

# *First Level Magic-User Spells*

## *Grindhouse Edition Spell Contest*

*The following spells were submitted as part of a contest to fill out the one missing spell in the Weird Fantasy Role-Playing Grindhouse Edition spell lists. Some of these spells are great (making me curse that there could be only one winner), some of these spells are not-so-great, and some of these spells really should be greater than a first level Magic-User spell. But because these spells were freely given, and because tastes are different, they are all presented to you without individual comment; you are capable of deciding which are suitable for your game well enough on your own. Most of the text is unedited, and that editing which did occur was for the most part simply to standardize formats and increase readability, not to change the contents of the spells.*

*Happy reading, and I hope you find something that turns your own campaign just a little bit Weirder.*

*- James Edward Raggi IV*

### ***Accelerate Decay***

(by Richard Rittenhouse)

Duration: Instantaneous

Range: Touch

The Magic-User casts this spell and then touches a corpse, which then rots at a fantastically accelerated rate. After one round, nothing will remain of the carcass but a handful of dust. The spell can effect one human-sized or smaller cadaver. If used on the corpse of a larger creature, it affects 100 pounds per level of the caster. It has no effect on living beings.

The traditional purpose of this spell was to eliminate incriminating evidence, or to prevent a slain adventuring companion from suffering the postmortem indignity of being eaten by desperate or inhuman foes. It can, however, also be used offensively against corporeal undead in desperate situations, but this is somewhat risky: The Magic-User must make a successful attack roll to touch the undead, and the target gets a save vs. spells to completely avoid the effects. If successful, the spell does 1d8 + the caster's level in damage to the target.

### ***Aelphabun's Magic Orbs***

(by Jason Kielbasa)

Duration: See Below

Range: 120'

Raised as an entertainer and trained as an exotic dancer Aelphabun knew there had to be an easier way to make money once she focused her innate magical abilities. This spell, only known by a few, is what really packed the crowds in at the famed Saints & Sinners Burlesque Hall. What is transcribed was found in a trunk, under lock and key, near her death bed.

The caster must be in a state of relative undress and have their movements be unrestricted. The spell is initiated with the chanting of a few words from a language which is thought to have arisen in the exotic lands of the Far East. When the words are chanted and the dance is begun all those who make eye contact with the dancer during this arousing display must roll a saving throw. Failed saving throws result in the subject throwing 1 silver piece per level of spell caster. Those who pass the saving throw will see this for the scam that it is and act appropriately. Marks, err targets, will get the chance to reroll a saving throw on subsequent turns. After passing their saving throw the display will hold no interest to them and may seek other distractions, unaware of the coin they have just thrown away. The spell is ended when the dancer either stops or is somehow interrupted.

### ***Antagonistic Ball Sack***

(by Brendan Culleton)

Duration: Special

Range: 30'

When cast on a male target, each testicle is polymorphed into a vicious piranha-jawed being and they will fight each other to the death unless a save is made vs. magic. Each piranha testicle has 1d4 hp and attacks as a Fighter 2, AC 14. Combat is resolved normally, round by round, and is considered simultaneous. When one testicle wins, it reverts back to normal. If both die, well, then the spell finishes and the target has an empty ball sack. During testicle combat, the target is unable to take any actions other than screaming in pain and horror.

### ***Arm of Zotz***

(by Caelum Roberts)

Duration: varies

Range: one mile

To cast this spell, the caster must cut off one of his arms (it is acceptable for someone to do it for him). This will cause d3 damage, but will not bring the caster below 1 hp. This damage cannot be healed while the arm is missing. The arm will immediately sprout dark leathery bat wings from the stump (shoulder joint). The arm can fly 120' per round in any direction as the caster desires. If the arm flies beyond the eyesight of the caster, it can sense solid objects within a 60' radius but discernment of any detail will require the sense of touch. The arm cannot fly more than one mile from the caster. The arm is able to manipulate, pick up and carry objects just as the caster would, including weapons though it will fight with -2 to strike. The arm has an AC of 18 and 3 HP. If the arm is destroyed it is lost to the caster. The arm may remain independent of the caster for as long as he likes. The arm will rejoin his body in one round by holding it to his shoulder, at that time he will regain the d3 HP lost at casting.

### ***Bad-Assery\****

(by Ben Aldrich)

Duration: 10 turns +1 turn/caster level

Range: 0

This spell manifests the chaos inherent in the Magic-User. It give the the caster the appearance of being taller, bulkier, tougher with dark deep eyes that have seen eldritch secrets, and the very air around the caster crackles with arcane power. As the spell name would suggest, the the wizard looks to be a total bad-ass. The spell is designed to draw the attention of casual observers to the caster and to make note of his or her actions and appearance. A direct application of the effects to influence someone (intimidation) allows for a save vs magic.

The reversed version, or Wussitude as it is sometimes called, makes the caster appear to be smaller, meek, indistinct and unremarkable as a torch bearer. Casual observers will typically not remember or remark on on the casters actions or appearance. Any attempt to use the effects of this spell to benefit the caster ("don't attack me, hit the guy with the sword") allows for a save vs magic to see through the illusion.

### ***Blood Luminescence***

(by Beau David Case)

Duration: 1 round

Range: Line of Sight; See Below

This spell illuminates, for a single round, blood residue left behind on objects or surfaces but invisible to the naked eye. The spell does not detect the type of blood (animal, human, etc.), nor the age of the blood or when

it may have been deposited on the object. The caster can affect up to one 10'-square area per level.

### ***Bloody Red Box***

(by Johnstone Metzger)

Duration: Permanent

Range: Touch

This spell may only be cast on a box smaller than six cubic inches per level of the caster. Once a box has been trapped with this spell, anyone attempting to open it who is not the caster begins to bleed profusely from every orifice. Such an unfortunate person is temporarily blinded and takes 1d3 hit points of damage every round they remain in contact with the box. A saving throw versus magic may be made to avoid the damage, but a new saving throw is required each round, and the bleeding itself cannot be prevented. The box will slowly absorb any blood that touches it. Over time, this will turn the box a distinctive reddish hue.

### ***Bookspeak***

(by Daniel Smith)

Duration: 1 round per level

Range: Touch

The touched book animates, forming a mouth around the edge where the paper shows. You can ask the book one question per round, and if the information is inside it will answer. If anyone else approaches or asks questions the book snaps and growls that round instead of answering anything. Intelligent books may save to negate (as a Magic-User of a level equal to the author). Magical books don't impart their effect when they answer. The spell is a shortcut to actually reading a book, and it won't give more information than a careful reading would give.

### ***Carfrith's Serous Illumination***

(by Todd Mitchell)

Range: 10 ft.

Duration 1 turn/level.

This spell creates a faint blue beam of light to emanate from the casters hand. The light does not provide normal illumination but causes any bodily fluids or oils that have been exposed to air to radiate a bright blue glow.

### ***Convert Currency***

(by Rich McKee)

Duration: Permanent

Range: 10'/level

This spell calls on the Celestial Exchanger to convert 1,000 coins per a level to another coin type. Coins can be converted from one currency system to another, or between denominations in the same currency system. The conversion can work in either direction. For example, Keth gold pieces can be converted to Assain gold pieces; Keth silver pieces can be converted to

Keth gold pieces; or Assain gold pieces can be converted to Keth silver pieces. The Referee may allow a saving throw if the coins are in another's possession. The Celestial Exchanger always gets his 5% cut of the amount converted.

### ***Detect Body Heat***

(by Beau David Case)

Duration: Instantaneous

Range: Touch

The caster touches an object (a chair, doorknob, flagstone, etc.) to determine if and when another warm-blooded being had touched that same object. The spell does not detect the type of creature (animal, human, etc.), but will reveal when the creature last touched the object, up to 6 days in the past. There is a 1-in-6 chance that the spell will give a false impression. Moreover, for objects touched within 24 hours, there is an error rate of 1d6 hours in either temporal direction; and for objects touched longer ago than 24 hours, the error rate increases by one d12 hours per day, up to six d12.

### ***Detect Portal (or Weisenfarth's Geo-aesthetic Compass)***

(by Garrett Weinstein)

Duration: 1 turn + 1 turn/level

Range: 360' radius (centered on caster)

This spell enables the caster to know the location of doorways, archways, or any sort of mundane portal within the spells range, provided that the caster is inside the same structure as the portal. The caster only knows the location of artificially created portals- the spell will not find the mouth of a cave that the caster is lost in. The spell also does not provide any information about the portal, such as whether it is locked or trapped.

If a portal is concealed, such as by a tapestry or bookshelf in front of it, the spell detects it normally. If a secret door is concealed within the architecture (such as a sliding wall), then the spell increases the chance of discovering such a door to 4 in 6. If for some reason the caster's chance of finding secret doors is already 4 in 6 or better, the spell gives no additional benefit in this way.

This spell typically requires the caster to use a small piece of quartz or similarly crystallized mineral to create the "compass." This crystal is not consumed by the spell and may be reused for the same purpose.

### ***Face of Fear***

(by Eric "Eldrad Wolfsbane" Medders)

Duration: 1 hour + 1 per level.

Range: 10 feet plus five per level.

The victim of this spell will have his face morph and contort to a horrible appearance if he fails the save.

The victim will not be recognizable during the duration of the spell and most will react negatively.

### ***Face of Lust***

(by Eric "Eldrad Wolfsbane" Medders)

Duration: 1 hour + 1 per level.

Range: 10 feet plus five per level.

The victim of this spell will have his face morph and contort to an angelic appearance if he fails the save. The victim will not be recognizable during the duration of the spell and most will react with lust.

### ***Fearful Glance***

(by Michael Elton Crye)

Magic-User Level 1

Duration: Instantaneous

Range: 30'

A terrible visage covers the spell caster's features giving them an otherworldly appearance for a brief moment. Intelligent creatures within range that can see the caster must make a saving throw vs. magic or are forced to make a morale check at -2. This spell can also be casted on retainers or other allies to intimidate them into actions that may normally not willfully commit to; such as fighting a losing battle or triggering a deadly trap. In this case the morale modifier would be +2 to convince the retainer to act against their better judgment.

### ***Finger of Flatulence***

(by Beau David Case)

Duration: Instantaneous

Range: 120'

The caster causes another humanoid creature to pass gas, in a single momentous loud and odoriferous event, if a saving throw versus magic is failed. Alternatively, the spell instead can be used to make another burp, cough, hiccup, laugh, or sneeze.

### ***Firebat***

(by Greg Johnston)

Duration: 3 rounds +1 round/level

Range: 50'

The Magic-User creates a small mote of flame that flies from his or her hand and grows wings of flame similar to a bat's wings. The fiery bat-shaped flame flies towards any object or creature that the Magic-User commands, or it can hover nearby the Magic-User until commanded or until the spell ends. If a firebat is directed to attack a creature, it does 1d4 fire damage each round until the duration of the spell ends. Note this attack does not automatically hit, the Magic-User must make an attack roll vs. the target's Armor Class. The firebat can be used to set flammable inanimate objects on fire (objects can save vs. normal fire). In this case, the Magic-User does not need to make an attack roll to set an object on fire using this spell. The

firebat provides enough illumination equivalent to a torch until the spell ends. The maximum distance the firebat can be sent away from the Magic-User is 50', centered on the Magic-User.

### ***Flurry of Stones***

(by Simon Forster)

Duration: Instant

Range: 30' + 5'/level

*With a flick of the wrist, a flurry of stones flies from the ground and pelts the enemy.*

The caster summons a minor earth spirit that hurls rocks and other debris in anger and fear, straight at those point to by the Magic-User. The flurry strikes a 10' area with a hail of stones, dealing 1d4 +1 hp/level damage to all. A saving throw negates the damage as the enemy ducks and dodges the hail, or merely bats the stones away with their hard-skinned fists.

### ***Glorious Rendition***

(by Ed Cabalfin)

Duration: 1d4 hours/level; maximum of 24 hours

Range: 0

This spell makes the caster seem more glorious than they really are. The caster's voice is modulated and amplified to give an impression of confidence, maturity and mastery. Hair, face and body take on an appearance of health and vitality. The caster, clothes and equipment worn at the casting of the spell are cleaned of dirt and grime but the spell does not prevent them from getting dirty at a later time. However, any dirt and grime that *do* sully the caster (clothes and equipment included) is hidden by the illusion. Clothes and equipment worn at the time of casting take on the appearance of more expensive, better fitting, masterwork versions. Whenever the caster stands still lights and shadows fall on the caster just right, creating a dramatic effect and highlighting their good sides. A gentle breeze may blow to whip hair, capes, tassels and the similar sundries for dynamic entrances and exits. Thunderclaps are sometimes heard whenever the caster declares something appropriately ominous.

The spell can be ended by the caster at will or by *Dispel Magic*.

The spell was originally created by an apprentice more interested in showing off than studying the arcane arts. Wizards have been known to supplement their income by crafting scrolls with this spell for theatre companies and swindlers.

### ***Gluttonous Eye***

(by Jens Thuresson)

Duration: Instantaneous

Range: Touch

An inquisitive brain's best tools are curious eyes,

constantly supplying it with new, uninterpreted information. But what happens when an eye stops sharing? It devours; every scenery, every single pebble in the road, every illuminated letter, growing bigger and bigger, until it three days later outgrows its socket. The host needs to make a painful decision; it's not whether or not the eye needs to be popped, it's when.

(The above description is intended to be freely interpreted, but the main idea with this spell is that the Magic-User cast this spell on someone he wishes to harm. This person's eye (just one) starts to slowly grow since it stores everything it sees within it. After three days the eye has grown to the point that it can't no longer be sustained in its socket, and the affected person needs to either pop it himself, or just let it continue to grow and let it burst on its own. I had an additional idea that drinking from/eating the eye would let the information "flow on" to whomever that would do so.)

### ***Green Mind***

(by Stuart Robertson)

Duration: See Below

Range: Self

The Green Mind spell wards the casters mind from magic that affects regular humans (*Charm, Sleep, Hold Person, etc*) by turning them into a symbiotic plant-like creature by allowing tiny vines to grow into their body. While no longer vulnerable to magic that affects normal people the caster is affected by any magic that affects plants. After the first hour the caster will also begin to take 1 hit point of damage for each additional hour that the vines remain in place as they draw sustenance from their body. The caster may remove the vines at any time taking 1d4 damage (save for half damage). The material component for this spell is a small seed.

### ***Howl of the Moon***

(by Joel Rojas)

Duration: 1 hour / level (x2 during full moon)

Range: 0

The Magic-User summons the primal self that exists within all humanity. However, he can only do so at night, when the chaotic forces of the moon tug at the savage psyche. The subject of the spell will abandon reason and the facade of civilization, tearing at his clothes till he appears as a naked raving mad man. The transformation takes a full turn to take affect. Once complete, he will move with the speed and nimbleness of a wolf (rate: 180'). His senses also become heightened and he is able to eat raw meat with no ill effects. His savage attacks are +2 to hit and d6 damage with nothing but his bare hands and teeth. This is not due to any actual physical transformation as the outward appearance remains unchanged. If the subject is

attacked during the transformation, he will attempt to either flee or defend himself with the above bonuses.

If the Magic-User makes himself the subject of the spell, he will maintain a sense of purpose from before and generally act as himself but with an animal intelligence. If the Magic-User wishes to turn back at any time before the spell ends (either the duration limit or sunrise), he must make a saving throw versus magic. To affect someone else, the Magic-User must touch the subject. The Magic-User may also "touch" the subject through scrying spells or devices. The subject will *lose all sense of himself* and become a savage animal with no recollection when he transforms back. A saving throw versus magic negates all affects of the spell.

While in this state, animals will sense the change and run away, except wolves. Wolves will be drawn to him. The subject will attract 1d6 normal wolves per hour, providing they exist in the area. He will not have any magical control over them, although they will treat him as the pack leader. Once the spell ends, they will scatter harmlessly unless attacked.

### ***Incontinence***

(by Jeremy Deram)

Duration: Instantaneous

Range: 30

The target must save versus spells or his body immediately expels the contents of his bladder and bowels.

### ***Leinad Aeon's Burnt Potency***

(by: R.A. Mc Reynolds)

Duration: 1 hour

Range: 60' + 10'/level

This spell barter's the caster's strength into the ability to throw multiple devastating bolts of hellfire which deal 1d6 +1 point per level of the caster in damage each (so a second level Magic-User deals d6 + 2 points of damage for a bolt). Upon casting Burnt Potency, the caster temporarily loses one point on Constitution which is regained upon the termination of the spell and is wreathed in a flickering dull ebon aura. The caster then may suffer a point of temporary Strength loss to throw a ebon bolt of hellfire, this bolt strikes as the spell *Magic Missile*. The spell lasts for one hour, when the caster has lost five points of Strength, or when the caster chooses to end the spell, whichever condition comes first. The point of Constitution is regained at the end of the spell, but the points of Strength lost this way are not. If the spell ends because the caster has thrown five bolts, there is a risk of permanent Strength loss. A saving throw versus magic is required to avoid this, failure causes one point lost to become permanent.

Leinad would seem to be ill-suited for his own spell, being scrawny and weak-limbed, but in his desire for

magical power he is willing to risk anything not related to his Art. Researching and use of this spell has broken his frail body and rumor has it that Leinad is able to drain strength from others to fuel this spell.

### ***Magic Whip (or Leaber's Utilitarian Lash)***

(by Garrett Weinstein)

Duration: 4 rounds + 1 round/level

Range: 0'

This spell causes a 30-foot long whip to extend from one of the caster's hands. The exact appearance of the whip is unique to the Magic-User casting the spell. The whip may be used to easily "grab" one small or medium item within its reach and bring it to the caster. Alternately, the whip may be used in a similar way to a rope and grappling hook, for swinging across pits and the like.

The whip can not deal damage against an opponent in combat, but the caster may use it to defend themselves in other ways. If used to trip an opponent or steal a weapon from their hand, the opponent is entitled to a saving throw versus paralysis to avoid the effect.

### ***Mnemonic Scroll***

(by Frédéric Verdier)

Duration: instant

Range: N/A

In need of some hint/hunch about something your party encountered/experienced 6 hours before but forgot? Invoke the Mnemos power on a blank scroll ("Eurêka" should be the word) and a short sentence will remind you of this detail that matters.

### ***Monkey Scribe***

(by Aaron Webb)

Duration: Instant, until written work is completed

Range: Touch

It is known that monkey scribed-scrolls are the most potent. This spell allows a Magic-User to use a monkey (specifically a non-human great ape) to scribe mundane and magical writings. For spell books a monkey scribe will copy the spells from a spell book to another as if they were the Magic-User themselves, freeing the Magic-User for other tasks. The monkey becomes capable of understanding and speaking to the caster (with the casters intelligence) for the duration of the spell and will calmly and diligently pursue his duties until finished. For scribing scrolls the monkey counts as the caster by proxy. The caster must be able to make the scroll himself without the help of the monkey for the monkey to be able to scribe the scroll. Scribing the scroll in this way makes the scroll more powerful as they max out any variables and offer twice the volume, range, duration and area of the spell. A factor of the spell is not doubled if it is already maxed out (for

example in the case of variable duration, the max duration is used, and is not doubled).

### ***(Most Inconspicuous) Patch of Extra-Dimensional Stowage***

(by Matej Saric)

Duration: See Below

Range: Touch

The caster imbues a patch of expensive silk with trans-dimensional power. Any single object completely wrapped in the imbued patch is instantly whisked away to Somewhere Else. The object ceases to exist in the material plane, and is completely undetectable by mundane or magical means. The patch must then immediately be unwrapped and placed on a piece of the caster's clothing big enough to contain it, where it attaches itself and blends in with the base material (an illusion that can be seen through as other low-level illusions; Dispel Magic causes the patch to both become visible and quietly disengage itself from the caster's clothing). At any point before the next sunrise, the caster may detach the patch and summon the contained object to reappear within (this happens automatically at sunrise if not invoked before, or the patch has been lost due to dispelling, the piece of clothing has been taken away from the caster etc.)

The same patch of silk can be reused d3+1 times (transporting the same object or different objects), after which it crumbles to dust, destroyed by the energies channeled through it. If the patch is bigger than any individual surface of the caster's clothing and is not properly placed at casting time, it regurgitates the contained object and is destroyed immediately (the 'closing' part of the spell is needed to stabilize the energies involved). Only one patch of extra-dimensional stowage can be active on the caster's person from the casting until the next sunrise (any subsequent patches can not be properly 'closed' and are discarded).

Furthermore, if the stowed object contains a spark of life, there is a 50% chance that it returns 'changed' per Referee choice: a) stone cold dead b) obviously damaged (e.g. a rabbit reappears in the hat with one paw freshly chewed off) c) apparently fine, but inexplicably twisted (e.g. the rare plant seeds can be planted and will grow normally for a month, but will then mutate into a brain-devouring predator plant from the depths of unknown space).

### ***Mouth of Maggots***

(by Aaron Cattle)

Duration: 1 round per level of caster.

Range: ?

As the target opens to his mouth to speak black maggots spew forth instead of the words he tried to say.

This will interfere with spell casting as well as having obvious social consequences!

### ***Oil***

(by John Miskimen)

Duration: permanent until burned away.

Range: within 10' of target.

This spell conjures the equivalence of a single flask of oil, to be used for lubrication or, most likely, combustible purposes. The oil itself can be cast into a container (of equal size of a standard flask) or cast onto an area or subject with unflinching accuracy. Casters may summon more quantities of oil at the rate of an additional flask equivalents every 3 levels of advancement. These additional flasks may also be unerringly cast into appropriately sized containers, into a single container large enough to hold the quantity or cast onto multiple or single areas and subjects.

### ***Precipitation Immunity***

(by Simon Forster)

Duration: 1 hour/level

Range: touch (up to four targets in reach)

*An oily film covers the subject's skin and clothes, sliding over their equipment. It reeks of fish oil, and fluids slide off like water from a duck's back.*

The subject of this spell is coated in a thin layer of oil, including their equipment, which protects them from fluids; primarily water, but also mundane oils, wine, ale and the like. It does not confer any water breathing ability, but does aid with swimming (a bonus of +1 to any rolls) and will offer some protection against water-based attacks (treat as +1 to a saving throw, or +1 AC, depending on the attack). The smell of the oil will attract any creatures with a keen nose, preventing ambushes or stealthy advances.

It was designed by a wizardly explorer who got tired of being rained on, and wanted to be able to travel without too much discomfort.

### ***Prevent Falling Over***

(by Johnstone Metzger)

Duration: 1 turn/caster level

Range: Touch

This spell, popular with older wizards, prevents a person or object from falling over. The target may be positioned at an impossible angle without swaying, falling, or toppling over, as long as it remains in contact with the ground or another stable object. The target may be moved normally, picked up, or forced to the ground, can slide on slippery surfaces, and will fall normally if contact with solid matter is lost. If cast on a person, they will not fall over due to dizziness or loss of balance while the spell remains in effect. No matter how drunk or precariously perched, they will

continue to remain erect. This spell may be cast on individual body parts.

### ***Restore Text***

(by Jonathan Lapak)

Duration: 5 rounds / level

Range: 10'

This spell allows the caster to read partially-destroyed writing or inscriptions within the listed range. Infusing spiritual energy into the intact portion of the message gives temporary un-life to the concept of the text itself, and the ghost of the complete message appears superimposed over the physical remains in the form of silvery light. This spell does not imbue the caster with the ability to read languages he does not currently understand, and any magical text that would be triggered by reading is automatically set off by this spell.

### ***Rot, Spoil, and Curdle***

(by Eric "Eldrad Wolfsbane" Medders)

Duration: Permanent

Range: 20' area

All food and drink in area becomes rotten and spoiled. Any attempt to eat or drink the food will require a save versus poison or be sickened for 1d6 rounds.

### ***Scalding Touch***

(by Eric "Eldrad Wolfsbane" Medders)

Duration: Instantaneous

Range: Touch

The casters touch does 1d8 of scalding steam damage. The victim is also disfigured from head to toe until healed.

### ***Scumbrella***

(by Carter Soles)

Duration: special

Range: touch

*Scumbrella* is a 1st Level Magic-User spell that is cast upon a single mundane umbrella. The next time that umbrella is opened, it dumps sewage and filth all over the person(s) underneath it. *Scumbrella* is mainly a "practical joke" spell with very little direct combat application, though the target scummed by a *Scumbrella* is considered surprised for one round. Further, if someone with open sores or wounds opens the *Scumbrella*, a save vs. poison is required to avoid catching some nasty disease.

### ***Seal Tome***

(by Anthony Simeone)

Duration: Permanent

Range: Touch

A Magic-User's books of lore, especially spellbooks, are their most precious possessions. They guard these tomes jealously, for much time and effort is spent creating them. Magic-users must be wary of other spellcasters that may seek to steal their knowledge.

This spell allows some measure of security. A book upon which *Seal Tome* has been cast cannot be opened by anyone but the one who magically sealed the book. In effect, the covers and pages of the book become stuck together and cannot be separated. The book does not become indestructible, but destroying the book (by cutting it apart, for example) does not allow the pages to be separated. A *Dispel Magic* spell can negate a *Seal Tome* spell, but only if the *Dispel Magic* caster is of a higher level than the Magic-User who originally cast the *Seal Tome* spell.

### ***Shades of the Past***

(by Orion Cooper)

Duration: 1 turn

Range: 30 feet

During casting, declare a period of time before the current day, going no further back than one day per level of the Magic-User. When you cast this spell, a ghostly shade that mirrors your appearance will be summoned and will reenact everything you did during the period of time you specified for the duration of the spell. The shade glows with a moon-like splendor; its colors are muted and it makes no sounds.

You cannot interact with the shade, as your touch or the touch of other creatures causes the spell to become immediately dispelled. If the shade goes beyond the range of the spell, than the spell ends immediately. The shade is only of you, and does not show anyone else in the area, because the spell animates the psychic residue you leave behind from your very presence. Anyone who views the shade but was not around during the casting of the spell must make a saving throw versus magic at a +2 bonus or flee in terror for one turn.

### ***Shadow Bane***

(by Simon Forster)

Duration: 1 round/level

Range: 30' (1 subject)

*With a cry of horror, the goblin stumbled to his knees as its very shadow twisted free from the wall and began to strangle the poor humanoid.*

Originally designed by an ever-young and feral wizard (some say, with fey blood), this spell briefly animates the target's shadow, which then attacks its 'owner', attempting to strangle the life from the now-shadow-less creature.

The shadow becomes a 1 HD creature, with an AC of 14 and automatically strikes the target, strangling them for 1d4 damage in the first round, and an extra 1 point each round thereafter. The shadow is directly linked to the target, and for any attacks against it the target must make a Save versus magic or suffer half the damage dealt.

After the spell ends, the shadow reattaches, grumbling in a whisper, and forever more the shadow will occasionally twitch of its own accord, as if it wants to once more break free.

Note: it is said that this spell is the origin of the deadly undead Shadows that roam the tombs of ancient kings.

### ***Siren's Call***

(by Richard Gonzales)

Duration: 1d4 rounds + 1 round/level

Range: 120'

The caster calls forth a haunting melody that only the target of the spell can hear. On a failed saving throw vs magic, the target stops what he is doing, his eyes gloss over, an eery expression of contentment grows on his face and he begins to lightly sway back and forth totally enraptured by the melody.

Only a single human, demi-human or humanoid of 4 hit dice or fewer can be affected by the spell. A strong shake, a hard slap across the face or similar physicality will bring the target back to reality before the spell's end.

### ***Skeleton Key***

(by Michael Elton Crye)

Duration: 2 rounds + 1 round/level

Range: 0

The caster conjures a key of bone from thin air that will unlock any non-magical door that has a lock. The key is cold to the touch. The key can be used to relock the door so long as it has not been removed from the keyhole. Removing it from the keyhole will cause the key to vanish into vapor.

There is a 1% chance per usage that the room revealed on the far side of the door is not the room that should be there. This chance of dimensional flux can increase up to 5% in areas where the material world shares weak borders with other realms.

### ***Sleep Tight***

(by Beau David Case)

Duration: 4 hours

Range: Touch

This spell allows one willing recipient to receive restful sleep without the possibility of being awakened by ordinary noise or touch. Only extremely loud noise or violent movement will wake the recipient of this spell.

This spell only works on a willing creature.

### ***Spell of Spawning (a.k.a. Summon Larvae)***

(by Witold Krawczyk)

Duration: Permanent

Range: 10'

Larvae were foul creatures that served dark sorcerers in ancient times. Grotesque in appearance, they were

dog-sized quadrupeds covered with bristles and chitin, armed with talons, long beaks and needle-like teeth, driven by malice and instinct for blood. This dreaded spell causes one of those creatures to hatch from the ground.

The larva treats the caster as its parent. It is able to sense the caster's emotions and will do everything to please him or her, especially when it requires shedding blood. Its overeager to attack anyone who makes the caster displeased.

Every day after the spell is cast the Referee should roll a d6 secretly for each larva summoned. A roll of 1 indicates that the larva betrays its creator and will try to kill or mutilate the caster at the first opportunity.

For every level above the first, the caster may summon one additional creature, but this may have serious consequences. The Referee should roll a d20 for each additional larva created. A roll of 1 indicates that a part of caster's body mutates and starts to resemble that of a larva (bristles appear on the caster's face, bird-like talons are grown, eyes become black balls without whites etc.). A roll of 2 or 3 means that the summoned larva will be trying to kill the caster from the very beginning.

Larva: AC 12, HD 1-1, attack: talons 1d6-1, move 15, climbs sheer surfaces, may pounce in the first round of combat (+2 to attack roll), vulnerable to fire (receives doubled damage).

### ***Stolen Sight***

(by Joe Starsja)

Duration: 1 day/level

Range: 60

To use this spell a Magic-User must first successfully cast it upon a target. At any time after that the caster may enter a state of concentration during which the caster may see through the target's eyes as if he were the target. During this time the caster does not see though his own eyes and is may be considered helpless. Note that the caster still hears through his own ears. The caster may choose to begin or end this effect at any time within the duration of the spell.

### ***Summon 10' Pole***

(by Beau David Case)

Duration: 3 turns/caster level

Range: 0

The caster calls forth an ordinary, non-magical, wooden 10' pole which can be used by any person or being capable of doing so. At the conclusion of the spell the 10' pole disappears.



### ***Thread of Return***

(by Vesa Teräs)

Duration: 1 day

Range: 0

This spell leaves behind a thin thread of dimly glowing light of the Magic-User's choice. The thread itself stays immobile for the spell's duration and appears on the trail the Magic-User travels. The thread itself has a maximum length of 1 mile and after that more thread just cease to appear on the Magic-User's trail. The thread already in place will stay there for the duration of the spell.

### ***Transphonia***

(by Jeremy Deram)

Duration: 1 turn/Level

Range: 0

This spell allows the caster to change his voice to replicate that of the opposite sex in a completely believable manner. Transphonia may also be used to replicate a regional accent which the caster has heard at least once before. The Referee may allow a save to disbelieve the ruse at his option.

### ***Tremen's Palsied Aeffect***

(by Kreg Mosier)

Duration: 1 round/level

Range: 120'

The victim is afflicted with "the fidgets" if a saving throw versus magic is failed. Effects include stuttering or stammering while speaking, involuntary muscle twitches and shaking, and loss of fine motor skill (E.g., lock-picking, climbing, manipulation of material components, etc.) This spell works on all humans and demi-humans; other (non PC class) humanoids are not affected if they have more than four Hit Dice.

The results of this spell could include: dangerous interruption of spell casting, an abrupt end to a precarious climb, or a horrible verbal gaffe during tense negotiations.

### ***Visible Man***

(by Tero Laiho)

Duration: 1 turn

Range: Touch

The target of the spell is absolutely noticed by all in the visual range when he is within their range of vision. This makes it impossible to be inconspicuous but does wonders for public speaking and performances. This spell confers no extra charisma or performance skills to the target but it guarantees that his entrance to party or stage is noticed by all present. In a battle this spell makes the target an obvious choice for attacks.

### ***Voice Swap***

(by Joshua James Gervais)

Duration: 2 turns

Range: 60'

You exchange your voice with another person's voice, making your speech sound like the spell's target and vice-versa. You both will slip into the other speak patterns unless a conscious effort is made to avoid doing so (this effect may linger a short time after the duration of the spell has elapsed), but this spell doesn't provide the ability to speak unfamiliar languages.

### ***Whispering Head, The***

(by Mike Monaco)

Duration: 1 day/level

Range: touch

By invoking certain terrible names and offering sacrifices of salt, incense, and blood, the caster can transform a severed head into means of communicating with alien intelligences. A severed head no more than one week old is specially prepared by the caster with preservative substances and placed into a small wooden box. Once per day, a question can be put to the head, which will answer in a whisper audible only to Magic-Users, Elves, and Clerics. (Characters incapable of spell-casting will neither hear the voice nor see the lips move.) It is believed by some that the voice emanates from the head itself and that the magic simply gives the head a limited simulation of life. (Philosophers have long debated whether the seat of thought lies in the heart, as the ancients believed, or in the brain. If this interpretation of the spell is correct, magic has apparently settled this question!) Others hold that the head just becomes a sort of "receiver" for alien intelligences from beyond. Whatever the case, the whispering head's answers are generally cryptic and difficult to interpret. The Referee should devise an oracular answer from the head when a question is put to it, and resist yes-or-no answers. Alternatively the Referee will roll in secret and give a true answer 50% of the time, an incoherent or inaudible response 25% of the time, and a false answer 25% of the time. The head will keep for 1 day per caster level and can be asked no more than one question per day.

### ***Witch's Eye***

(by Michael Elton Crye)

Duration: 1 day + 1 day/level

Range: 0

The caster removes an eye from their own socket. This causes no pain and the socket is dry and empty while the eye is removed during the duration of the spell. The eye will record all that it can see from its perch. The eye cannot move or act in any way, nor does it record anything but visuals that the caster's normal visual sense can see. It does not provide any sound, smell, or

other senses that occurred in the space where the eye kept vigil.

The caster can review what the eye has seen by reclaiming the eye before the duration of the spell ends. The Magic-User simply replaces the eye back in his or her socket to retrieve the visions.

If the eye is destroyed (1 HP, unarmored) or the caster fails to retrieve the eye before the end of the spell's duration they instantly takes 2d4 damage and blinded in one eye.

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