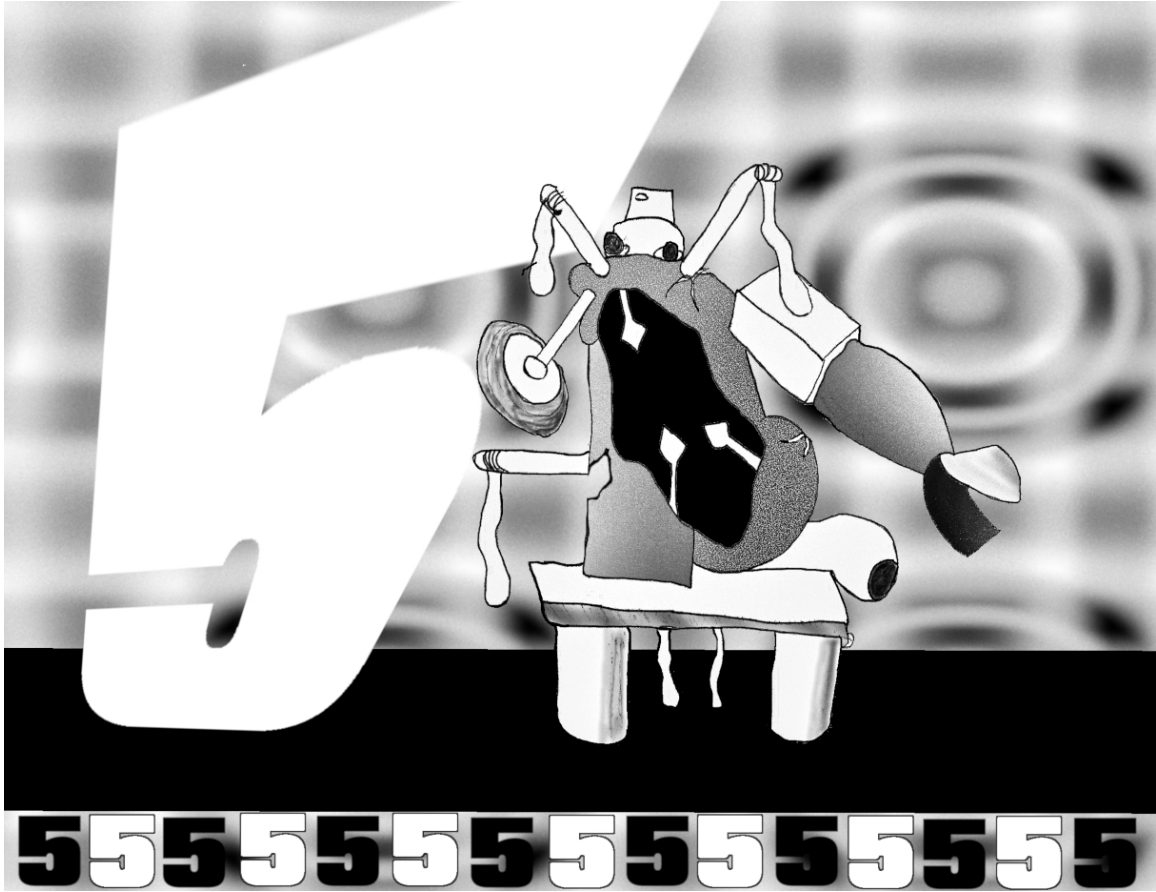


MAGIC MADNESS 5



SPELLS FOR OSR GAMES

**Magic Madness 5
Spells for OSR Games**

by

Unbalanced Dice Games

Magic Madness 5

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Introduction

Magic Madness 5. The fifth book of crazy spells. 30 new spells. When you Bring Beeblas you know your party is in bad shape. The players will most likely talk to each other through Weggo's Whisperer from now on. Perhaps you will ask if love is better than rolling dice after casting Love Over Blood? It could be they may want to play games with Spell Mimic and wonder what spell they are actually casting. Magic Madness 5! 5 5 5 5 5!

Terminology

“ means feet: 12” means 12 feet

Caster means the spell caster

Game Master is the person running the game

Spells

Bring Beeblas

Spell Level: 5

Range: 10"

Duration: See Below

The caster casts the spell over an open flame. The flame expands if not large enough, 10" in diameter at least maybe more. No one is burned who is in the flame, yet they feel like they are being cooked in an oven. In it screaming souls begin to manifest and a large corpulent woman rises out of the center, she is at least double the height of any character. Her head is covered with the skulls of long dead chefs, those that have failed cooking her favorite heroes too many times throughout eternity. Any hair that isn't tied to a skull looks and sounds like sizzling sausages. Ground hamburger constantly falls from her mouth. Fire covers her everywhere and her many large double chins drip with perspiration and grease. The party starts to see images of themselves among the screaming souls, like they have joined them. "Who calls Beeblas?" she asks, her belly shakes with hunger. The party has a few moments to explain who they are to her. If not answered properly she will get bored and disappear. "Hardly a bite to eat here..." she says before she is gone.

Once she has been told she will say "You seem like you could have a feast for me. I suppose you want me to heal you? Feed me the body of the slain great one and I will do so.". The party must give her the body of a freshly slain leader type foe. How powerful it must be to be accepted will have to be decided by the Game Master. The most powerful leader foe in the adventure should usually work. If none are acceptable Beeblas disappears as above when the party doesn't tell her who they are. Also taken are all the rations, water, wine, etc... that the party has on them.

When they have done so she begins to feed on the body, taking several minutes(5-10(D6 + 4)) to chew it up. If interrupted by a random encounter, for example, she will stop eating and spit the remains on the floor. With a wave of her hand all the new foes take 1D6 HP of fire damage, she vomits up what she

has eaten and disappears.

When the corpse is gone she waves her hands in the air over the party and fire engulfs everyone. Then she is gone and so is all the fire. Every character in the party will be at full HP, disease free and the dead will have been raised. Nothing that has damaged the party in the last day will be in effect. This will not affect curses and other subtle magics.

Any treasure that was taken from the dead leader type will have disappeared. Gone as well will be any experience they got for slaying him and any minions that fought directly with him. But they are alive and ready to continue the fight.

Example:

The party lies on the ground, totally wiped out from their fight with the Hammer King. 3 of his Bone Breakers are dead as well. They have got a pile of treasure they have never seen the likes of before and enough XP to take them up 2 levels. But 2 of the party members are dead and the rest are close to it. Fivo has a scroll with Bring Beeblas written on it, just for an occasion such as this. He makes a small fire and casts the scroll on it.

Horrible howls come from the fire and it becomes very large. Out of the center a grotesque fat woman rises. "Who calls Beeblas?" she asks and Fivo is covered with some kind of hamburger substance that falls from her mouth. The party answers. Fivo drags the body of the Hammer King to Beeblas. She spends many minutes biting pieces out of it and when he is gone she seems satisfied. The party is covered with fire and then she disappears. All the dead characters rise up alive and well, everyone is now at their full HP. But the treasure, where has it gone? It seems as they got nothing out of the fight for the XP which should be theirs has been erased. Beeblas has eaten it all.

Child Mob

Spell Level: 3

Range: 10" + 10" per 2 caster levels

Duration: 3 rounds + 1 round per 3 caster levels

The caster summons a mob of children that run forth and swarm an enemy. Maybe 10 children for each foot of height per foe. They vaguely

resemble the foes that they are swarming. Each foe affected can attack the child mob or do what they normally would do. If the foe attacks the children they do nothing to him. Attacking them is against an AC of 9 and if a hit is scored they will not attack the foe for 1-3 rounds(d6: 1-2: 1, 3-4: 2, 5-6: 3). If he does not attack then they attack as the caster and do 1d6 HP of damage if they hit.

Anyone hit must make a saving throw or they will be unable to attack anything but the child mob the following round as they will have grabbed their limbs. Movement is cut in half and spell casting is disrupted as well. By fighting the child mob they will be free the next round. But it is not as above when an attack can actually cause them not to attack for 1-3 rounds. If for some reason the child mob is not attacked then they continue to block whomever they are holding onto. Note, then when they are holding on then they do not attack. They only attack when they are not holding on.

1 Foe per 2 caster levels can be targeted with the child mob. If a foe is killed by them they dance around his corpse until the spell ends.

Example:

Fivo runs into 3 Orcs. He casts Child Mob on them. He can target 3 of them since he is 6th level($6/2 = 3$). The Orcs are swarmed by little Orcs trying to tear them down. One Orc tries to fight them and is confused. He misses but is not attacked by them because of his attack. The other 2 try to attack Fivo and the child mob hits both of them. One is taken down, the other takes 1 HP of damage. It fails its saving throw and will not be able to do anything the next round. The next round the free Orc charges Fivo and is hit by the child mob and takes enough damage to go down. Fivo throws a dart at the incapacitated Orc and takes that one down.

Doomage

Spell Level: 1

Range: Line of sight

Duration: 2 rounds

The caster casts the spell on a target. A save must be made or the physical damage done to the target is enhanced. Doomage alters the damage

rolled:

1. For each die rolled damage is at a minimum 50% of what can be rolled. A d6 will at least do 3 points of damage, for example. This applies to multiple die rolls as well. 3D6 would do a minimum of $3 + 3 + 3 = 9$ HP of damage. Bonuses are not a factor in determining minimums, these are applied after the die rolls have been minimized.
2. If the damage rolled isn't in the lower 50% zone then a possible damage bonus is rolled. Roll to determine a damage bonus:

1-2: None

3-4: 1 point

5-6: 2 points

7-8: 3 points

Only one of these spells can affect a target at a time. All melee/missile damage is affected by this spell. Magical spells are not enhanced.

Example:

Fivo and the great Dwarf run into an Ogre. Fivo thinks quickly, a couple of good blows from the Dwarf could knock it down. He casts Doomage on the Ogre and it fails its saving throw. The Dwarf whacks it feebly but with Doomage in place he does at least 5 HP of damage (1d10, rolled a 2). The Ogre howls in anger. The next round the great Dwarf whacks it again and rolls a 10! Since the roll is in the upper 50% he rolls a damage bonus. A 7 is rolled, so he adds 3 more HP of damage. The Ogre is chopped up and dead.

Eye Flash Curse

Spell Level: 4

Range: Line of sight

Duration: Until curse is removed

The caster curses a being. The being gets a saving throw, if the roll is a failure the curse has taken effect. Once it is in effect the eyes of the cursed

begin to flash with bright lights. Every round the eyes flash 3-5 times. In daylight the flash affects the eyesight, resulting in a -1 to hit. In darkness the character cannot be concealed easily for it is very easy to see the eyes flashing. Even if the cursed is invisible, the eyes still flash brightly and gives away where the cursed is at. Anyone attacking does not suffer a penalty.

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

Example:

Fivo casts Eye Flash Curse on the great Dwarf as a joke. The Dwarf notices that something is wrong as the Orcs start to laugh at him. He tries to hide in the shadows and sneak up behind them. They laugh at the Dwarf louder, "We can see you flashy Dwarf!". The Dwarf picks up a mirror and sees what they are talking about. The Dwarf gets really angry and hits the Orcs with his axe doubly hard.

Eye In The Book

Spell Level: 3

Range: 1 Spell book

Duration: 1 month

The caster removes one of his eyes and fuses it with one of his spell books. A socket forms on the cover and into it the eye slides. Whenever the caster moves his remaining eye the eye in the book moves in synchronicity with it. It's like they are still together in the same head. The eye will allow the caster to see and memorize his spells from whatever is in the book.

With the eye the caster can meditate and learn his spells that way. Neither distance nor planar separation matter. No need to drag it around with him. When the spell duration is up the eye goes dead. Anyone can remove the eye, when it is taken from the book the spell is broken. The caster can come back to it and recast the spell or put his eye back in its head socket.

While the eye is gone the caster's empty socket is dark except for a flickering red speck in the center of it. He can still see as normal. If the spell ends while the eye is gone, this changes. It just becomes an empty unseeing socket waiting for the eye to be returned.

Example:

Fivo knows they will be gone for a long time. He does not want to drag his prized spell book around with him. He decides to cast Eye In The Book on it. He places his eye in the cover's new socket. In a chest he places the book and locks it. It should be safe. For the next month he just needs to meditate and the eye shows him the spells he needs. When the month is up he can no longer connect with his eye. He must decide if he will return to his eye or keep on adventuring. What to do?

Gather The Free

Spell Level: 4

Range: 1 mile + 1 mile per 5 caster levels

Duration: Instantaneous

The caster is able to make his party appear around him if they are each individually free. He can bring at most 5 characters + 1 per caster level. Tied up, jailed, captured, etc... characters cannot be brought to the caster. Characters that have somehow become lost can be gathered.

Example:

Fivo has broke away from the party and has found something very interesting. He does not want to leave it, he must bring them to him. He casts Gather The Free and the 4 other members appear behind him, shocked by what he has found.

Hidden Cast

Spell Level: 3

Range: See Below

Duration: Instantaneous

The caster is able to use this spell with another spell, both are consumed. He is physically free to do anything even fight while he uses this spell. It is as if a 2nd invisible version of himself is casting the spell. The spell can manifest 10' away from the caster and be pointed in any direction. It can even be a touch spell with the caster rolling to see if he hits. He can be sitting at a table eating and talking while the spell is activating another spell. The only clue that this spell is being used is when the 2nd spell is activated. The caster can be completely immobilized when this spell is cast. In chains perhaps but not paralyzed.

Example:

Fivo is sitting across from the great Dwarf. He thinks it's time for the Dwarf's nap. Fivo has memorized Hidden Cast and decides to use that along with a sleep spell. He pretends to be counting some gold while using the Hidden Cast spell. The Dwarf doesn't even notice that he is being magically put to sleep. The Hidden Cast spell and the sleep spell are used up. Snore snore snore.

Hit Point Swap

Spell Level: 3

Range: Touch

Duration: 1 round per caster level

The caster switches the HP of 2 characters. He reaches into both of their hearts and pulls out glowing red numbers that are equal to their current hit

points. Then he exchanges the numbers, pushes them into their hearts. The numbers are not capped at the high points for the characters being affected. A character with a maximum of 10 HP can be elevated to 50 HP, for example.

At the end the HP are switched back. If one of the characters is killed, when the HP are switched back the dead character remains dead and the one that isn't dead has 1 HP. When the HP are switched back, there isn't any healing. Where the HP were at when the spell ends is where they will be. He cannot cast this on himself, it must be 2 different characters. Only living beings can be affected by the spell. It does not work on something like a golem.

Example:

Fivo and the great Dwarf have picked up a short Dwarf. The short Dwarf seems in good shape while the great Dwarf isn't. Fivo would prefer the great Dwarf to fight the fight ahead. He casts Hit Point Swap and exchanges their HP. The short Dwarf seems surprised that Fivo could do this. Especially so when he reaches inside of them and pulls out a couple of glowing red numbers. The great Dwarf runs into the room ahead, very powerful with his larger HP score.

Ignitor's Fire Injector

Spell Level: 1

Range: Caster's staff

Duration: 2 rounds + 1 round per 2 caster levels

A 5" long flaming blade shoots out of the top of the caster's staff. He can use it as a two handed blade or as a regular staff. It can be used the same round as he casts the spell. Anything he hits with it must make a saving throw or a fire begins to burn inside of the target. Smoke comes pouring out of the ears, mouth or any opening on the target. The fire blade does 1d6 HP of magical damage per hit. The number of rounds that a target is affected by this internal fire is based off of the damage done:

1-3: 2 rounds

3-5: 3 rounds

6+: 4 rounds

These rounds continue even after the spell has expired. The fire may have been magically induced but its burning continues.

Any additional blow that he suffers causes the fire to intensify. The flames causes the affected to suffer -2 to his to hit rolls for the remainder of the round and the next. Along with the smoke, fire now shoots out of its openings. This does not stack, only -2 can be reached. If he hits the target again with the blade it causes the fire to intensify but does not reset the number of rounds that the fire burns.

Example:

Fivo and the great Dwarf run into 2 Orcs. Fivo casts Ignitor's Fire Injector on his staff, a long fire blade extends out of it. He hits one Orc with it and the Orc fails its saving throw. The Orc takes 3 HP of damage as well, it will burn for 3 rounds. The Dwarf punches it for 3 HP, which means that it will attack at -2 for 2 rounds. The Orc retaliates but misses because of the penalty. The other Orc punches the Dwarf back. The next round Fivo skewers the undamaged Orc with the blade and does enough damage to kill it. The other Orc punches the Dwarf and misses again because of the penalty. The Dwarf punches back and knocks its head off.

Inimical Merge

Spell Level: 8

Range: 50" + 10" per 5 caster levels.

Duration: 2-4 rounds(1D4, 1 becomes 2)

The caster alters an area before him. The area affected merges partly with an evil dominated plane. Any evil thing in the area must make a saving throw or be taken back to the evil plane when it ends. While it is in effect every evil creature in the area gets a +1 bonus to hit and damage. 1 10" square per 2 caster levels can be brought under the merge. These squares do not need to be contiguous, they can be broken up in 10" squares. If the spell is cast on a plane that is already evil dominated it gives the bonus but does not result in the evil ones being taken away when the spell ends. What ultimately happens to those taken away is determined by the Game Master.

Example:

Fivo realizes he and the great Dwarf are hopelessly outnumbered. He reaches into his pouch and pulls out a dubious spell, the Inimical Merge. He castes it and dark flames shoot out of the ground everywhere. For 2 rounds they are hard pressed by their evil opponents. The power of the dark flames has intensified their assault. But when then the next round comes and the flames return to their home plane, they begin pulling at their opponents. 7 out of 9 of them disappear, the last 2 are shaken by what has happened. There are enough now for the great Dwarf to cut down without much worry.

Jelly Man

Spell Level: 3

Range: Caster

Duration: 10 rounds + 1 round per 2 caster levels

The caster turns himself into a walking jelly. He becomes translucent and some color of his choosing. His features can still be vaguely seen in this new form. He moves at half his normal rate of movement, under doors he can slide, sharp weapons do no damage and he can hide inside of things that do not match his body's structure.

The caster is able to attack armored foes in a different way. He can sneak under a foe's armor if he scores a hit and cause its actions to go haywire. If the foe is not wearing armor then all he does is hang on his foe. This does cause the foe to suffer a -1 to his initiative rolls, as it does with armored foes as well. Everything the armored foe does requires a saving throw. A failure for these actions result in:

Movement:

goes in some random direction he intended or he moves half his intended rate. Roll d4, 1-2 random, 3-4 half.

Attack:

Ends up attacking himself, roll with foes HD vs own AC. That or he attacks a nearby ally. Roll d4, 1-2 self, 3-4 other(or self if no one else is present).

Spell:

Spell goes haywire and armor temporary fuses. Can't do anything for 1D4 rounds unless the Jelly Man leaves.

The Jelly Man must be careful as blunt weapons and magic damaging spells that are targeted to his jellied foe will cause the same damage to him as the foe. He can not melee attack foes beyond what has already been stated above. The Jelly Man can still cast spells but does so at the end of each round, regardless of the initiative roll.

Also while the spell is in effect he can switch back and forth being the Jelly Man and his normal self. This happens at the start of each round. If he is under someone's armor he slides out and becomes normal next to his foe. When normal he does not suffer the initiative penalty.

Example:

Fivo casts Jelly Man and becomes a jelly version of himself. The great Dwarf says that the evil knight is in the next room. Fivo says he will sneak in his armor and then the dwarf can come and whack him. Under the door Fivo goes. The knight raises his sword and cuts Fivo in two. This does nothing, Fivo reforms and scores a hit against the knight. Under his armor he slides and calls for the great Dwarf. The knight tries to get Fivo out of his armor but must turn his attention to the Dwarf. He decides to rush him and has to make a saving throw. This he fails and he stumbles into a wall. The great Dwarf takes his axe and smashes him. In turn the knight swings his sword at the Dwarf and fails his saving throw. He must strike himself, which he does and down he goes. Fivo is undamaged for during the fight only sharp weapons were used.

Junk Smasher

Spell Level: 5

Range: 10"

Duration: See Below

The caster takes a bunch of junk and creates a fighting thing out of it. He must have at least 10 cubic square feet of junk to use the spell. Nothing that

has value can be used: broken toys, ruined weapons, rotten clothes, etc... things like that will work. It is like an Iron Golem but has none of its defenses nor special attacks. What it shares is the AC, damage and movement rate. The thing has 20 HP + 10 per 5 caster levels. The Junk Smasher will act as a fighter for the caster and won't do anything else but attack and move around as the caster commands it. It attacks as a monster does.

When it hits a target it does the same damage as an Iron Golem but has a 50% chance of falling apart. If it falls apart it remains a junk pile for a round and must reform. After that round it is normal again and can move and attack. While a junk pile it can be attacked and damaged, it still has the Iron Golem AC when in this state.

The Junk Smasher lasts 1 hour and then becomes a pile of junk again. Another casting of the spell will create a new Junk Smasher out of it. If it is destroyed before this time it breaks apart and the junk catches on fire and burns up in 1d8 rounds. Perhaps the fire and smoke from it will attract additional attention?

Example:

Fivo has gathered a big pile of junk, at least 20 cubic square feet of it. He stands before the dungeon entrance and casts Junk Smasher on his junk. The thing rises from the ground, man like in its shape. They enter the dungeon together.

A group of Orcs they encounter and Fivo orders it to smash them. It clobbers one Orc but rolls below 50% so it falls apart for a round. The Orcs turn their backs on it and begin to move towards Fivo. After one round of fighting Fivo the Junk Smasher rises up and charges the Orcs. It takes out another one, leaving 2. It rolls above 50% so it remains functional. The Orcs turn on it and score 2 hits, doing 17 HP of damage total. Fivo is 8th level so it has 30 HP(20 HP + 10 HP for having at least 5 levels), leaving 13 HP after the damage. The next round the Junk Smasher destroys another but fails its check again and falls apart. The Orc is totally confused and Fivo knocks it out. The Junk Smasher reforms but its time has ran out and it falls apart.

Leather Seeker

Spell Level: 1

Range: Line of sight

Duration: 2 rounds per caster level

The caster casts the spell and rips a small flap of leather from something he is wearing, maybe an inch by inch in size. Then he throws it in the air. It flies at 120" a round. The leather will target whomever the caster wills. It attaches itself to the target. The Leather Seeker will not detach and search for another target.

When attached it moves around on his body looking for things, its color shifting to match wherever it is at on the target's body. Every round it can tell the caster something it has found on the target's body. The Game Master decides what it tells. Every round the target gets a save at -4. If he makes the save he notices the Leather Seeker. The Leather Seeker is easy to destroy, it has an AC of 9 and 1 HP. When the spell is up or the caster is done with the Leather Seeker it tries to find some leather it can attach itself to. If it doesn't find it in a couple of rounds it falls to the ground dead. The target should get a normal saving throw and if he makes it then he notices the dead Leather Seeker. Was that thing on me?

Example:

Fivo wants to know what the great Dwarf has on him. He casts Leather Seeker and reaches down to his boot and pulls off a small piece of leather. Through the air the seeker flies and lands quietly on the Dwarf. Over the course of 3 rounds it finds all there is on the Dwarf: a bag of gold, a secret knife and a book on madness. During those 3 rounds the Dwarf gets a secret saving throw but never makes any of them, the -4 penalty nullifies 2 successful rolls. At round 4 the seeker can't find anything else and Fivo lets it go. The seeker crawls down to the Dwarf's boot and becomes one with it. The Dwarf will likely notice the strange square on his boot some day.

Love Not Blood

Spell Level: 2

Range: 10" + 10" per 5 caster levels

Duration: 3 rounds + 1 per 3 caster levels

The caster waves at a target in friendship, feelings of love flows through the air. The target's mind becomes filled with peace symbols, children, angels and cherub. No one else can see what it sees, it is a private heaven. The thought of shedding blood it cannot stand.

The target must make a saving throw for 3 rounds. Each round it fails it suffers an additional -1 to hit. If a saving throw is made the penalty decreases, it can never become a bonus. The target can only be affected by one of these spells at a time. After the 3 rounds are up the penalty, if any, persists until the spell expires.

Example:

Fivo is having an argument with the great Dwarf. The Dwarf tries to swing its axe at Fivo. Fivo casts Love Not Blood on the Dwarf and the Dwarf finds it hard to hit back. For 2 rounds he fails his saving throw and it becomes harder and harder to hit Fivo, for he loves him. His penalty to hit Fivo has reached -2 on round 3, he makes his saving throw and it becomes -1. Fivo is 6th level so there are 2 more rounds of this penalty being in effect. The great Dwarf puts his axe away, no need to fight his good friend Fivo.

Magic Madness

Spell Level: 4

Range: Caster/See Below

Duration: 5 rounds/See Below

The caster causes himself to become an insane berserker. His power feeds off of magic being cast. Anytime a spell is cast by an enemy within 10" + 1" per caster level of him he gains a cumulative +1 to hit and +1 to damage and immediately heals 1D4 HP of damage. The bonus lasts 2 rounds. His hands become magical weapons, and do 1D8 HP of damage with each hit. He cannot cast spells while this spell is in effect but gains a +3 to his saving throws against magic. If anyone damages him with a magical spell he goes insane and will leap and strike the foe immediately. He can leap up to 50" away and rolls to hit. This can happen multiple times during a round. If he is outside of leaping distance than he just glares evilly at his foe. The spell lasts 5 rounds(starting the round after the spell is cast) and gains 1 round for every spell cast within range(10" + 1" per caster level).

It is impossible for the caster to end the madness. Every round he must attack a foe. If he does not do this he suffers 1D4 HP of damage unless there are no foes present. When there are no foes present he must make a saving throw each round the spell is still in effect and if he fails he attacks an ally. If he isn't in range to attack the compulsion to attack carries over into the next rounds. Only when the spell ends will it end.

Example:

Fivo encounters 2 spell wielders. He knows they may overpower him with magic so he casts Magic Madness on himself. The next round he loses initiative and one of the casters hits him with a magic missile spell. He is within 15" so he leaps and rolls a hit. The automatic healing he experiences, he is 9th level and well within the 19" range(10 + 9), negates the damage from the magic missile. He gains +1 to hit and damage, and scores a hit. He rolls a 6 and adds 1 to his damage, so the enemy caster takes 7 HP of damage and goes down. The other caster goes invisible, another increase in Fivo's to hit and damage is added.

Now it is Fivo's turn in the round and he runs over to where the caster was at and takes a swing at him. He suffers a penalty for striking an invisible foe but hits anyway. He rolls an 8 for damage and adds 2 for his bonus, so 10 damage. This foe goes down as well. Fivo waits for the spell to end, he has 6 more rounds. 2 rounds were added to the duration from the spells cast. He would suffer damage if foes were present and he did nothing, but there are none so he just has to wait.

Moonlight Owl

Spell Level: 3

Range: See Below

Duration: See Below

The caster calls forth an owl that represents the seeing eye of the moon. It must be cast on a night with the moon visible. The owl takes 5-10 minutes to reach the caster from the moon. It is a large pure white owl, the eyes look like copies of the moon, it's easily 10" tall. The caster will be able to watch the owl fly from the moon to him. Somehow he sees its journey.

When the owl has landed it will begin to draw a map of the surrounding area. It waves its wings, clicks its beak and the moon shines very brightly on the owl. One wing the owl raises and grabs a beam of moon light. It wields it as a drawing utensil, a pen perhaps. With the moon light in its wing the owl uses it to draw the map. It will be large enough for the caster to see everything clearly. 1 mile + 1 mile per 2 caster levels will be drawn on the ground. The caster has 10 minutes to look at the map, copy relevant details to paper, etc... . At the end of that time the owl flies back to the moon and the moonlight map follows it.

The owl is insubstantial, it has no substance. Attacking it does nothing. It just looks quizzically at anyone that does so.

Example:

Fivo is lost in the wilderness. He thought he knew where the great Dwarf was camping. He looks to the moon, there it is. Fivo points to the moon and casts Moonlight Owl. Out of the moon comes flying a large white owl. Fivo can see it leave the moon somehow and knows it will be here soon.

Down on the ground next to him it lands, towering over Fivo. The owl makes several gestures and with a beam of moon light begins drawing a map on the ground. Fivo sees where the great Dwarf is camping. He makes many notes and after 10 minutes the Owl flies back to the moon. Fivo heads in the right direction.

More Me

Spell Level: 4

Range: Caster

Duration: 1 round per caster level

The caster creates a duplicate(s) of himself. There is one mind and one shared HP, one spell list. Each can move as an independent being. But only one can cast spells or fight. The magical items are shared. If one drinks a potion it is used up for all for there is only really one. When one is damaged, magically controlled, etc.. all are affected this way. Each duplicate appears up to 10" away + 10" per 5 caster levels from the original's spot. The caster can create one duplicate + 1 per 5 levels.

If they are killed a saving throw is allowed. If made the caster determines which is the original and that one falls to the ground unconscious for 24 hours with 1-4 HP remaining. If it is failed an original must be chosen, this one will be dead. In both cases only the original remains, the others disappear. When the spell ends, or they decide to end it, the caster chooses which one remains as the original.

Example:

Fivo faces the evil spell foe. He decides to try and confuse it by making copies of himself, he casts More Me. He is 10th level so he can create $1 + 2(10^{\text{th}} \text{ level} / 5 = 2)$, so 3 duplicates. He decides where they will go. One runs behind the foe, another hides behind a pillar, the third climbs a ladder and the original stays where he is. The evil spell foe isn't sure who to fight. Each round one of the duplicates cast a magical missiler spell at him. The evil spell foe shoots something damaging at one of them and does 10 HP of damage. All of them recoil from the pain, they now only have 14 HP left. Finally one of them destroys the foe with a fire bolt. They decide to end the spell and the one on the ladder is designated as the new original. All the others disappear.

Move Spell

Spell Level: 4

Range: Line of sight

Duration: Instantaneous

The caster is able to move a spell that: has a duration and has an area effect. It does not work on spells that have been cast on individuals. If it is the caster that cast the spell or a friendly caster he can move the spell.

Against a spell that was cast by an enemy he must fight the caster. Each caster gets to roll a d20. Add the caster's level to the roll. The higher sum wins, ties are resolved in the enemy's favor. Against a dead opponent he does not need to roll. Against absent casters he needs to roll and the caster will be aware that something is happening to his cast spell. The caster can move the spell 10" + 10" per 2 caster levels. This spell does not work against "permanent" spells, only those that will eventually end.

Example:

Fivo is chasing another caster. The other caster creates a fire wall in the passage. Fivo casts Move Spell on it, trying to move it enough that he can chase the caster. He must beat the caster and rolls a 13. He adds 10 to his roll since he is 10th level, and has a sum of 23. The other caster rolls a 12 and since he is 12th level he adds 12. This gives him a sum of 24. Fivo has been defeated by the enemy caster and the fire wall remains where it was at. He will have to wait for it to end.

One Quick Round

Spell Level: 1

Range: Line of sight

Duration: 1 round

The caster casts this on one of the party members he can see. The character has one round to move to anywhere in sight. He does not teleport but runs at a super quick pace. The place must be in sight. His speed is so great that he is able to move over pits and water without sinking or falling. Also he is moved ahead on the initiative schedule. He can attack, cast spells faster than others even if he did not beat them in the initiative roll.

Example:

Fivo casts One Quick Round on the great Dwarf. The Dwarf has already done something this round and can't do anything else. The next round Fivo and the great Dwarf lose initiative. But to the great Dwarf it doesn't matter. He spies the Orc archer up on the hill and runs up to him. He lifts his axe and chops the Orc archer into small bits. Fivo puts his shield down, knowing that his magic made this a quick fight, all done in One Quick Round.

Reintegrate

Spell Level: 6

Range: 10"

Duration: Instantaneous

The caster casts the spell on the spot where something/someone was destroyed by the Disintegrate spell or something similar. The thing in question will return to the state it was in before it was disintegrated. Caster can use this 1 hour after the Disintegration + 1 hour for every 3 levels. After that point the spell will do nothing.

Example:

Fivo watches as the great Dwarf is turned to nothing by a Disintegrate spell. After the fight he takes out his scroll of Reintegrate and casts it on the spot where he last stood. Instantly the great Dwarf blinks back into existence and he asks where the enemies went.

Rot Winder

Spell Level: 4

Range: See Below

Duration: 10 rounds + 1 per 2 caster levels

A small tornado shoots up where the caster wills, up to 10" per caster level. It starts out very weak, with 1D4 HP and unable to damage foes. Its AC is 0(descending) and it saves at half the caster's level(round up). All weapons hurt it, but of the elements only fire causes harm.

To become damaging it must suck corpses into it, every corpse it sucks up makes it more powerful. Each corpse adds 1 HP(it can add a maximum of 20 + 1 per caster level) and increases the damage it does by 1 HP. It can do a maximum of 10 HP of damage + 1 per 2 caster levels with each hit. The damage it does per hit does not vary, if it has consumed 5 corpses it will do 5 HP with a hit. The Rot Winder can attack multiple foes but it must divide its damage up among them, it can never do 0 HP of damage. It occupies a 10" cube but can attack 10" away from and in the cube. When it strikes it does so as the caster. Those inside of it can move around but the debris and wind cause them to suffer a -1 penalty to hit.

As the Rot Winder is damaged the damage it can do diminishes to reflect the HP it has. A 30 HP Rot Winder that takes 10 HP of damage would only be able to do 20 HP of potential damage(limited by the caster level). As long as the HP score is above its potential damage the damage it can do is unaltered. Lost HP and damage points can be restored by sucking up new corpses. Excess corpses it has sucked up before any damage done to it will not restore it, the corpses must be fresh.

It can either attack or suck up corpses. The Rot Winder can suck up to 10 corpses per round, as it moves over the terrain they are pulled into it. As it consumes the dead it becomes smellier and more rotten, the dead consumed decay faster inside of it. The winds inside of it eat away at them. When the spell ends their remains are deposited in the 10" square it last occupied. The dead are broken up, hard to recognize, just a pile of rotten debris. The Rot Winder can fly 300" a round. Buried dead can be sucked up into it as well, if they are not more than 10" below the Rot Winder.

The caster controls the Rot Winder. One automatic command he can issue to it is to attack foes, going from foe to foe until they are destroyed.

Another is to search for corpses. The Rot Winder can sense corpses 1000" away. When it locates corpses it will fly to them and suck them up.

Example:

Fivo comes upon the battlefield, corpses are everywhere. A group of Orcs start to charge him from a far hill. He conjures forth a Rot Winder. It spends a 3 rounds consuming corpses, 30 corpses in total. Its HP is now 32 and it can do its opponents 14 HP of damage a round(Fivo is 8th level so it can do a maximum of 10 HP + 4 for being 8th level). He commands the Rot Winder to destroy the Orcs before they reach him. It flies into them, 500" feet away. There are 5 Orcs coming. In round 1 it attacks 2 of them and scores hits. It divides the damage in half, doing 7 HP each to them. This knocks them out. The other 3 attack the Rot Winder. 2 score hits and do 16 HP of damage. It is now at 16 HP. The next round it scores only one hit from 2 attacks. Again one Orc is brought down. The last 2 Orcs score hits on it and bring its HP down to 4. In the final round one Orc is destroyed by its one attack, which can now only do 4 HP of damage. The last Orc scores a hit and the Rot Winder is destroyed. Fivo ponders using another spell.

Sharp Blunt

Spell Level: 1

Range: Touch

Duration: 1 round per caster level

The caster is able to turn a blunt weapon into a sharp object, a sharp object into a blunt object. He must touch the weapon and cast the spell. This does not change how the weapon looks or feels. But when it strikes a foe it does the opposite of what it usually does. A sharp weapon becomes club like in how it damages a foe. Likewise a blunt object does sharp damage. Ammo can be changed, a normal amount of ammo will act differently by casting the spell on it. Bullets will become sharp and arrows will become blunt. The Game Master must decide in each case. Finally if a weapon is magical this does not affect its magical effects.

Example:

Fivo and the great Dwarf run into a big goo thing. The Dwarf's axe doesn't hurt it. They decide to keep using the axe, it's what the Dwarf is good at using. Fivo casts Sharp Blunt on the axe. The Dwarf swings it at the big goo thing. This time it does terrible damage and the goo thing falls apart. Their both glad they didn't get the club out of the pack.

Smoke Weapon

Spell Level: 2

Range: Line of sight

Duration: 1 round per 2 caster levels

The caster is able to give the blessing of smokiness to 1 character in the party + 1 per 3 caster levels. The blessing turns their weapons into smoke. As smoke weapons all armor and shields are ignored but any damage that the weapons do is half of what they normally do. Magic that alters the base damage is ignored. So a spell that triples a weapons damage is nullified, for example. Natural armor is not ignored, only the protection from what is worn is. All bonuses and effects still apply.

Example:

Fivo and the great Dwarf encounter an armored foe, full plate mail and magical shield. Fivo thinks this will be too much for the great Dwarf. He casts Smoke Weapon and is able to turn his staff and the Dwarf's axe into smoke for he is 4th level, which means 1 + 1(for being 4th). They have 2 rounds to defeat their foe. The great Dwarf attacks the foe as if he had an AC of 9 for his armor and shield do not protect him. Fivo strikes at the start of the next round and the great Dwarf finishes their foe. What use is armor and shield against a dwarf with a smoke axe?

Sucking Pit

Spell Level: 4

Range: 50" + 10" per 3 caster levels

Duration: 1 round + 1 round per 2 caster levels

The caster creates a 10"x10"x10" pit that creates a powerful pull. Anyone within 10" + 10" per 3 caster levels will be pulled towards it 10" a round unless they make a saving throw. Those that do make the saving throw can only move at half their normal rate while in the sucking field.

Anyone sucked in takes normal falling damage and then they are returned to the spot they were at when the sucking started and the process begins again. Each time they are returned they are allowed a saving throw again. Once the sucking starts they cannot move away from the distance they are currently at from the pit. When a saving throw is made they do not need to make it again if they exit and reenter the field.

The caster can designate someone who will not be pulled by the pit. For each one designated the others gain a +1 to their saving throw checks against the pit. The caster can only designate at the start of the spell.

Example:

Fivo is confronted by 5 Orcs. He casts Sucking Pit between him and the Orcs. He is very close to the pit so he designates himself as free from the pit. The Orcs get a +1 check to their saving throws because of this. 4 of the Orcs fail their saving throws. They are 15" away from the pit so it will take 2 rounds for them to be pulled into it. The first round moves them 10" closer. They try to escape its pull by running but find that they cannot. The 5th sneaks past the pit and clobbers Fivo with his club. The next round the 4 Orcs are pulled into the pit and are destroyed by the falling damage. Fivo thinks what he must do with the 5th Orc...

Spell Mimic

Spell Level: 5

Range: Line of sight

Duration: See Below

The caster casts this spell and is able to replicate any spell he does not know by witnessing it. Any spell he witnesses but does not know in the next 24 hours he will be able to use. The next time he rests and prepares spells for the next day he can use these unknown spells instead. He can do this only for one memorization/preparation session. How many times he can memorize it is equal to the number of spell slots he has, the number of spells he has for the unknown spell's level. The name of the spell may be unknown but the Game Master should let him memorize it just by describing it.

The Game Master must decide how well he can use the spell. Should he be allowed to use its maximum range or only that which he witnessed. If there are material components involved and the caster does not have them it makes sense to have the spell fail. The caster should not be able to write the spell to a scroll or book for the words and symbols are not really there in his head. It is just through the power of the Spell Mimic spell that he can use this mystery magic.

Example:

Fivo watches the ignorant Lich cast a spell he does not know. 2 hours before the encounter he cast Spell Mimic in anticipation of this encounter. He watches the spell fry the great Dwarf and is impressed. They somehow survive the fight and rest for the night. Fivo memorizes the unknown spell. The Game Master tells the player that he uses one 5th level spell slot in memorizing it. The next day Fivo fries a group of zombies with the mystery spell. He wasn't expecting it to be that powerful...

Treasure Curse

Spell Level: 4

Range: Line of sight

Duration: Until curse is removed

The caster curses a being. The being gets a saving throw, if the roll is a failure the curse has taken effect. Gold, jewels, diamonds, etc... are repulsed by the character. Magical weapons and items do not repulse him. Whenever he is within 10" of these things he cannot get any closer to them. He is pushed back. Any valuables on his body are taken from him and appear at the nearest point they can be placed, at least 10" away. If he is within range of treasure when the spell takes effect he can move freely but once he is out of range he cannot return to where he was.

If he is fighting a character with treasure on him he cannot move close to attack but the opponent can. The same is true for members of his party that have treasure on them. They are the ones that get to establish the distance, not the cursed.

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

Example:

Fivo keeps on seeing the great Dwarf take gold from his sack when he thinks he isn't looking. He casts Treasure Curse on the Dwarf and the saving throw is a failure. He watches the Dwarf and notices several times that he begins cursing when he gets close to his sack. At last Fivo can sleep at night knowing his treasure is safe for the time being.

Uni-thread

Spell Level: 4

Range: 10" + 10" per 3 caster levels.

Duration: See Below

The caster reaches out into existence and grasps briefly the needle that was used by the omni-creator to stitch everything together. Around his foes he winds some Uni-thread and with that they are held. Every time they move in the round reality is pulled by them. They can move but at the end of the round each bound foe is pulled back to where they were at the start of the round.

Each move breaks part of the Uni-thread that holds them. The number of times they need to move to totally break free is $3 + 1$ per 5 caster levels. The thread will not go away because the spell ends or if it is dispelled. They must move to be free. The caster can bind 1 target + 1 per 2 caster levels. Each target can make a save and if they make it they have a 50% chance of either not being threaded or the number of times they need to move to be free is cut in half(round up).

Example:

Fivo runs into 5 Goblin Skulls. They move much faster then he can, so he cannot out run them. He casts Uni-thread and is able to bind all 5 of them. He is 8th level so he can bind $5(1 + 4(\text{for being } 8^{\text{th}}))$. This he does. They are allowed saving throws and 3 of them fail. 1 has the duration cut in half so he is stuck for 2 times(4 rounds is the stuck amount). The other is not threaded and Fivo will have to deal with him himself. For now he is running away from them, the one chasing him will catch him soon.

Weapons

Spell Level: 2

Range: Party

Duration: 1 encounter

The caster summons a normal weapon for each member of the party (up to 5 + 1 per 3 caster levels). They last until the party has had one encounter. Each character will find a glowing gray ball in their hands. They have to think of the weapon they want and the glowing ball will turn into that. For missile weapons the characters will get what would be considered one ammo pack for the weapon. A bow with 30 arrows, for example. If the character does not think of a weapon the ball remains until the end of the next encounter.

Example:

Fivo and the great Dwarf have lost their weapons. Where did they go? They have to get out of the dungeon fast. He has a scroll with a couple of Weapons spells on it. He decides to cast one and at least arm themselves. The dwarf takes his glowing gray ball and makes it into an axe. Fivo turns his into a sword.

10 minutes later and halfway out of the dungeon they run into a bunch of weird things. They fight them off and survive. Their new weapons disappear since they had the encounter. Should he use his last Weapons spell?

Weaken Caster

Spell Level: 4

Range: 10" + 10" per 5 caster levels

Duration: 2 rounds + 1 round per 5 caster levels

The caster targets another caster who makes a save. If he fails he casts his spells 2d4 levels lower while the spell is in effect. He does not lose any

spells but if his casting level goes below that which is required to cast it he cannot cast it. The target can only be affected by one Weaken Caster spell at a time.

Example:

Fivo decides to weaken the great Dwarf's magic ability. He casts Weaken Caster on him and the Dwarf fails his saving throw. For the next 4 rounds(2 rounds + 2 for Fivo being 10th level) the Dwarf will cast his spells 5 levels lower than he usually is. The Dwarf is a 10th level Wizard, so he is now casting spells as a 5th level caster. He tries to cast magical missileer at Fivo. Usually he would get 3 missiles for being 10th level but with his casting reduction he only gets 1 missile. Fivo laughs as his one missile hits him and doesn't do much damage. 2 more rounds pass and 2 more castings of the weakened magic missileer spell are cast at Fivo. The 4th and final round of a weakened Dwarf caster starts, which spell will he cast?

Weggo's Whisperer

Spell Level: 1

Range: Line of sight

Duration: 1 round per caster level

Weggo didn't like to get close to people. He also didn't like them listening to what he was saying. But sometimes he needed to talk, to get something done. One day his odd needs led him to start whispering into his hand as if he was whispering to one of his servants. Strangely he found that his servant heard him when he did this. Weggo thought about what he had done and realized he had inadvertently created a new spell. Now he would be able to get more done! Weggo in a fit of delirium one night strolled out into the world and spied another wizard. He cast his whisperer on him and told him how to cast it. Since then Weggo's Whisperer has become known by many.

The caster's fingers and thumb mutate into something that looks like an ear. Another friendly being's hand turns into a mouth. The caster talks into the ear and the mouth hand whispers what he is saying. The one with the mouth hand will want to put the mouth to his ear to hear what is being said. Lasts 1 round per level of the caster.

Example:

Fivo needs to tell his servant Wogge, who is far down the hall from him, something without the other servants hearing it. He casts Weggo's Whisperer and raises his ear-hand to his mouth. "Bring me the hidden Yeller, below the water Beller." he says into it. Wogge looking down at his hand, is quite surprised to see a mouth. He hears his master's voice and sneaks away from the other servants to get the Yeller, hidden beneath the Beller.