

Space-Age SORCERY

LOVECRAFTIAN SPACE OPERA, POST APOCALYPTIC,
ELDRITCH CYBERPUNK, SWORD & PLANET ROLE-PLAYING
OVER 100 UNIQUE SPELLS

FOR USE WITH
ANY OLD SCHOOL-STYLE ROLE PLAYING GAME

VERSION 1.5



INTRODUCTION

Welcome to Version 1.5

If you're looking for some wicked-twisted spells that a cyborg sorcerer from a shoggoth-haunted nuclear wasteland might have on-hand or you want to give the next bunch of foul cultists something with a little more oomph than a few *magic missile* spells, we've got you covered.

Here is a collection of over 100 strange new spells that combine magic and technology in bizarre, unsettling and often horrific ways best suited to Lovecraftian Space Opera, Eldritch Cyberpunk, Post-Apocalyptic Sword & Planet campaigns, settings or games.

Want to build a memorable villain or NPC spell-caster? Just switch the spells of a typical Magic User, Cleric or Lich with some of the more blasphemous or insidious spells contained in this book.

But beware; these aren't the usual run of the mill spells you might be used to. Many of these spells carry a terrible cost. Others are gonzo-batshit terrifying, and a few are so gross that we all know that someone is going to insist on having their character attempt to cast one of them just to see what happens. Not all of these spells are appropriate for every world, setting or campaign. Some of these spells have really drastic consequences, others run the risk of exposing the caster to Dread Powers only fools or those suffering from insanity would ever consider casting (making them ideal for rivals, opponents and hirelings). It's up to you whether any of these spells are available to player characters or only to NPCs, or not at all. It's your world, your game and your decision.

Caveat Emptor & Have Fun!

We humbly dedicate this book of spells to Gary Gygax, Dave Arneson, Prof. M. A. R. Barker and Dave Hargrave.

Some of our inspirations for this book include...

Grimjack by Ostrander and Truman, *Hawkmoon* (and most everything else) by Michael Moorcock, *Darkon* *The Mystic* by Jim Starlin, H. P. Lovecraft, Lin Carter's *Warrior of World's End* series, Leigh Brackett's *Skaith* novels, Clark Ashton Smith's *Zothique*, Jack Vance's *Dying Earth* and *Tschai: Planet of Adventure* series, Metal Hurlant/Heavy Metal, Clive Barker, Frank Herbert, *Thundarr The Barbarian*, and loads of bad Eighties movies...none of which were harmed in the making of this book.

Special thanks to John Till for his editorial suggestions!

We used *Swords & Wizardry* for the stats. It just seemed like the right thing to do at the time.

TABLE OF CONTENTS

Introduction.....	3
Cleric Spell List.....	4
Magic-User Spell List.....	5
Optional Table: Dire Consequences.....	6
Spell Descriptions.....	7-22
1d6 Spell-Based Scenario Seeds.....	23
1d6 Magic Items.....	24
1d6 Encounters.....	25
OGL.....	26
Credits.....	27

This entire work is designated as Open Game Content under the OGL, with the exception of the trademarks "Swords & Wizardry," "S&W," "Mythmere Games," and with the exception of all artwork. These trademarks, artwork, and the Trade Dress of this work (font, layout, style of artwork, etc.) are reserved as Product Identity.

CLERIC SPELL LIST

All of these spells are Chaotic in nature, except for *Word of the Law* (3rd Level).

LEVEL 1

1. Eyes of the Unclaimed
2. Fungal Armor
3. Gibber-Jabber
4. Implant
5. Infect
6. Insidious Vigilance
7. Spasm of Horror

LEVEL 2

1. Anthropophagy
2. Blasphemous Rumors
3. Brainfire
4. Call of the Mutant
5. Cancer of the Soul
6. Commune With AI
7. Distractive Dispersal
8. Fatten The Calf
9. Fearsome Fecundity
10. Insanity of Gizz
11. Locate The Horror
12. Molt
13. Pecuniarize
14. Ripen The Tissue
15. Tenebrous Tentacle of the Outermost Darkness
16. Unhinged Mind

LEVEL 3

1. (A) Momentary Lapse of Reason
2. Black Vistas Beyond Life
3. Chill of the Outer Void
4. Coruscatory Conduit
5. Degeneration
6. Externalization
7. Extract Brain
8. Instill Ennui
9. Know The Flesh
10. Summon Lesser Krell Thought Monster
11. Take Me to the Other Side of Terror
12. Unlucky 13th Space Curse
13. Word of the Law

LEVEL 4

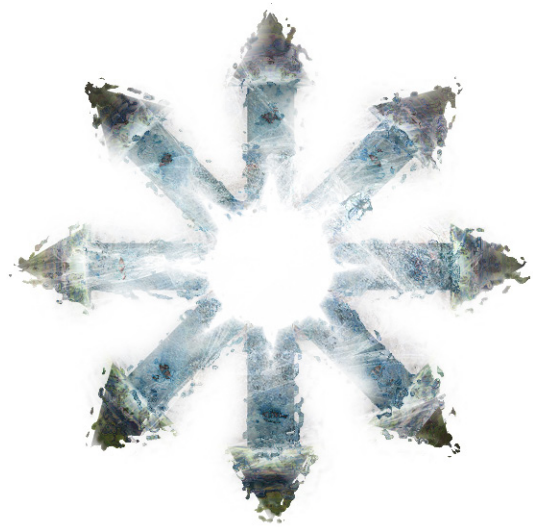
1. Azetbur's Absolutely Useful Stasis
2. Barker's Sensory Overload
3. Bloody Rip
4. Coagulation
5. Effluvium of K'Thun
6. Ego-Print
7. Foe Hammer
8. General Chang's Clinging Cloak of Cloying Darkness
9. Parasitizory Embrace
10. Shunnification
11. Squamosity
12. Summon Beast of the Fire Maidens From Outer Space

LEVEL 5

1. Pretervolve

LEVEL 6

1. Brain Death
2. Existential Excision
3. Servant of Forever After
4. Summon Meta-Krell Thought Monster
5. Transvective Dismemberment



MAGIC-USER SPELL LIST

LEVEL 1

1. Brain Dump
2. Detect Machine
3. Drain Battery
4. Memories of the Ancient Astronauts
5. Melt
6. Merklin's Side-Slip
7. Rugosity
8. Spasm of Horror
9. Squamosity

LEVEL 2

1. Anthropophagy
2. Bolt of the Vacuum
3. Call of the Mutant
4. Chill of the Outer Void
5. Diligum's Declinative Disinterestation
6. Doctor Basilton's Horrific Visions
7. Fungal Armor
8. Infect
9. Merklin's Traveling Limbo Show
10. Peterson's Piranha Jaws
11. Spore Blast
12. Unhinged Mind

LEVEL 3

1. Angstromy
2. Animate Machinery
3. Azetbur's Absolutely Useful Stasis
4. Barker's Sensory Overload
5. Boom
6. Brainfire
7. Coagulation
8. Control Fungi
9. Control Robot
10. Coruscatory Conduit
11. Cranial Detonation
12. Energetic Bleed
13. Fulgerous Flames of Fallajorre
14. Glutinous Globos
15. Gruesomry
16. Implant
17. Insidious Vigilance
18. Microski's Micro-Missiles
19. Molt
20. No Signal
21. Saw Bones

22. Sensory Scramble
23. Summon Ancient Dead Astronauts
24. Summon Space Phantom
25. Waste Away the Years

LEVEL 4

1. Alter Signal
2. Bastion's Barb-Wire Blast
3. Brazen Mien
4. Destroy Fungi
5. Destroy Robot
6. Edelarri's Egg
7. Egregious Wounding
8. Eight-Spoked Spheres of Doom
9. Hybridification
10. Instantaneous Hyperspace Jump
11. Pecuniarize
12. Space/Time Rip
13. Summon Lesser Krell Thought Monster
14. Summon Mugwump
15. Transfer Brain

LEVEL 5

1. Altered States
2. Autoparthenogenesis
3. Basalt Barrier
4. General Chang's Clinging Cloak of Cloying Darkness
5. Gut Worm
6. Parasitizory Embrace
7. Pretervolve
8. Repair Machine
9. Slow Ship
10. Sub-Atomic Re-Embroidery
11. Summon Beast of the Fire Maidens From Outer Space

LEVEL 6

1. Black Aperture of Doom
2. Black Horizon
3. Catabolic Exgestion
4. Omnimosi
5. Summon Supplicants of the Event Horizon Configuration
6. Transvective Dismemberment
7. Uttermost Ruin

OPTIONAL DIRE CONSEQUENCES...

Most, if not all of the spells detailed in the following section are the warped and dire imprecations of mad-men, unsavory cultists and the unwitting pawns and voluntary servants of unspeakable Powers. The rest of these spells are derived from prehuman sources best not examined too closely. At GM discretion, any or all of these spells may potentially carry additional risks in the event of their use by player characters, such as the following...

- 1** Caster temporarily loses 1 point of Charisma while this spell is memorized or otherwise prepared.
- 2** After using this spell, a faceted third eye painfully erupts out of the caster's forehead. They lose 1 HD, but gain permanent use of *Read Magic* and can no longer read non-magical writing.
- 3** Each time one of these spells is cast, the spell-caster suffers 1d4 damage that takes 1d6 weeks to heal, per point.
- 4** One of these spells indelibly imprints itself upon the caster's brain, permanently using up one spell slot.
- 5** Each use of this spell ages the caster 1d100 years.
- 6** When inscribed into a spell-book, the spell causes all other spells contained within the spell-book to be replaced with twisted, distorted versions that only a desperate fool would cast willingly...
- 7** Use of this spell transforms the user's tongue into a tentacle. Save or the transformation becomes permanent.
- 8** While this spell is in effect the caster can not hear anything except for the dolorous chanting of disembodied voices.
- 9** Upon attempting to cast this spell, the user must Save or their shadow will attempt to free itself, causing a loss of 1 WIS and 1 STR if they fail. The newly-emancipated shadow begins with 1 HD and progresses as a magic-user or cleric and is completely antithetical to their former master.
- 10** Just learning this spell has given the caster a taste for casual vampirism. They gain a bite attack that drains 1d4 hit points from their victims and suffer a loss of 1d4 hit points every day they go without drinking blood. They will rise as a true vampire if killed, but their body is not destroyed.
- 11** Every day that the caster does *not* use this spell, their flesh grows more amorphous and gelatinous in character. After one full week they must Save or become a sentient Ochre Jelly or similar ooze.
- 12** Caster's blood grows foul with a blackish fungal sludge. Every time they take damage, small pustules and other fungal growths sprout from the wound. You can try to hide it, at first...

SPELL DESCRIPTIONS

(A) MOMENTARY LAPSE OF REASON

Spell Level: Cleric 3rd

Range: 240 ft.

Duration: 6 turns

The caster becomes one with The Outer Darkness for 6 turns. Strange pulsing veins appear across the forehead of the caster as their cranium expands to hold the power of The Outer Darkness within the caster's brain. The caster is temporarily able to see the lines of hyperspace intersect and direct nearby ships to these passages. At the end of 6 turns the caster must Save or his head shall retain these strange abnormal veins, brain expansion, and cranium adjustments. Multiple castings will cause insanity, mutations, and the eventual death of the caster. There really are some things man wasn't meant to know.

ALTER SIGNAL

Spell Level: Magic User 4th

Range: 240 ft.

Duration: Instantaneous

Caster can cause any kind of signal or transmission to reverse itself with a chance of causing a short circuit to occur, (base chance 5% per level of caster). A variant is noted that will allow the caster to manipulate a particular signal and reform it to suit their whims, but that is rumored to be a Mi-Go secret.

ALTERED STATES

Spell Level: Magic User 5th

Range: Touch

Duration: Permanent until dispelled

This spell forces the target to devolve backwards into a simpler, primordial version of its earliest ancestral form, usually pond scum, amoebas, gelatinous goo--something like that. Any victim surviving the experience but failing to Save has either their INT, WIS or CHAR lowered by one point permanently. Let them choose.

ANGSTROMONY

Spell Level: Magic User 3rd

Range: Caster/Touch

Duration: 1d6 minutes/level of caster

Subject of spell is reduced to 1/100th of their normal size for the duration of the spell. If cast on anyone other than the caster, the target gets a Save.

ANIMATE MACHINERY

Spell Level: Magic User 3rd

Range: Referee's discretion

Duration: Permanent

Caster imbues inert machinery with a strange semblance of life, but the caster has no control over the newly awakened mechanism. All mechanisms affected by this spell suffer a permanent -3 penalty to all Reaction Rolls and are Chaotically aligned.

ANTHROPOPHAGY

Spell Level: Cleric 2nd/Magic User 2nd

Range: Touch

Duration: 1 hour

Caster becomes capable of devouring/digesting human flesh as though a ghoul. There is a cumulative 1d4% chance of becoming an actual ghoul each time the spell is used.

AUTOPARTHENOGENESIS

Spell Level: Magic User 5th

Range: Caster

Duration: Permanent

This spell allows caster to form a fresh new cloned body from deep within their original one...and yes, they will then have to tear themselves free from the previous body, which is both painful and ultimately deadly to the host.

AZETBUR'S ABSOLUTELY USEFUL STASIS

Spell Level: Cleric 4th / Magic User 3rd

Range: 10 ft. wide cone extending 30 ft.

Duration: Permanent until dispelled

Caster emits a blast of extreme cold from their fingertips. Anyone struck by the blast and who *makes* their Save suffers 6d4 damage. Those who *fail* take no damage but instead are frozen into a form of suspended animation for as long as the spell persists (i.e. until dispelled). To all intents and purposes the victim appears dead. Only spells, technology or certain psychic abilities will reveal that they are still alive. The victim can be placed in this state indefinitely unless recalled by the caster or through some form of advanced medical means.

BARKER'S SENSORY OVERLOAD

Spell Level: Cleric 4th/Magic User 3rd

Range: 120 ft.

Duration: Instantaneous

Blasts the target with an assortment of painful wound stigmata manifested through the expansion of sensation to an extremely painful point of sensory overload, and enduring excruciating pain through incessant tortures that transcend traditional laws of physics. The victim explodes for 1d6/level of caster in a bloody rain of organs & goo, unless they successfully Save, in which case they take half damage.

BASALT BARRIER

Spell Level: Magic User 5th

Range: 60 ft.

Duration: Permanent until dispelled

Caster causes a series of heavy basalt prisms to rise up from the planet's deep crust. The spell provides 1d4 segments per level of the caster. Each segment is roughly 20' tall and 3' in diameter and faceted with eight sides. The Basalt Barrier is a persistent effect, though each segment only has 5d100 hit points thus they *can* be destroyed. With some effort.

BASTION'S BARBWIRE BLAST

Spell Level: Magic User 4th

Range: 120 ft.

Duration: Instantaneous

The magic user channels a blast of twisted bloody wires through the palms of their hands. The dark black wires extend from the caster's palm to the target accompanied by the dirge of damned souls previously lost to this spell. Save or suffer 1d6 damage/level of caster. Anyone slain by this spell cannot be Raised. Casting this spell more than 3 times per day runs the risk of the malevolent deity taking the victim and caster both away to its weird interstitial realm to be tormented for the next 1d100 years.

BLACK APERTURE OF DOOM

Spell Level: Magic User 6th

Range: Special

Duration: 1d6 days

This spell generates an artificial black hole and uses the immense gravitational power to bridge two points in spacetime, greatly reducing travel time between astronomical distances. The spell caster must Save each day the spell persists or attract the attentions of some entity from the depths of The Outer Darkness.

BLACK HORIZON

Spell Level: Magic User 5th

Range: Special

Duration: Special

This incredibly dangerous spell causes a ship's drive unit to collapse into an artificial black hole that the caster then can use to bridge *any* two points in space-time, allowing for near instantaneous travel. The drive unit is totally consumed in the course of this spell. The caster must Save or be drawn into the black hole where they are torn to atoms and their soul devoured by the demons of The Outer Darkness. The caster has the option of designating an alternative victim, however should any such candidate succeed in their Save, the caster is taken instead. Those who are lost in this manner are non-recoverable.

BLACK VISTAS BEYOND LIFE

Spell Level: Cleric 3rd

Range: 120 ft.

Duration: 1 hour

The caster gains the ability to see all forms of undead within range of the spell despite any illusions, glamers, or other such obfuscations. They also gain a +2 bonus to all reaction rolls when dealing with the undead.

BLASPHEMOUS RUMORS

Spell Level: Cleric 2nd

Range: 30 ft.

Duration: Instantaneous

Victim temporarily loses 1 point of Wisdom. No Save if caster spends 1 hp per HD of victim. Wisdom lost is recovered at half normal rate. If a caster uses this spell more than once a week, they must Save or suffer the effect of the spell themselves, in addition to their victims.

BLOODY RIP

Spell Level: Cleric 4th

Range: Caster

Duration: 1d6 minutes per hit point spent by caster

The caster becomes an instrument for some unnameable god. Their tissues swell with horrible, malific might (gain +6 to STR) and they gain the ability to rip their foes limb from limb...until the spell ends. Then the caster takes 2d6 damage and must Save or lose one point of CON permanently, for the human frame was not meant for such power!

BOLT OF THE VACUUM

Spell Level: Magic User 2nd

Range: 60 ft.

Duration: Instantaneous

The mage strikes the target with a bolt of cold from outer space itself dealing 1d4 points of damage per level of the caster. The wounds are horrific and will not heal correctly. All magical healing has 1/3 normal effect.

BOOM

Spell Level: Magic User 3rd

Range: 30 ft.

Duration: Instantaneous

Caster causes an explosion centered upon self that inflicts 1d4 damage per hit point they spend. The explosion causes them no other damage, affects a 10' radius (plus 1' / hit point spent), and fills the affected area with a sticky, tarry black smoke that persists for 1d100 minutes.

BRAIN DEATH

Spell Level: Cleric 6th

Range: 20 ft. radius

Duration: Instantaneous

Caster sends forth a jagged black bolt of necromantic energy that seeks out the nearest living brain within a 20' radius and extinguishes its life energies. Victim gets a Save. Those who fall to this spell remain living bodies, inhabited by cold, undead and entirely insane brains. The body of the victim can remain operative for several years, with the use of the right spells...

BRAINFIRE

Spell Level: Cleric 2nd/Magic User 3rd

Range: Touch

Duration: 1d20 minutes

Causes a debilitating fever to rage through victim, making them -2 on all physical and -4 on all mental activities. Any victim attempting to cast spells or fire missile weapons under the effects of this spell rolls for a random target, including themselves.

BRAIN DUMP

Spell Level: Magic User 1st

Range: 60 ft. (Line of sight)

Duration: 1d4 minutes

Forces the target to stop everything, drop their defenses and begin to involuntarily recite everything they know about one particular mundane (i.e. incredibly boring) subject.

BRAZEN MIEN

Spell Level: Magic User 4th

Range: Caster

Duration: Permanent until dispelled

Can only be cast once in a lifetime. Requires a blessed cauldron filled with magically molten brass. It is preferred that the brass come from desecrated holy objects and stolen altar pieces. At the astrologically-appropriate moment, as determined by the caster according to their own ingenuity, the mage recites a blasphemous chant then plunges their head into the cauldron. Should they survive the unholy ordeal, their face and most of the flesh on their head is replaced with a grotesque mask of brass. They gain 1d6 new senses over and above the free use of *Detect Magic* and *See Invisible* as permanent abilities. Unfortunately they lose the ability to speak, unless they use magical *Ventriloquism* or other such means.

CALL OF THE MUTANT

Spell Level: Cleric 3rd/Magic User 2nd

Range: 120 ft./240 ft. radius

Duration: 1d6 minutes

This spell reveals the location and nature of all mutants within the area of effect. Caster gains a +2 bonus on all reaction rolls with the revealed mutants. The spell also attracts all mutants within 240 ft. of the caster. There is a base 10% chance of the caster incurring a random mutation each time they cast this spell.

CANCER OF THE SOUL

Spell Level: Cleric 3rd

Range: Referee Discretion

Duration: 1d20 days

A truly foul and dark spell. The caster whispers for the dark powers best left unnamed to cause the target to develop 1d4 weird and writhing tumor-like growths. The target will suffer from this fate at the end of 1d20 days and begin to feel the effects thereafter. This curse is only used on the most heinous targets. If the target makes a save the caster suffers this fate instead.

CATABOLIC EXGESTION

Spell Level: Magic User 6th

Range: 60 ft.

Duration: 3d6 hours

All organic material within 60' is enveloped in a fetid mauve mist that causes 3d6 damage as it is broken down into its constituent elements over a period of 3d6 hours. Anything organic entering into the noisome mauve mist during this process will suffer 2d6 damage each turn spent within the mist. Damage suffered from this spell heals at 1/4 the normal rate.

CHILL OF THE OUTER VOID

Spell Level: Cleric 3rd /Magic User 2nd

Range: 20 ft.

Duration: Instantaneous

The user surrounds the target with a haze of outer space dark matter, all the while chanting a litany of the unnameable Space Gods. The chill does 1d4 points of damage. There is a base 10% chance of a 4HD avatar of the Space Gods coming to claim their sacrificial target. Casting this spell more than three times in one 24-hour period will result in a 6 HD avatar coming for the caster instead.

COAGULATION

Spell Level: Cleric 4th/Magic User 3rd

Range: Touch

Duration: Instantaneous

Causes target's blood and bodily fluids to clot into a solid mass. Save or die. Very effective against gelatinous masses...so long as you don't mind touching them...

COMMUNE WITH AI

Spell Level: Cleric 2nd

Range: Caster

Duration: 3 questions

The caster may know the general nature and intentions of an artificial mind operating within a 10' radius. Where this mind is unusually complex, extensive, a gestalt or a hive, this communion will be with a portion more or less equivalent to a single sophont, or with the higher structures, or a blend of both.

CONTROL FUNGI

Spell Level: Magic User 3rd

Range: 120 ft.

Duration: Until dispelled

Similar to *Control Robot* only affecting fungi (possibly molds). Most forms of fungi do not gain a Save, however Mi-Go *do* get a saving throw. Should the spell lapse, be dispelled or the caster's control of the fungi otherwise be disrupted, the fungi will seek out and attack their former master to the exclusion of all else.

CONTROL ROBOT

Spell Level: Magic User 3rd

Range: 120'

Duration: Until rebooted

Similar to *Control Fungi* only affecting a particular robot. All instructions must be as literal-minded as possible. Every instance where the instructions are considered confusing (at Referee's discretion), the robot gains a new Save. After the third such conflict the robot goes berserk and is no longer controllable.

CORUSCATORY CONDUIT

Spell Level: Cleric 3rd/Magic User 3rd

Range: 1 ft. per level

Duration: 1d10 minutes (see below)

The body of the caster and an area of up to 1' per level around it may act as a conduit for any form of electromagnetism with no ill effects for the next 1d20 hours. The energy may be channeled through this space in any form the caster desires. There is a base 10% chance of this effect becoming permanent.

CRANIAL DETONATION

Spell Level: Magic User 3rd

Range: Touch

Duration: Instantaneous

Target must Save or their skull explodes for 1d6 damage per level of caster. Useless against invertebrates or fungi. Only has a 50% chance of affecting humanoid-configuration robots or androids.

DEGENERATION

Spell Level: Cleric 3rd

Range: Touch

Duration: Permanent

Save or your genetic make-up is tainted by 1d4 minor mutations that will be passed on to your offspring, including clones.

DESTROY FUNGI

Spell Level: Magic User 4th

Range: 60 ft.

Duration: Instantaneous

Reduces all fungi within area of effect of the spell to an inert, black powder. Mi-Go gain a Save.

DESTROY ROBOT

Spell Level: Magic User 4th

Range: 60 ft.

Duration: Instantaneous

One robot within range of the spell is crushed into a heap of debris by invisible forces. No parts can be recovered from any robot destroyed in this manner. There is a base 30% chance of a feedback effect causing 2d6 damage to the caster.

DETECT MACHINE

Spell Level: Magic User 1st

Range: 240 ft.

Duration: Instantaneous

Similar to *Detect Magic* only affecting machinery, cybernetics, implants and robots.

DILIGUM'S DECLINATIVE DISINTRESTATION

Spell Level: Magic User 2nd

Range: 15 ft.

Duration: Cannot be un-done

Once cast, this spell surrounds the mage with a dim, fetid mist that follows them everywhere they go. Everyone who comes within 15' of them must Save or find themselves entirely disinterested in whomever that was, and will forget they ever saw them over the next half hour or so, after which time the memory is forever lost and cannot be regained.

DISTRACTIVE DISPERSAL

Spell Level: Cleric 2nd

Range: 300 ft.

Duration: 1d20 turns

This spell causes all ranged/missile weapons/attacks within a 300' radius to re-roll to hit at a -1 penalty for the next 1d20 turns. This affects allies equally as much as enemies.

DOCTOR BASILTON'S HORRIFIC VISIONS

Spell Level: Magic User 2nd

Range: 20 ft.

Duration: 1d6 rounds

This spell will cause everyone within a 20' foot radius to Save or suffer from the most horrific visions of themselves and their surroundings. The victim will be subject to *Fear* for 1d6 rounds!

DRAIN BATTERY

Spell Level: Magic User 1st

Range: Touch

Duration: Instantaneous

Caster gains 1 hit point per 1d4 charges drained from any energy storage device they can touch. This spell can be reversed, but this causes the storage device to become violently unstable with a base 60% chance to explode for 4d6 damage.

EDELARRI'S EGG

Spell Level: Magic User 4th

Range: 60 ft.

Duration: 1d100 days

This spell causes the target to Save or become encrusted in thick, amber-ish material for the next 1d100 days. When they emerge, the victim will have been transformed into a Mi-Go. There are rumors that Edelarri created a number of variations on this spell, each one less desirable than the last.

EFFLUVIUM OF K'THUN

Spell Level: Cleric 4th

Range: 30 ft.

Duration: 1d20 days*

This spell saturates a 30' radius with the horrid effluvium of K'thun, corrupting everything it touches into a colorless, spongy and slimy mass of writhing filth. Visibility and travel through this area are both reduced to 1/4 normal. Anyone caught within the area of effect of this spell must Save or suffer a random infection. At the end of the spell's duration 1d4 Hounds of Tindalos will appear. They will drag the swirling mass of noxious pollution back to where it belongs, taking anyone caught within it along for the ride.

EGOPRINT

Spell Level: Cleric 4th

Range: Touch

Duration: Permanent until dispelled

This spell extracts a portion of the victim's raw ego and imprints it upon a suitable target, such as a recently deceased body or extracted brain. The target gets a Save and so does the prospective host. If the extraction and imprinting process succeeds, then the caster can opt to control the imprinted brain/body instead of their own for the duration of the spell. If one or the other body is destroyed while this spell remains in effect, the victim is trapped in the surviving brain/body, whichever one it might be, permanently.

EGREGIOUS WOUNDING

Spell Level: Magic User 4th

Range: Touch (Weapon)

Duration: Persists until discharged

All attacks are made at -1 to hit, but do triple the rolled damage when they do score a hit. However, this spell cannot be cast on one's own weapons. All wounds received under the influence of this spell require triple normal healing time.

EIGHT-SPOKED SPHERES OF DOOM

Spell Level: Magic User 4th

Range: Caster

Duration: 3d6 turns

Forms a smoldering black orb of tightly compressed and hyper-volatile extra-planar energy around the caster's fists that has eight spiky projections arranged randomly across the surface. If used in melee combat the spiky-bits serve as +2 weapons inflicting 3d4 damage (plus any relevant attribute bonus). This spell lasts for 3d6 turns and does not interfere with any other spell-casting.

ENERGETIC BLEED

Spell Level: Magic User 3rd

Range: 30 ft.

Duration: Instantaneous

The caster may convert any store of potential energy to kinetic, or have any kinetic energy escape its containment, assuming the containment is kinetic energy itself or a purely physical barrier of less than 1" thickness and made of a material other than lead. Lead shielding reduces this spell's effectiveness by half. Every 3 levels above 3rd, the caster can affect an additional 1" thickness of barrier-material. The caster must be within 30' of the energy-source and may choose the manner of release, channelling the energy through this space in any form desired.

EXISTENTIAL EXCISION

Spell Level: Cleric 6th

Range: 360 ft.

Duration: Permanent until dispelled

The caster may remove a noticeable portion of the existence of any one entity, including the caster. Whether this is physical, mental or spiritual in nature is entirely at the whim of the caster. The portion of the victim's existence that is so removed can be used, bartered, or embedded into some relic or object, even simply consumed, but only by someone other than whomever originally cast this spell.

EXTERNALIZATION

Spell Level: Cleric 3rd

Range: Touch

Duration: 3d6 turns

Caster causes the victim's nerves to extend out from their skin, like the roots of some macabre plant inflicting 4d6 damage. Save for half damage. This spell is an imperfect copy of that used to integrate living slaves into various mechanisms used by unscrupulous alien intelligences.

EXTRACT BRAIN

Spell Level: Cleric 3rd

Range: Touch

Duration: Permanent until dispelled

Save or have your brain removed. Successful caster has the victim's brain plopped into their hands. The victim remains alive, conscious and aware the whole time, assuming they were any of those things to begin with.

EYES OF THE UNCLAIMED

Spell Level: Cleric 1st

Range: See Below

Duration: 1d6 minutes

The caster may see through the eyes of any worshiper of his god for 1d4 turns. This spell can only be used 2 times per day!

FATTEN THE CALF

Spell Level: Cleric 2nd

Range: 30 ft.

Duration: 3d6 hours

The caster makes a feast for the target and invokes his god's name over the meal. The target will gain 5 times his own weight and have a heart attack at the end of the meal while the god claims the target's soul. The target is allowed a saving throw if he is aware of the Cleric's intentions. This spell is often used in Clerical duels.

FEARSOME FECUNDITY

Spell Level: Cleric 2nd

Range: 15 ft. radius

Duration: 1d4 days

This spell envelops everyone/thing within a 15' radius inside a luminous green mucousy-mass. Those caught within the mucal-mass must force their way out of it just as if they were caught within a *Web*. The mucous will release a fresh, naked and violently insane clone of everyone/thing it came into contact with every 1d8 turns until the victim's DNA becomes too degraded to continue producing anything viable any more.

FOE HAMMER

Spell Level: Cleric 4th

Range: Touch

Duration: Permanent until dispelled

Caster reaches into the body of a fallen foe and rips loose their spine, which then transforms into a +2 War Hammer. This weapon has INT, Ego, etc., as a magic sword, based upon the foe's stats. Bodies that have lost their spine to this spell become non-recoverable.

FULGEROUS FLAMES OF FALLAJORE

Spell Level: Magic User 3rd

Range: 30 ft. (see below)

Duration: 3d6 turns

Caster shoots scintillating sheets of vile yellow-green fire from their hands causing 1d6 damage to everything caught within a conical area extending out to a range of 30' with a maximum width of 20'. Once cast the flames roar forth for 3d6 turns and cannot be stopped until the torrent runs its course.

FUNGAL ARMOR

Spell Level: Cleric 1st/Magic User 2nd

Range: Caster

Duration: 3d6 hours

Envelopes caster in a form-fitting suit of ultra-pliable fungal sheathing equivalent to enchanted leather armor. The armor created gains a +1 defense bonus every three levels of the caster. Prolonged use results in caster becoming a host to the fungus as it becomes a permanent part of the caster's body.

GENERAL CHANG'S CLINGING CLOAK OF CLOYING DARKNESS

Spell Level: Cleric 4th /Magic User 5th

Range: Covers one ship

Duration: 4 rounds

The illuminous non-light of dead stars spews forth like a moaning black gas that exits every orifice of the caster. This darkness completely obscures one ship and makes it invisible to normal sensors for 4 rounds. Ship's weapons can be fired from within the darkness. If cast more than twice a day the ship risks permanent displacement from the normal space time continuum.

GIBBER-JABBER

Spell Level: Cleric 1st

Range: Touch

Duration: 1d20 minutes

Target loses 1 point of INT or WIS in order to gain a +1 bonus to hit and damage for the duration of the spell. While this spell can be cast cumulatively, doing so runs the risk of the effect becoming permanent (GM's discretion).

GLUTINOUS GLOBS

Spell Level: Magic User 3rd

Range: Caster

Duration: 1d4 days

Caster gains ability to fling sticky wads of vile, greenish goo from their finger-tips for the next 1d4 days. The globs do no damage, but slow anyone hit by them to 2/3 normal movement and cause a temporary penalty of -1 to DEX until the globs are removed, either by dispelling them or using a solvent of some sort.

GRUESOMRY

Spell Level: Magic User 3rd

Range: Caster

Duration: 24 hours

Caster gains the ability to feed like a ghoul for one night. At the end of the spell they must Save or begin to degenerate into a ghoul over the next 1d6 nights.

GUT WORM

Spell Level: Magic User 5th

Range: Touch

Duration: Permanent until dispelled

Caster cruelly transforms the victim's intestines into a writhing worm that bursts free from their abdomen, causing 3d6 damage on a failed Save. Those who do make their Save suffer 2d4 damage for the next 2d6 turns as they attempt to wrestle their own guts back into place. If the worm escapes, the victim dies. There is a base 30% chance that those who suffer their demise through such means will rise after death as some sort of zombie to seek revenge on whomever inflicted this spell upon them. The worm is sometimes captured and trained to serve as a familiar.

HYBRIDIFICATION

Spell Level: Magic User 4th

Range: Touch

Duration: Permanent until dispelled

Caster combines features from two or more test subjects or targets into a group of creatures combining traits from each of the source-donors (roll up a random creature: HD=caster's level plus or minus 4--roll d8, even add that amount, odd subtract that amount). Unfortunately, this group of new beings is 60% likely to be insane or catatonic, and hence not terribly useful beyond certain nefarious purposes. Those creatures produced in this manner are only fertile with one another and cannot breed with other species for the next three generations.

IMPLANT

Spell Level: Cleric 1st/Magic User 3rd

Range: Touch

Duration: Permanent until dispelled

Allows caster to embed an object or device (or stolen organ) into target and keep both intact and functional, so long as the spell remains in effect. Upon being dispelled, the implanted item will begin to cause 1d4 damage every hour until it is removed. There may be other side effects or drawbacks, depending upon GM discretion.

INFECT

Spell Level: Cleric 1st /Magic User 2nd

Range: 20 ft.

Duration: Instantaneous

Caster inflicts magically-enhanced pathogens on target. Save or become infected, and thus subject to effects of sorcerous affliction. (We suggest using *Gorgonmilk's Dungeon Funk Table*, available from Rended Press).

INSANITY OF GIZZ

Spell Level: Cleric 2nd

Range: 120 ft.

Duration: 1d3 turns

This spell infuses the recipient with the weird energies surrounding the caster's deity. The target will gain the perceptions of a god, momentarily stunning them for 1d3 turns, but allowing them to see everything as it truly is, destroying 1d3 WIS. At higher levels this spell is used to permanently instill insanity in cultic followers. Unwilling victims can attempt to Save, taking 1d4 damage/level of the caster if successful.

INSIDIOUS VIGILANCE

Spell Level: Cleric 1st/Magic User 3rd

Range: Touch

Duration: 1d4 hours

Caster's eyes become solid black orbs capable of seeing across a dozen near planes, the invisible, and more. But such a thing comes at a price! The caster cannot sleep during the duration of the spell, slowly growing increasingly psychotic as they notice everything going on around them. Everything. At the expiration of the spell, the caster Saves or it becomes permanent and they lose 1d4 Wisdom.

INSTANTANEOUS HYPERSPACE JUMP

Spell Level: Magic User 4th

Range: Special

Duration: Instantaneous

The caster is able to make an instantaneous jump of 1d100 light years. There is a 10% chance of ending up within The Outer Darkness where the Old Ones wait to feast on the soul of the caster forever.

INSTILL ENNUI

Spell Level: Cleric 3rd

Range: 30 ft.

Duration: 3d6 minutes (that feels like a *lot* longer)

Target becomes so bored they wander off mumbling to themselves and require a Save to prevent them from doing something rash or dangerous just to relieve the crushing burden of sheer unmitigated boredom.

KNOW THE FLESH

Spell Level: Clerical 3rd

Range: Caster

Duration: 2d4 turns

The caster allows the power of their deity to flow through them so that they become able to pick out the best sacrifice for their gods. The cleric will claim the victim for his deity without delay, no matter who the chosen sacrifice might be. The cleric enters a berserk state, their eyes aglow with divine fire and all hand to hand attacks are at a +2 to hit and damage. If the caster fails to offer-up the proper sacrifice, they suffer 2d4 damage and must atone for their failure. For example, with another sacrifice. This spell may be cast as many times as the gods allow.

LOCATE THE HORROR

Spell Level: Cleric 2nd

Range: Current solar system

Duration: Instantaneous

The caster is able to locate a particular servitor or other unique monster created by or sympathetic to their god's cause. The caster will learn where the thing is, the extent of the thing's powers and abilities, its mission (if it has one), and how to release or unleash it...but nothing will be revealed concerning how to control it. The caster can only cast this once per week or risk being devoured or destroyed by the very monster they sought.

MEMORIES OF THE ANCIENT ASTRONAUTS

Spell Level: Magic User 1st

Range: 60 ft.

Duration: 1d4 turns

The wizard is able to hear the ancient secrets of the ages from those who have come before. This will only work if the place has been visited by explorers in the past. The player is given the memories and visions of those who have come before them. At the end of the spell the caster must Save; if they succeed they have gained the ability to read/write one of the incredibly ancient languages of the ancients.

MELT

Spell Level: Magic User 1st

Range: Touch

Duration: Instantaneous

Caster gains the ability to liquify metals and alloys on touch, affecting up to one pound per level. This spell can be used to sculpt metal into new shapes, should the caster have some aptitude or talent for such things. It can also be used to inflict 1d4 damage per level on metal-based lifeforms, golems, robots and the like, or to make spontaneous modifications to the hull of a ship, etc.

MERKLN'S SIDE-SLIP

Spell Level: Magic User 1st

Range: Caster

Duration: 1d4 rounds

The caster suspends their body in limbo for 1d4 rounds. He becomes intangible for the spell's duration. This spell may only be cast once a day or there is a 30% chance of the caster fading into limbo permanently.

MERKLIN'S TRAVELING LIMBO SHOW

Spell Level: Magic User 2nd

Range: One Ship

Duration: Special

This spell allows even a ship with no drive unit to ride the winds of limbo across a distance of 1d4 light years per level of the caster. The caster must Save or else they will be randomly blown 1d20 light years off course. The caster must also make a CON check once the winds die down; failure means that they faint for 1d3 hours.

MIRCOSKI'S MICRO-MISSILES

Spell Level: Magic User 3rd

Range: 200 ft.

Duration: Instantaneous

The caster summons a swarm of ancient alien technology from beyond time and space. A group of 1d20 missiles will answer the call. They will be controlled by an insane time twisted A.I. Each will do 1d6 points of damage and have a range of 200 feet. If used more than once a day the A.I. will want a "favor" in return.

MOLT

Spell Level: Cleric 2nd/Magic User 3rd

Range: 60 ft.

Duration: Instantaneous

Forces target to shed their epidermal layers. Causes 1d4 points of damage/level of caster unless victim is naturally able to molt.

NO SIGNAL

Spell Level: Magic User 3rd

Range: 10 ft. per level

Duration: Instantaneous

No artificial signal can get past the zone of anullment erected by this spell. (Area of effect equals 10' cube per level. Yes, robots within range of the spell must Save or are rendered inert akin to *Sleep*).

OMNIMOSIS

Spell Level: Magic User 6th

Range: Touch

Duration: Permanent

This spell produces a shimmering field of interference around its intended victims that the caster then modulates psychically so as to blend, meld and fuse their victims together into one unified entity. Those victims who successfully Save suffer 6d4 damage and permanently retain a small, vestigial aspect of the Other(s). Those who fail to Save suffer no damage whatsoever, but instead are inextricably fused into a new, unique composite entity. Not even a *Wish* spell can reverse this spell, though it might extract one distinct being from the commingled mass-entity. Doing so will cause a minimum of 4d6 damage to both the extracted being and the composite. One of the participants in this merging can certainly be the caster, often as part of some blasphemous rite.

PARASITIZATORY EMBRACE

Spell Level: Cleric 4th/Magic User 5th

Range: Touch (See Below)

Duration: Permanent until dispelled

By embracing target, the caster drains 1d4 hit points/level from the victim and gains them as temporary hit points himself. Caster takes full consequence of being in contact with target. Anyone reduced to 0 or fewer hit points via this spell will go into a coma for 1d4 hours after which they will awaken as a thrall to the caster who can now drain 1d4 hit points from them each turn with a range of 10'/level of caster. Thralls are not undead, but lack volition or the ability to go against their master's wishes. Each thrall counts as a retainer/henchman, depending on their vitality/utility/ability to fight, cast spells, or carry out simple commands.

PECUNIARISE

Spell Level: Cleric 2nd/Magic User 4th

Range: Touch/Close

Duration: 3d6 hours

The caster may add perceived value to a common quantity of something of little or no value, for example the words of a proven liar or a portion of waste material. This value will affect all members of a reasonably sized and reasonably specific group, for example all of the members of an extended family, the politico-managerial class of a mid-sized space station or a swarm of interplanar horrors.

PETERSON'S PIRANHA JAWS

Spell Level: Magic User 2nd

Range: 200 ft.

Duration: 1d4 Turns

A spell which summons an extra dimensional flock of 1d10 multi colored Pseudo-Piranha fish-things that swim through the air at a rate of 1' per round. Each 'fish' has 3 hit points and does only 2 points of damage per bite. They may be mentally-directed within a 200' range of the caster. If used more than twice per day the 'fish' may attack the caster.

PRETERVOLVE

Spell Level: Cleric 5th /Magic User 5th

Range: Touch/Close

Duration: Permanent until dispelled

The opposite of *Altered States*. Victim evolves forward through time to achieve a state akin to the Star Children. Those who survive the experience have their Tech Level permanently raised one level.

REPAIR MACHINE

Spell Level: Magic User 5th

Range: Touch

Duration: Instnataneous

Restores 1d4 hit points to target mechanism per caster's level. Also affects robots and ships.

RIPEN THE TISSUE

Spell Level: Cleric 2nd

Range: Touch

Duration: 1d3 Turns

The cleric is able to call upon his gods to make the tissues of the target juicier and the bones to become more brittle for 1d3 turns, during which time the victim takes double damage from all melee attacks. This spell can be used twice a day.

RUGOSITY

Spell Level: Magic User 1st

Range: Touch

Duration: 3d6 hours (Save or becomes permanent)

Target of spell gains +2 to armor class due to extensive wrinkling of epidermal layers. The folds of wrinkly flesh are so pronounced and exaggerated that they also suffer a -2 penalty to Charisma for the duration of the spell.

SAW BONES

Spell Level: Magic User 3rd

Range: Touch/Close

Duration: Permanent until dispelled

This spell forces the bones of the target's hands to grow into jagged, saw-toothed blades that serve as +1 magical weapons causing 2d4 damage per hand. The transformation is permanent unless the Word of Rescinding is uttered within 60' of the target, in which case the bones crumble into dust, causing 4d4 damage. Those who have heard the *Word of Rescinding* can never be affected by this spell again.

SENSORY SCRAMBLE

Spell Level: Magic User 3rd

Range: 30 ft.

Duration: 3d6 Turns

This spell forces the victim to Save or suffer extreme disorientation as one of their senses (determined randomly) goes out of control for the next 3d6 turns. All the target's psychic defenses are rendered ineffective for the duration of the spell. There is a 30% chance that all the victim's memorized spells (if they have any) are lost.

SERVANT OF FOREVER AFTER

Spell Level: Cleric 6th

Range: Touch/Close

Duration: 3d6 hours

This spell summons the 'Servant of Forever After.' The spirit will give the cleric insight into the alternative universe versions of his target. This spell is often used when a person's time line has been damaged by the meddling of time travelers. This spell will give access to the Servant who will give the cleric the time and place where the damage has been done and may be undone. The cleric may heal the target's time-line and set things right with the help of the servant, who will take them on a guided tour of the target of this spell's past, present, and future. This spell can only be used once every 3 months or there is a significant chance of the Cleric polluting their own time-line.

SHUNNIFICATION

Spell Level: Cleric 4th

Range: 12 ft.

Duration: Permanent until dispelled

Caster causes the target to suffer a persistent -4 reaction modifier that can only be removed by resorting to another spell such as *Remove Curse*.

SLOW SHIP

Spell Level: Magic User 5th

Range: Line of sight

Duration: 3d6 hours

Diminishes ship speed by 10% per level of caster. This spell can be used to disable hyperdrives, etc.

SPACE TIME RIP

Spell Level: Magic User 4th

Range: 30 ft.

Duration: Instantaneous

The mage personally rips a hole within the fabric of the universe itself, taking 1d3 points of damage as a wildly fluctuating warp opens around them, forcing everyone within a 30 ft. radius to Save or get sucked into an interdimensional limbo-zone. Those lost to this warp shall never return and are non-recoverable.

SPASM OF HORROR

Spell Level: Cleric 1st/Magic User 1st

Range: 30 ft.

Duration: 1d4 Turns

Victim must Save or writhe uncontrollably for 1d4 turns. Mages and Clerics hit with this spell have a base 10% chance per level of caster to lose all spells as though cast for the day.

SPORE BLAST

Spell Level: Magic User 3rd

Range: 120 ft.

Duration: Instantaneous

Causes a sputtering stream of alien spores to spray out from caster's hands that inflicts 1d4 (+1 damage per level of caster), with a 10% chance of infecting those hit by the blast with a random Fungal Infection.

SQUAMOSITY

Spell Level: Cleric 4th/Magic User 2nd

Range: Touch

Duration: 3d6 hours

Caster gains +4 bonus to Armor Class due to extensive scaliness. Beneficiary of this spell has a base 70% chance to pass themselves off as a Deep One.

SUBATOMIC REEMBROIDERY

Spell Level: Magic User 5th

Range: 20 ft.

Duration: 1d12 hours/level

The caster may convert up to 100 pounds of any physical material into an equivalent mass of another material. The matter so affected must be in a raw state. The conversion will remain stable for 1d12 hours per level of the caster, after which time it will become volatile as it degrades back into its original form, emitting harmful radiation that causes 2d6 damage to anyone caught within a 30' radius until the regressive transition is complete. There is a base 20% chance of the whole thing just exploding for 6d100 damage instead.

SUMMON ANCIENT DEAD ASTRONAUTS

Spell Level: Magic User 3rd

Range: 30 ft.

Duration: 1d4 turns

This spell summons 1d3 specters of an ancient alien astronaut race. These spirits may be directed, but they will likely never be effectively controlled. The caster summons them and then must make a Charisma check to keep them from eating him. They will ‘serve’ the caster for 1d4 turns and then depart, usually.

SUMMON BEAST OF THE FIRE MAIDENS FROM OUTER SPACE

Spell Level: Cleric 4th/Magic User 5th

Range: 120 ft.

Duration: 3d6 hours

This spell summons “*The man with the head of a beast.*” This nasty, dangerous monster comes from the 13th Moon of some unnamed Gas Giant. The creature is slender with dark, pitted skin and is impervious to bullets. Legend states that the monster is relentless and will follow its victim through any and all the dimensions beyond space and time. Those who survive an attack by the beast must contend with its *Infect* ability. (We suggest using *Gorgonmilk’s Dungeon Funk Table*, available from **Rended Press**).

SUMMON LESSER KRELL THOUGHT MONSTER

Spell Level: Cleric 3rd/Magic User 4th

Range: Touch/Close

Duration: 1d4 hours

This spell can only be learned within the ruins of the ancient alien ruins known to the Krell. This spell summons a lesser thought monster. It has 3 hit dice, attacks for 1d4 points of damage and goes berserk every time it takes more than 2 points of damage. This creature appears as a rough outline of some horrible travesty of unnatural design. It can only be permanently destroyed by a large enough burst of electrical energy. Otherwise it reforms in 3d6 hours.

SUMMON MUGWUMP

Spell Level: Magic User 4th

Range: 30 ft.

Duration: 1d4 turns

The caster needs a drug called “black meat,” derived from the guts of giant space centipedes. The mugwump will arrive within 3 rounds from the deep echoes of the Id. Mugwump will act as a go-between for the caster with certain shady underworld figures known as the Nova Mob. Care should be taken as these planar powers are malevolent in the extreme. The banishment ritual involves the use of a rare substance called bug powder and the burning of a mechanism known as a typewriter. Very little is known of the powers of the Mugwumps and their intentions are often murky and hazy at best. The Nova Mob are rumored to have destroyed several star spanning empires.

SUMMON SPACE PHANTOM

Spell Level: Magic User 3rd

Range: Caster

Duration: 1d4 days

The caster goes to a lonely corner of the universe and chants the unholy names of the Outer Ones for a minimum of 3 hours. If the caster is successful, a Space Phantom will arrive and immediately demand the caster to utter a particular secret name. The caster then must speak the dread name or have 1d4 WIS drained from them by the dire entity (Save or it is permanent). If the caster succeeds in winning over the services of the Space Phantom, it will replace the caster’s shadow for 1d4 days. During this time the caster’s attacks will be +1 on hand to hand damage as the phantom takes bits of the target’s soul. At the end of the spell’s duration the phantom may be asked for a secret or forbidden knowledge. The caster must not demand both or the phantom will take a bit of the caster instead.

Space Phantoms are 3 hit dice undead/demonic things left over from the flotsam of the last universe. They hate all beings in this universe. This spell can only be cast once a month or the Space Phantom will carry the user off to the darkness of another, dead universe for 1d100 years.

SUMMON SUPPLICANTS OF THE EVENT HORIZON CONFIGURATION

Spell Level: Magic User 6th

Range: 30 ft.

Duration: 2 rounds

The caster concentrates his mind on a section of the Outer Darkness described as *"a dimension of pure chaos, pure evil."* This other dimension is often conjectured to be Hell itself in certain ancient tomes, but it has never been proven. Anyone attempting to cast this spell instantly and permanently becomes Chaotic and/or Evil.

The Supplicants arrive within 1d4 minutes. They exude or seep through every physical surface within a 30 ft. radius of the caster. They are each an ambiguous and ill-defined but thoroughly evil presence possessing telekinetic abilities. The Supplicants exist only partly within our universe. they have attained a measure of personal access to hyper dimensional realms beyond conventional reality. Normal weapons have no effect, but magic weapons will damage them. They can only remain in the material universe for 2 rounds. They delight in tormenting their victims, often with the aim of compelling the caster to return with them to their hellish abode.

The designated victim must Save or be carried off never to be seen again.

This summoning is often accompanied by various horrid sounds of the damned along with the sound of birds' wings. Once the Supplicants leave, various random slimes, jellies, etc. are found at the place of casting forever more.

Optional: Caster rolls 1d6; on a result of 5 or 6 the Supplicants carry them off into the inter-cosmic nether regions alongside or instead of the intended victim.

This spell is dreaded throughout the space-ways and there is a substantial bounty upon the head of any caster who dares to attempt this spell.

SUMMON META-KRELL THOUGHT MONSTER

Spell Level: Cleric 6th

Range: 10 ft.

Duration: Instantaneous

Calls forth an invisible monster that rips its way from the victim's body, killing them instantly (they get a Save). The grotesque, mutated bodies of these things are formed from the victim's brains and spinal cords that have now sprouted feelers and a pair of small eyes on extended eye stalks.

TAKE ME TO THE OTHER SIDE OF TERROR

Spell Level: Cleric 3rd

Range: 120 ft.

Duration: Instantaneous

The caster makes a terrible example of the target. A bolt of pure hellish lightning strikes the target while the caster uses the sacrifice to move 1d20 light years across time or space. This spell has a range of 400 yards. The target takes 1d10 points of damage per level of the caster.

TENEBOUS TENTACLE OF THE OUTER DARKNESS

Spell Level: Cleric 2nd

Range: 10 ft.

Duration: Instantaneous

Cleric summons a disembodied, monstrous appendage with 18(00) strength that will rip through almost anything to get ahold of some human or near-human flesh, which it then drags back across the dimensional barriers to its waiting maw. This warped spell is loathed by clerics of all stripes for it calls on forces from beyond the realms of the gods themselves.

TRANSFER BRAIN

Spell Level: Magic User 4th

Range: Touch

Duration: Instantaneous

Caster extracts the target's brain and transfers it to some ready receptacle or another body, including any convenient corpses, patchwork undead, or specially-prepared robots or brain-canisters.

TRANSVECTIVE DISMEMBERMENT

Spell Level: Cleric 6th / Magic User 6th

Range: 30 ft.

Duration: Instantaneous

Victim must Save or else have 1d4 limbs detached from their torso and scattered 1d100 feet in randomly determined directions. A second Save lets them live through this experience. The clerical version of this spell allows for the caster to determine which specific limbs (or organs) are involved, and precisely where they go. It is often used for committing sacrifices.

UNHINGED MIND

Spell Level: Cleric 2nd/Magic User 2nd

Range: Touch

Duration: Instantaneous

Caster can convert one point of Wisdom into an additional Hit Die, but only for another being, never oneself. For an additional cost of 1d6 damage, the caster can convert 1d4 more points of Wisdom into Hit Dice. The effect is suspected to be permanent, but few affected by it have survived long enough to clearly tell for certain. Victims gain a Save upon taking damage.

UNLUCKY 13TH SPACE CURSE

Spell Level: Cleric 3rd

Range: 30 ft.

Duration: 1d20 days

The caster places a curse upon the target who will have a very nasty accident the next time they're in space. If used more than twice a month the Space Gods may punish the caster by having them suffer the curse instead of their intended target.

UTTERMOST RUIN

Spell Level: Magic User 6th

Range: 100 ft. (see below)

Duration: Permanent

A terrible spell that devastates the land within a 100' radius, reducing it to a sterile, barren desert that slowly grows outwards from this central site by an additional 1d10' every day until finally it kills an entire continent. Those who would cast this spell are the very first to suffer its effects; they are reduced to a statue of salt and ash at the very center of the destruction they have wrought. This macabre memorial will endure for as long as the ruinous effect persists. Anything that ends the spell destroys the statue, but the soul of the caster is lost, not set free. Not ever.

WASTE AWAY THE YEARS

Spell Level: Magic User 3rd

Range: 30 ft.

Duration: Instantaneous

The caster forces time and space to bend to their will, forcing the target to Save or age 1d20 years. If successful the caster will instead age 1d4 years. Often used in wizard's duels.

WORD OF THE LAW

Spell Level: Cleric 3rd

Range: 10 ft. per level of caster

Duration: Instantaneous

For one glorious moment the caster pulls down the very meta-structure of the heavens themselves. The spell will temporarily drain 1 point of strength from the caster that can be recovered normally or through magic. All those in the area affected get to re-roll their Saves for any curses or other magical afflictions and all spells currently in effect are cancelled or annulled, unless they are of a purely protective or defensive nature.

ID6 SPELL-BASED SCENARIO-SEEDS

1

WARPED WAVELENGTH

The Mi-Go have deployed fungal-tech satellites in orbit around several inhabited worlds. These objects transmit a variant form of the *Alter Signal* spell and they cast 1d4 random spells as 5th level Magic-Users. Each one is a drone converted-over from a prisoner whose brain was deemed non-exceptional by the Cerebro-Censors.

2

KILL 'EM ALL

Urikto fell victim to an enemy's *Brain Death* spell over a dozen years ago. She had been biding her time, accumulating arcane secrets and eldritch power until she was finally able to cast *Black Horizon* on a large orbital platform where her nemesis resided. Unfortunately the version of this spell that she found in a ruin on Sarkosis VI was improperly transcribed. It worked, establishing a bridge between two points in space-time, but the other end was located upon a world crawling with millions of brain-starved zombies. Urikto is presumed to have fallen under the initial onslaught, or did she? Who can close this unholy junction between the platform and the dead world? Where were you when the zombies came stampeding into the station?

3

MIS-ADVENTURES IN ANIMAL HUSBANDRY

A demented Cleric has been making use of their *Fearsome Fecundity* spell in conjunction with their partner's *Omnimosis* spell on the prize-winning livestock specimens in the hold. No one noticed any of these unsavory shenanigans until after they short-circuited the crio-sleep controls and let their creations loose upon an unsuspecting ship.

4

MAKE IT ALL BETTER

Some fool used *Repair Machine* to awaken a bizarre cybernetically-enhanced slime-mold war-machine left-over from some unknown species that left it down a deep, deep hole on Antrus III. A colony of Deep Ones occupying the Blister-Seas six miles below the ice on Antrus III are seeking mercenaries to destroy the alien machine before it becomes more of a nuisance. The Mi-Go are also interested. They want to hire a team to contain the nanotech outbreak and transport it offworld to a 'secure facility.' There are other parties interested in either eliminating or capturing this machine. Something of a bidding war is going on within the Antrus System. But it still won't be easy money...

5

SPITE

Three weeks ago, a coven of Serpent People on Grudigia II unleashed *Uttermost Ruin* in the middle of the main continent, which is mostly uninhabited wilderness. Not satisfied with the relatively slow progress their first spell was making, the coven continued to cast and re-cast the spell over and over again, until now things are really starting to run away into what could turn out to be a world-killing catastrophe. You can follow the trail of salt-statues back to the ruins of a prehuman city, if you think that there might be some clue as to why the Serpent People did this...but time is running out and the people of Grudigia II are looking for some way to halt the progress of the cumulative spells of mass destruction.

6

BRAIN DRAIN

A rival has used the *Transfer Brain* spell to steal the brain of a local celebrity. You've been hired to retrieve it. Intact. As Soon As Possible; they're scheduled to get married in two days...

1D6 RANDOM MAGIC ITEMS

1 DEEP ONE BIO LENS

This pulsing mass of Shoggothian material is held in the hands of a Deep One and attaches to the circular veins in the clawed hands of the beast. The thing acts as a lens for the forces of the outer void and spews forth a ray of negative planar energies. The thing only has a range of 40' but does 1d4 points of damage. This energy weapon will feed off of those not of the Deep One heritage causing 1 point of damage per hour and forcing them to Save or lose 1 point of wisdom once per day. Usually has 1d4 charges.

2 THE MIND JEWEL OF LENG

This 6 inch oval of crystal and woven metal shatters the minds of those it hits with a strange whirling ray of devastation for 1d3 points of damage. Those hit will lose 1 point each of intelligence and wisdom as this weapon eats its way through the delicate parts of the brain. The effect is temporary but repeated hits may cause permanent damage. Those hit must make a saving throw versus death to avoid the permanent effects of the ray. This weapon has 6 charges.

3 TCHO TCHOID FLYING TENTACLE

This 12 foot long preserved piece of Dhole-gut is riddled with strange meteor glass fragments that stick into anyone hit by this weapon. It does 1d4 points of damage and has a 20% chance of cutting a limb. The weapon sings songs from dead stars to itself when it enters combat. This may cause Fear in creatures of 2 hit dice or less.

4 SHOGGOTH FRAGMENTS

Shoggoths have been known to leave little pieces of tissue and such laying around after attacks. These may be used as grenades by other races. They leak bits of bio acid on those they hit for 1d3 points of damage. In space they will seek out the weak points in space armor and suits trying to get into the tasty bits inside. They must be kept in specially prepared containers of cut crystal spun from the dreams of mad men otherwise they may mutate into mini-shoggoths within 1d4 hours.

5 SERPENT PEOPLE NIGHT RIPPER

This simple wrist device of meteoric iron from hell-wrought stars discharges a strange spinning magic missile-like energy dart. It has a range of 20' and hits like a freight train. Those hit receive 1d3 points of damage as every nerve fiber is set alight with the pain. The minion can change the settings to only damage physical objects and pass through the tissue of living beings. Those it passes through will feel slightly sick and violated for 1d3 turns. Typically holds 1d6 charges.

6 FUNGAL CLOAK

Expertly crafted, this elegant cloak appears to be fashioned from some sort of pliable, flexible chitin. It is form-fitting, incredibly comfortable and grants the wearer a +4 bonus to AC as well as continual immunity to extreme cold, and the ability to operate in complete vacuum. After one full week of being worn the cloak can be commanded to extrude membranous wings that allow the wearer to fly at triple their normal movement rate for up to 1d4 hours. The cloak is fashioned from the molted husk of a Mi-Go and each day of use the wearer suffers a cumulative -1 penalty to their Save, should they ever attempt to remove it. If they do Save, they will suffer 1d4 damage per day they wore the cloak. If they fail, the cloak is permanently bonded to them as they begin to transform into a Demi-Mi-Go.

1 DEEP ONES SEEKING A SHOGGOTH

A group of **Young Deep Ones** (4): HD 8; HP 16 each; AC 5[14]; Atk 2 Weapon, Claw, Bite or Spell; Move 6/18 (Swim); Save 13; HDE/XP 666; Special: Regenerate 1 hit point per round; Immortal. These are young and relatively inexperienced Deep Ones. They have been sent out to fetch fresh Shoggoth material for crafting a new Bio-Lens for their Elders. One of them is carrying a Proton Gun, the rest have melee weapons or 1d6 random spells. Option: One of these Deep Ones is infected with a virulent red mold. They are increasingly becoming erratic and will go berserk in combat. If killed the infected Deep One will explode in a cloud of toxic red spores 10 feet in diameter, Save=take 1d6 damage, Fail=take 1d4 damage and become infected. Unless eradicated by magic, the red mold will kill the host, after driving them insane, in roughly 6 days.

2 THE JEWELERS FROM LENG

Men and Women of Leng (6): HD 2+2; HP 14,12,12,11,10,8; AC 2[17] translucent chain mail, no shield; Atk 1 Weapon, Kick or Spell; Move 14; Save 16; HDE/XP 70; Special: Immune to Cold Effects; Ignore all but the most extreme terrain effects, Base 30% to know 1d4 random spells. They have come far and seen much, but so far their brain-tanks are only half-full, so they march on, in search of suitable new brains to convert into Mind Jewels. Option: One of the Lengites has negotiated a deal with the Mi-Go who have promised to pay the traitor handsomely for the brains they are carrying. The Mi-Go could be lying...

3 TCHO TCHOID CARCASS

Half out of phase and horribly burned into the surface of the wall are the 'remains' of a Tcho-Tchoid. They are regenerating and will begin to free themselves from the wall in 1d6 turns. The Tcho-Tchoid will regain spell-casting capabilities once their brain comes back online.

4 SHOGGOTH ON THE RUN

An Adult Shoggoth (1): HD 12; HP 60; AC 2[17]; Atk 3 Pseudopod, Extruded-weapon or Bite; Move 14; Save 7; HDE/XP 2,200; Special: Immune to Sleep, Charm, Cold; Shape Change at will; Can Learn Spells. This specimen is currently on-the-run from the Deep Ones. It does not want to be converted into designer luggage.

5 SERPENT PEOPLE

A trail of greenish blood leads to a small clutch of surviving **Serpent People** (3): HD 2+1; HP 12,10,7; AC 5[14]; Atk 1 Spell or bite; Move 10; Save 17; HDE/XP 65. They were ambushed by Deep Ones. They will attempt to bribe their way out of further unpleasantness--they might try to hire the PCs. Each one is a 3rd level magic-user (2 random 1st level spells). One carries a random magic wand.

6 MI-GO DRONE

Mindless and murderous **Mi-Go Drone** (1): HD 6; HP 22; AC 4[15]; Atk 1 Beam or Spray; Move 14 (levitates); Save 13; HDE/XP 500; Special: Beam X3/day, Line, Inflicts 22hp acid damage; Spray x3/day, cloud (10' diameter), inflicts 11 hp spore-damage (Save or become infected). This drone is faulty, and shows signs of having been tampered with, possibly by Serpent People.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the contents of this game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d).

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

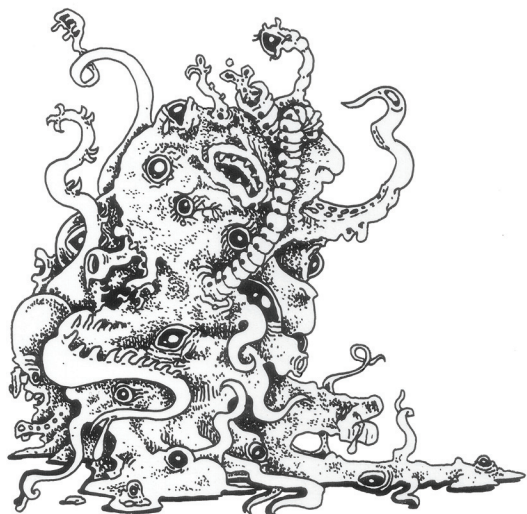
- Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
- System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
- *Swords & Wizardry WhiteBox*, Copyright 2008, Matthew J. Finch.
- *Swords & Wizardry Core Rules*, Copyright 2008, Matthew J. Finch.
- *Swords & Wizardry Complete Rules*, Copyright 2010, Matthew J. Finch.
- *Space-Age Sorcery*, Copyright 2013, Hereticwerks; Authors James Garrison, Eric Fabiaschi, Porky

END OF LICENSE

CREDITS

NEEDLES

...is the prolific author of the *Swords & Stitchery* blog. A long-time fan of all things Space Fantasy, Lovecraftian, and more, Needles consistently produces a veritable cornucopia of incredibly imaginative and hyper-creative resources for all manner of classic table-top RPGs.



<http://swordsandstitchery.blogspot.com>

(A) Momentary Lapse of Reason, Azetbur's Absolutely Useful Stasis, Barker's Sensory Overload, Bastion's Barbwire Blast, Black Aperture of Doom, Black Horizon, Call of the Mutant, Cancer of the Soul, Chill of the Outer Void, Doctor Basilton's Horrific Visions, Edellarri's Egg, Eyes of the Unclaimed, Fatten The Calf, Fulgerous Flames of Fallajorre, General Chang's Clinging Cloak Of Cloying Darkness, Insanity of Gizz, Instantaneous Hyperspace Jump, Know the Flesh, Locate the Horror, Memories of the Ancient Astronauts, Merklin's Side Slip, Merklin's Traveling Limbo show, Microski's Micro-Missiles, Peterson's Piranha Jaws, Ripen the Tissue, Servant of Forever After, Summon Ancient Dead Astronauts, Summon Beast Of The Fire Maidens From Outer Space, Summon Lesser Krell Thought Monster, Summon Mugwump, Summon Space Phantom, Summon Supplicants of The Event Horizon Configuration, Summon Meta-Krell Thought Monster, Space Time Rip, Spasm of Terror, Take Me To The Other Side Of Terror, Tenebrous Tentacle of Outermost Darkness, Unlucky 13th Space Curse.

The 1d6 Magic Items Table.

PORKY

...produces The Expanse and is the founder of **Poly-cosm Publishing**. His blog contains multitudes of intriguing things and is always well worth checking out. Even when he's not posting regularly, there are a ton of open-ended projects in-progress that everyone is welcome to join in on.

<http://theporkster.blogspot.com>

Angstronomy, Commune with AI, Coruscatory Conduit, Energetic Bleed, Existential Excision, Omnimos, Pecuniarize, Pretervolve, Subatomic Re-Embroidery.

HERETICWERKS

<http://hereticwerks.blogspot.com>

...is a husband and wife team based in Minnesota. Our primary focus is the exploration of various imaginative settings and worlds through fiction, art, role-playing games and more.

Design, editing, lay-out, art, and all items not already attributed to Needles or Porky.

Space-Age SORCERY

An Expanded Edition of this booklet is currently in progress.
Check our blog for regular updates and bonus content.

