy but the curse makes it seem of the utmost importance. The cursed will never stop following it and will insist on that it is the place to be. Each episode lasts 4-24 hours. Awakening from sleep is when the curse must be checked again. Failure leads to the cursed wandering off in 1-4 hours. The curse can be lifted by a remove curse used in conjunction with a spell of that helps one orient oneself.

Example:

Trias casts Road To Nowhere on the annoying Monk in the party. The Monk fails his saving throw and is now cursed. Next morning the Monk rises and makes his saving throw. Second day the same. The third day the Monk fails. He walks out of camp and before anyone notices he is gone. 12 hours later the Monk finds himself wandering in the middle of nowhere. Why is he here?

Spell Bone Knocker

Spell Level: 4

Range: Touch

Duration: Instantaneous

The spell has two parts to it. The first deals with creating the magical bone. A wizard's body and all his spell books must be placed on a pyre. The spell is cast over the body. Flames incinerate the wizard and the book(s). Only the bones laying in a pile of ashes remains. The caster takes one of the big bones that he can use as a club such as a thigh bone. He then washes the bone with ink and cleans it. The bone is ready to be used.

With this bone he can use the spell offensively once per level before it no longer can be used. When the "charges" are gone the bone breaks. It disappears from the inside out, leaving nothing shortly after its last use.

The caster takes the bone in his hand and casts the spell. He swings the bone through another caster. It does not hit but passes through as though the body was made of air. Roll to see what happens:

1. Random spells are disabled for 10 rounds.
2. As 1 but for the rest of combat.
3. Random spells are knocked out of the caster's memorized spell list.
4. As 3 but can't memorize the knocked out spells for 1-4 days.

1-4 random spells are affected. The target can let the spells automatically go. Or he can make a saving throw. If he makes it then nothing happens to him. If he fails then he suffers the effects of the rolled and damage. Add up the levels of the spells affected and subtract this from the target's HP. His saving throw is modified if the target is a higher level than the wizard whose bone is

being used by the caster. Every level above the wizards gives him a +1 to the saving throw. The target will know he gets this bonus before he decides to make a saving throw or not.

Example:

Trias and the party has killed an 18th level Wizard. He debates keeping his spell books but decides he could use the magic bone instead. The body with the books piled on top of it are set ablaze with the casting of Spell Bone Kicker. Everything is consumed except the bones. Trias takes the hot thigh bone and begins the ink bath. His bone is ready.

At another evil Wizard's tower Trias walks up and casts Spell Bone Kicker. He rolls a 2 and then a 3. 3 random spells will be disabled for the rest of the combat. The wizard resists and does not make his saving throw. He gains no bonuses to the save for the Wizard is 13th level while the bone's Wizard was 18th level. If the level situation was reversed he would have gotten a +5 bonus.

The GM randomly selects spells. 3 Spells whose levels are 3, 5 and 1 become disabled. These spells/levels add up to 9. So the Wizard is damaged by 9 hp for resisting and failing his saving throw. Trias is 9th level and this is the first time he has used the bone. He can use it 8 more times before it is gone. Should he cast Spell Bone Kicker and use the bone once more?

Spiking Surfaces

Spell Level: 3

Range: Line of sight

Duration: 1 round per level

Spikes come shooting out of walls, ceiling and floor. In and out the spikes come shooting. Metal and bone they appear to be made of. They reach for any life that is in its area. If there isn't any life in the affected area then the spikes hide.

The spell can affect a 10" square per 3 levels. The areas must be contiguous. Roll a saving throw for each round in the affected area. If a failure roll to see what the spike does:

1. 1d6 HP of damage
2. Trapped and can't move. A spike has penetrated the clothing, armor, skin, etc... . Takes 1 round of complete effort to be free of the spike. Spikes ignore anyone who is trapped. If the saving throw fails by 5 or more the character is spiked so strongly that they can't attack.
3. Catches target and throws the target. Target is thrown out of the spiking squares and away from the caster. No damage done.
4. 2d6 HP of damage.
5. Trapped. As 2 but takes 2 rounds.
6. Combination of 1 and 2.

Those killed by a spike remain spiked until the spell is over. At the end of the spell the spikes pull back into the walls. Anyone who was caught on a spike is free.

Example:

Trias is being chased by Guards. He is 100" away from them. He turns and casts Spiking Surfaces in the tunnel. 30" of it is affected. He then turns and runs. As the Guards enter that section of the tunnel spikes begin shooting out of the walls, floor and ceiling. 2 of the guards fail their saving throw in the first 10". One takes rolls a 4 and is spiked through the head, dead. The other rolls a 5 and is trapped. One of the last ones fails his saving throw as he enters the 2nd 10". A 6 is rolled. The damage is large enough to kill him. A corpse caught on a spike. The last one enters the 3rd 10" and fails his saving throw. The spike penetrates his chain shirt and throws him over the first two 10" squares. He lands on his back right before the Spiking Surface area. He waits for the spell to end and resumes his pursuit of Trias.

Spine Whip

Spell Level: 3

Range: See below

Duration: 1 round per level

Caster reaches into his back and pulls out his spine. This has no effect on the caster. The spine lengthens and becomes whip like. The caster attacks with this. If he hits he does 1-2 points of damage. The target must make a saving throw. If he fails the whip has hit his spine and caused it to send chaotic signals all over his body. The target spasms for 1-4 rounds. Every round the target has a chance of hurting himself. Have the target attack himself without any bonuses of any sort. If he hits then roll damage as you normally would. If the target failed the saving throw by 5 or more then he also falls prone to the ground. Attacking a target that is having spasms because of a previous Spine Whip attack does not add to the number of rounds the target will spasm but resets things with a new spasm roll.

At the end of the spell the whip leaves the caster's hand. It slithers over his body and back into the place where the spine belongs. Only living creatures are affected by this spell.

Example:

Trias casts Spine Whip and attacks the dark Knight. He connects with the Knight and does 2 damage. The Knight fails his saving throw and begins to spasm. A 2 comes up and he will spasm for that many rounds. The first round he rolls an unaltered d20 and gets an 18. That's good enough to hit himself and he rolls a d8. He gets a 6, + 2 for Strength bonuses and +1 for a magic sword. This totals 9 damage and the Knight is hurt. Trias just stands back and watches the spasm. The next round he rolls a 5 and does not hurt himself. Trias has 7 more rounds before Spine Whip is over so he attacks the Knight again.

Subsumption Cloud

Spell Level: 3

Range: See below

Duration: 1 round per level

Caster turns into a cloud the color of which matches his skin. It fills a 10x10x10 volume. Inside the dark shape of the caster can be seen floating

slightly in it. The caster floats and moves his normal rate. If he forgoes fighting, casting or anything else but moving he can travel three times his normal rate. Where he goes a cloud of the same dimensions is left behind. The cloud trail persists for the duration of the spell. While moving he can move through other beings but not through things like walls, doors, etc... . He turns to cloud and flows over and around and then reforms.

Any member of the party or anyone fighting with the caster can be subsumed by the cloud. A cloud forms where the being was and this becomes part of the caster's cloud. No longer is there an individual standing there. The being must want to be subsumed otherwise it will not happen. Subsumption is free and does not interfere with the caster's other actions. Only the caster can be attacked. The caster can cast spells and fight as normal. Anyone who hasn't been subsumed and is fighting in the cloud attacks at -1 due to their vision being affected.

Any foe in the cloud can be attacked by a subsumed being. When they attack is decided by normal initiative. The caster can be attacked and damaged as normal. Damage can be delegated to anyone that's been subsumed. The caster does not need to suffer damage while there are subsumed individuals to route the damage to. Any subsumed individual can be killed by this. Interaction among the subsumed is limited to mental communication. Each can transmit their thoughts to the others. They can cast spells on themselves, drink potions, etc... . But for a subsumed to cast magic on another subsumed can only happen if they are ejected from the cloud. Then they can interact normally. Ejected beings appear in the cloud where the caster wills it. Ejection is free and does not interfere with the caster's other actions.

At the end of the spell the cloud evaporates and the caster stands where he last moved. The subsumed, living or dead, will be placed where the caster wills it. If the caster is killed then the spell abruptly ends and the subsumed are randomly scattered where the cloud was.

Example:

A big group of Orcs are approaching. Trias casts Subsumption Cloud on himself. The 10" square he stands in fills with a flesh colored cloud. A Knight was standing with him. Trias tries to subsume him in the cloud. The Knight refuses preferring a fair fight. Trias zooms 30" in an angle and intersects a Fighter and a Thief in the cloud. He tries to subsume them and they let themselves become part of the cloud. Third round the Orcs show up. Trias moves fast and covers them in the cloud while getting himself out of their hand to hand range. The Knight slowly walks forward. The Thief and the Fighter

attack the Orcs different ways. The Fighter brings his big sword down on the head of one of them and kills it. The Thief back stabs one and that brings it down. This continues with some Orcs trying to get close to Trias but never catching him. One Orc gets an arrow into Trias. Trias decides to not take the arrow damage and sends that to the Fighter. At the end of the fight Trias returns to normal and places the Fighter and Thief close to the main group of bodies so they can get to their treasure first.

Telekinetic Slam

Spell Level: 2

Range: Line of sight

Duration: See below

Caster magically slams target against the wall, floor, or ceiling. The slammed stays in the same 10" square. If a surface is not near then the spell does nothing. The slammed takes damage as if he fell in a pit. 10" increments per 5 level are used to calculate the falling damage. 10" for levels 1-5, 20" for levels 6-10, 30" for levels 11-15, etc... . A saving throw cuts the damage in half. The caster decides which surface the target is slammed into. Unless the saving throw is failed by 5 or more assume that the slammed was able to get to or stay on his feet. Otherwise they are knocked to the ground.

Example:

Trias doesn't like that Skeleton. He casts Telekinetic Slam and the Skeleton slams into the wall with great force. The GM looks up falling damage and rolls a d10. The Skeleton takes 5 HP of equivalent falling damage and falls apart.

Touch Line

Spell Level: 3

Range: 10" per level

Duration: 1 round per level + 1 round/2 levels

Caster creates a magic link with the target. A bright rope like line extends from the caster to the target. It hits the target and a glowing replica of one of the caster's hands attaches. At the other end a glowing ball the size of the caster's forms and floats in front of the caster. A save stops the link from forming.

His touch attacks are instantly transferred via the link to the target. No need to roll to hit. The caster casts the spell and touches the ball. As he does this a pulse can be seen traveling through the line to the target. This is the spell being sent.

The line continues regardless of the distance or barriers put between the caster and the target. As the caster moves the ball follows him. The line's length alters as the distance changes.

Example:

Trias doesn't want to get close to the Wart Demon. He casts Touch Line and a magical hand reaches out and grabs hold of the Wart Demon. The Wart Demon ignores him and concentrates on the Knight. Next round Trias casts a devastating touch attack spell. He puts his hand on the glowing ball before him and the touch attack spell instantly hits the Wart Demon. It reals hard from it. Round after round Trias casts touch attack spells and these are instantly applied to the Wart Demon. It is brought to its knees with Trias magic.

Unguth's Oysters

Spell Level: 4

Range: Line of sight

Duration: See below

Unguth was a fisherman who became a wizard who plotted to rule the world with oysters. He altered oyster after oyster until he found the breed that affected the mind. Their shells fell from them and their consciousness expanded. One day the oysters took control of him. With magic at their disposal Unguth and the oysters left for the water plane. Their they reside until summoned by a wizard as weird as Unguth. It is said that Unguth himself has

become a giant oyster from which new ones are spawned.

The caster does two things with the spell. The first is to inoculate himself and the party from it's effects. The caster casts the spell and conjures forth the water in which Unguth's oysters have floated. The water glows with the residue of the oysters. He drinks this and spits it out changed into something that will hold liquid. It bubbles and has little fishes swimming in it. The caster and anyone who wishes to be immune must drink this. Once they have drank it they will not be infected and they will be ignored by anyone who has been. This protection is only for the caster's version of Unguth's Oysters not others.

The second thing the he does with the spell is fill a glass grenade with the oysters themselves. The oysters being out of their native water will expand like balloons and explode in the grenade. All that is left is a gray looking mush. To use this he must throw the grenade at a target. If he hits the target takes no damage and is covered with the mush. The grenade must be used withing 1 round per caster level or the mush loses its ability to infect.

Once covered the target rolls a saving throw. If he makes it he is immune to the sickness for an hour. If he fails this then his skin thickens and becomes gray. The fingers turn into spraying tubes and some may develop further abnormalities. Perhaps one will find a large oyster growing out of the top of his head. His mind becomes bent on squirting others with a fluid he now produces. He will walk towards the nearest person who is not infected or immune to it. Once within 5" he will finger squirt oyster fluid on them. Roll to hit. If hit follow the same rules at the start of this paragraph. This is how Unguth's Oysters spreads.

The target is infected by Unguth's Oysters 10 minutes for every point of failure on the saving throw. For example, if the target failed the saving throw by 3 then there would be 30 minutes of infection. At the end the being returns to normal and is forever immune to the caster's version of Unguth's Oysters.

Example:

Trias casts Unguth's Oysters and creates the fluid that will make him and the party immune to those affected by his spell. They drink it up and feel strange but know they will be ignored by those not so lucky. Later in the dungeon Trias casts Unguth's Oysters again and fills a glass grenade with the oysters. They turn into liquid and Trias tosses it on a Troll. The Troll does not make its saving throw and it transforms. Skin goes gray and big oyster hangs off of its nose. The Troll acts confused. The Troll failed its saving throw by 4 so it will be infected for 40 minutes. It looks at the party and doesn't seem interested in them. Into an adjoining room it walks. The party can hear screams

and 3 Orcs run out of it. They run past the party and Trias sees that they are no longer normal Orcs. Their skin is gray and fluid keeps on shooting out of their fingers. Trias has succeeded in creating chaos and the party can get past these monsters easily.

Unlucky Year(a curse)

Spell Level: 4

Range: Line of sight

Duration: Permanent/1 year

Caster causes target to become unlucky for a year. A saving throw stops the curse from taking affect. Every day for a year one of his rolls will either:

1-2: Suffer -1

3-4: Suffer -2

5-6: Fail regardless of the roll

The GM decides when it will happen. Roll a dice and keep track of the number. Every time the cursed rolls a die subtract one from the number. When 0 is reached apply the curse table effect. The curse can be removed with a remove curse spell used in conjunction with a spell that grants luck.

Example:

Trias has Unlucky Year cast on him. He fails his saving throw and knows there's something wrong. The GM rolls a dice and 3 rolls from now he will suffer a penalty. Trias rolls enough to reach his 3rd roll. The GM rolls on the table and it looks like Trias will fail regardless of the dice roll. Trias rolls a natural 20 and knows that's instant success. The GM shakes his head and says "no you have failed". For a year every day a similar scenario occurs.

Warning Field

Spell Level: 3

Range: See below

Duration: 8 hours/While caster sleeps

The caster puts up a field around the party as they rest. It takes affect when the caster falls asleep and ends if he wakes. If an intruder enters it they are instantly awoken and brought to their feet facing the intruder(s). The field is 50" diameter around caster + 3" per level. Caster can make this smaller if he wishes.

Example:

The dungeon is not safe. Regardless of the barricades put up they need extra protection. Trias could cast his Ceiling Slumber spell and rest on the high ceiling. But the others need protection he thinks. Instead he casts Warning Field and tells everyone to stay close to him. An unseen field radiates out from him in a 80" diameter. He's 10th level so it is 50" + 30". As they sleep something gets too close and they find themselves facing the door alert. What is out there?

Wave Wall

Spell Level: 3

Range: See below

Duration: Instantaneous

The caster summons a water wall that moves forward as a very fast wave. Any creature hit by it must make a saving throw or take 3-24 HP of damage. Success cuts the damage in half. Failure means the target is carried away with the wave. Hitting a wall or any barrier does an additional 1d8 HP of damage but frees the engulfed from the wave. At the end of the wave those carried with it will be knocked to the ground. The wave must be as high as half the height of any being it hits to be effective. Those who are tall enough to escape being engulfed by it are undamaged and perhaps only mildly shaken.

The spell can generate 10" x 10" x 10" of water wall + 10" x 10" x 10" more

every 3 levels. Regardless of its dimensions it effects a being only once. The wave moves forward at 10" per level. In one round it completes its journey. It goes faster the higher the caster level. The wave continues on even if it hits large barriers, splitting up if it does. At the end the water seems to disappear into the ground as if it ran out of momentum. The area it travels through is wet. Normal fires will be put out by its passing. Everything hit by it will be moved. The heavier the object the less its position will change.

Example:

Trias faces a long line of Orcs and Skeletons. He casts Wave Wall. Since he is 9th level he can create 40" x 40" x 40" worth of wall. He makes an 80" long wall that is 10" wide and 10" high. The wave moves fast and hits all the Orcs and Skeletons. Half of them make their saving throw but are destroyed. The other half are carried 50". They would have gone 90" but there was a wall to hit. Half of them are destroyed by the initial hit of the wave but are carried anyway. The remaining Orcs and Skeletons are ruined by the damage they receive from hitting the stone wall.

Web Ball

Spell Level: 3

Range: 10" per level

Duration: See below

The caster reaches out and touches an area already affected by the Web spell. A 10" x 10" area is sucked into his hand and becomes a ball. He can do this once a round every for every 3 levels. Anything caught in the sucked up web area is freed. He must throw this ball and the area hit is webbed in a 10" x 10" area. It can be thrown 10" per level. If the ball is not thrown it expands on the caster. The Web lasts as long as the Web it was taken from lasts. It is as if the caster cast a small sized Web spell.

The caster can also use this spell in conjunction with a memorized Web spell. In this case the Web spell is consumed along with with the spell. He can shoot a Web Ball once a round until the volume that his Web spell would have occupied is used up. Web balled areas have a duration equal to the Web spell that was spent with this spell.

Example:

Trias sees the other members of his party get entangled in a Web spell. He walks up to the area where the Knight is caught and casts Web Ball. The 10" x 10" area he is in is cleared of web and Trias has a ball in his hand. Trias throws this at the Wizard who cast it. The Wizard is 50" away and Trias can throw it 90" as he is 9th level. The Wizard is caught in his own Web! The next 2 rounds Trias frees 2 more of his companions and tosses Web Balls at the Wizard's guards.

Weight Clone

Spell Level: 1

Range: See below

Duration: 1 round per level

The caster casts the spell on a living creature 10" away. This can include himself. A ground pressure comes into being that exactly matches the weight of the target. It has no substance as it is just weight. It has a diameter that is determined by drawing a tight round circle around the target. It has no height. The weight can move at 10" a round. It costs the caster nothing to control it. He simply thinks where it should go and it does so. It can only go as far as 10" + 10" per 3 levels from the caster. If for some reason this distance is broken the spell ends. It makes no noise and can pass under other beings but not under walls and other permanent obstacles. The weight if it slides over a drop does not float but falls.

Example:

The party is getting ready to walk into a trap filled dungeon. Trias casts Clone Weight on the Fighter. He creates a 250 pound weight. Trias is 6th level so it can be 30" away from him. The party moves and Trias keeps the weight ahead of them. As they go down a passage the weight causes a pit trap to spring. It falls into it and is 40" away from Trias. The Weight Clone cannot be that far away and it ceases to exist.