

Gregorius 21778: Road Magic

**23 spells to be used in OSR games
with cars and wizardry**

Labyrinth Lord
Compatible Product

by Kai Pütz © 2016

Version 1.1

[Legal & other stuff]

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Artwork: car by Avalon Games Company / Robert Hemminger

What in Earl's name is this ! ?

It is what happens if I start out with an idea I kinda like and have it develop a life of its own. It happened after I finished [the Radioactive Spellbook](#): I started to think about spells for post-apocalyptic cars and at some point I did not limited it to *post-apocalyptic* cars, and did not even wanted to have a post-apocalyptic cover for it. Instead, I ended up with this cover and I am not ashamed to say that I like it.

So, here you have 23 spells that are Labyrinth Lord(tm) compatible but focus on something you are not going to find in any (regular!) Labyrinth Lord RPG: modern day cars. You won't even find those in most Mutant & Mazes™ games, I guess. But, you don't have to. It is *pay what you want*, it is there and if you have an idea for an OSR game where both wizards and cars exist, grab this one here. Or just grab this one her and dream about it. Have fun, I had mine while I made up the spells (and especially while coming up with the front cover).

“Gimme fuel! Gimme fire! Gimme that what I desire! [Metallica / “Fuel”]

Blessed Engine **LvL: 1** **Duration: See below** **Range: Touch**

The target vehicle can operated at maximum performance nonstop without any detrimental effects to the engine and the engine will never fail to start for a duration in days equal to the caster's level.

Change Exterior **LvL: 1** **Duration: See below** **Range: Touch**

The target vehicle's exterior is changed according to the caster's wishes. All those changes are cosmetic in nature: color and "optical features" can be changed, the size and type of the vehicle cannot, nor does the change hide any damage the vehicle might have. The changes last for up to one day per level of the caster.

Create Fuel **LvL: 3** **Duration: Permanent** **Range: Touch**

The spell generates up to four gallons of fuel for a vehicle (gasoline or diesel; caster's choice) per level of the caster. The fuel can only be generated inside of a tank or canister that once used to hold that kind of fuel (fuel cannot be generated in a water bucket that was never used to carry fuel and the spell cannot generate diesel inside the tank of a car that runs on gasoline).

Detect Speed Trap **LvL: 1** **Duration: See below** **Range: See below**

For a number of hours equal to the caster's level, the spell enables the caster to detect speed traps in a radius of about five miles per level of the caster. The caster is not given an exact location but just learns that a speed trap is there and how many miles away.

Enhance Maneuverability **LvL: 3** **Duration: See below** **Range: Touch**

For a number of turns equal to twice the caster's level the maneuverability of the target vehicle is increased, resulting in a +2 bonus to all Ability Tests and Saving Throws that are rolled in regard to the steering it.

Enhanced Durability **LvL: 1** **Duration: See below** **Range: Touch**

For a number of turns equal to twice the caster's level the durability of the target vehicle is increased, resulting in the reduction of any damage the vehicles receives by 2 points per attack/damage source (minimum damage: 0).

Exhaust Smoke **LvL: 3** **Duration: 1 turn** **Range: Touch**

The targets vehicles exhaust fumes are turned into clouds of thick black smoke. Visibility is blocked by the smoke up to 10' per caster level.

Find Car **LvL: 1** **Duration: 1 round** **Range: See below**

The spell reveals to the caster the position of either the next car in a radius equal to 5 miles per level of the caster or the presence and (if present) position of a named car or type of car (i. e. all sedan; all Dodge Charger, all cars not older than 5 years) within the radius stated above. A specific car may only be named by the caster if he or she has seen this car at least once.

Glued to the Road **LvL: 4** **Duration: See below** **Range: Touch**

For a number of turns equal to twice the caster's level the driver of the target vehicle may re-roll all failed tests that would have the vehicle leave the road and/or flip over.

Inspect Car **LvL: 1** **Duration: 1 round** **Range: Touch**

The caster immediately learns all technical details of the target vehicle, including all currently necessary repairs and the amount of fuel in the tank.

Magic Nitro **LvL: 3** **Duration: 5 rounds** **Range: Touch**

The target vehicle receives a short-lived magical speed boost that allows it to drive up to 50% faster for the duration of the spell. Changing direction during the speed boost is not advised and might call for Ability Tests to steer the vehicle (GM's fiat).

Major Car Repair **LvL: 4** **Duration: Permanent** **Range: Touch**

The spell works just like "Minor Car Repair", but instead of fixing one minor damage to the car, it fixes one major damage (damage to the engine, the gear, the axle, etc.) and one minor damage OR three minor damages.

Metal Ram **LvL: 6** **Duration: 1 turn** **Range: Touch**

The first time during the duration of the spell that the target vehicle has forceful physical contact with another solid object that the vehicle actively engaged in ("hitting instead of just being hit"), the force and momentum of the target vehicle are doubled while itself is magically protected from all harm this impact would cause to itself. This spell is often cast right before rushing into a roadblock.

Minor Car Repair **LvL: 2** **Duration: Permanent** **Range: Touch**

The spell repairs one minor damage of the target vehicle. Things like a puncture, one or more shattered windows, a contorted door/door frame, a damaged buffer etc. are considered minor damage.

Passenger Protection **LvL: 3** **Duration: 12 turns** **Range: Touch**

For the duration of the spell a number of passengers within the target vehicle up to the caster's level are completely protected against any kind of regular damage that is the direct result of a collision that the car suffers. For example, they would be protected against damage from being thrown about in the passenger cabin.

Protection against Car-Theft **LvL: 2** **Duration: see below** **Range: Touch**

For a number of hours up to the caster's level it becomes impossible for everybody but the "current owner" of the target vehicle (the last one who drove it) to start its engine. No matter if the car gets hot-wired or if its key is used, the ignition system of the car won't work. Furthermore, the hand break cannot be disengaged in any way short of removing it mechanically if it was engaged by the "current owner".

Protection against Punctures **LvL: 1** **Duration: see below** **Range: Touch**

For a duration of hours equal to the caster's level it becomes next to impossible to flat any of the vehicle's tires. While damage may be done, the air is simply not coming out and the rubber will even "seal" holes, ruptures and press out foreign objects. Only the destruction of at least 40% of the tire within one round or the destruction of the wheel itself will circumvent the spell and negate it (but only for the affected wheel).

Restore Wreck **LvL: 6** **Duration: Permanent** **Range: Touch**

The spell will restore the wreck of an otherwise destroyed/useless car back to what it would be if it would be in a "used but good" condition. The spell will not work if large parts of the vehicle are missing (e.g. the complete engine, all wheels, the complete gears) and it will not refuel the car.

Rigged Fix **LvL: 2** **Duration: 15 turns** **Range: Touch**

A number of major and minor damages of the target vehicle up to the caster's level are "fixed" for the duration of the spell (2 minors counting as one major, and the other way around). Torn off wheels stick themselves back to the car, shattered windows set themselves back together, the breaks work again etc. At the end of the duration, all previously damaged parts return back to their former (damaged) condition. This spell is a favorite with used-car salesmen and adventurers alike.

Service **LvL: 1** **Duration: Permanent** **Range: Touch**

The target vehicle is brought into the same condition as it would have been brought to during a professional service check: clean and well maintained. It does not remove actual damage unless the damage was superficial in nature.

Smooth Ride **LvL: 2** **Duration: 6 turns** **Range: Touch**

For the duration of the spell no passenger within the target vehicle will experience concussions or other disturbances by the vehicles movement (and thereby, will not suffer any penalties from them). The only exception are actual collisions with solid objects or ramming attacks performed either by or against the vehicle, but penalties from these are still halved.

Talk to Car **LvL: 4** **Duration: 1 turns** **Range: Touch**

The caster can engage a target vehicle in a mental conversation. The vehicle will be able to reveal information about itself and its condition, about its journeys and the routes it traveled and any events that affected its condition. It will be able to answer questions about passengers and its regular driver, but aside of its driver it will not be able to give more than general descriptions. The longer a driver had used a vehicle, the more the vehicle will be able to reveal about his or her personalty. Cars are not chatty, but answer questions honestly.

Traceless Ride **LvL: 4** **Duration: 12 turns** **Range: Touch**

During the duration of the spell the target vehicle will leave no trace of its passing nor will it be notable by anybody but those less than 100 yards away from it. The engine will not be heard, no matter how loud it roars and no dust cloud will be seen in the air, even if the vehicle drives through a desert.

Lift-Off **LvL: 4** **Duration: 10 rounds** **Range: Touch**

During the duration of the spell the caster may have the vehicle lift of the ground once, just like it would have drove over a ramp with a grade up to 30 degree.



Version Notes:

Changes from Version 1.0 to Version 1.1:

correction of grammar and typos

Detect Speed Trap now has a range of five miles per level of the caster instead of just one.

Exhaust Smoke has the mentioning of a "cone" removed. It is up to the GM now to decide how the smoke barrier effects the game.

Changes from Version 1.1 to Version 1.2:

correction of grammar and typos

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