

Six Spells: Festivities

Many games focus solely on the combat aspects of magic, but in a fantasy world this power can do almost anything. Spell casters from more peaceful magical traditions might specialize in promoting health and the social good, often using the spells below to enliven harvest festivals and other celebrations (but crafty players could, of course, use them in many situations). These spells are stat'ed for the "Basic version of the d20/OGL game system and can be used as-is or easily adapted for any RPGs using the same core rules.

Create Sweets

Level: C 2/MU 3

Duration: Permanent

Range: 10'

Very popular with children, and adults who keep their sweet tooth, this spell creates ten candies per caster level. Beyond satisfying the craving for sweets, these treats cause an intense sugar high. Anyone who eats five or more candies gets a bonus to her movement rate of 10 feet per round and an attack bonus of +1, but she suffers a two-point AC penalty because she cannot concentrate. These effects last one round per caster level, plus an additional round for every sweet over five eaten. Unfortunately, the confections are also popular with insect and rodent

pests. Every 10 rounds they are out in the air, there is a 5% chance of drawing a swarm of ants or wasps, or 1d6 normal rats (whichever is most common in the area).

Flaming Marble

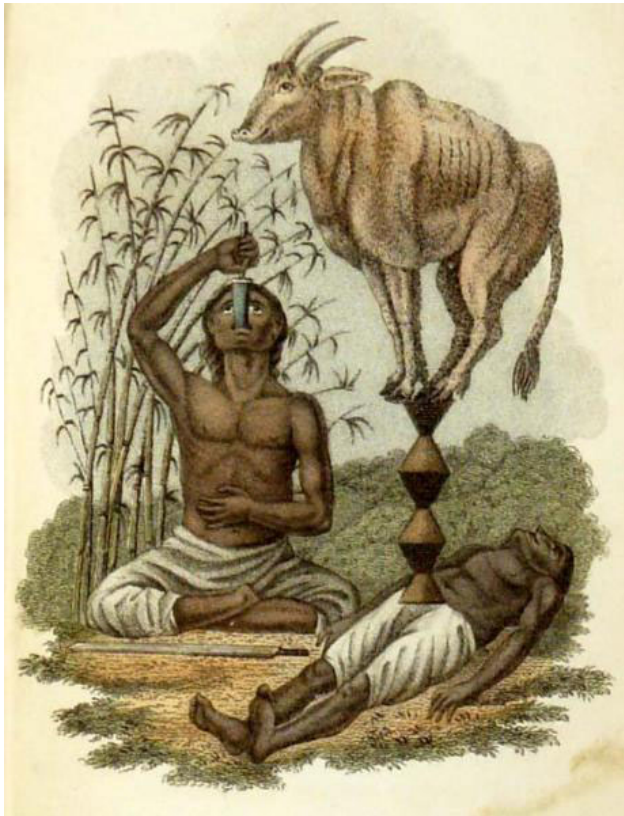
Level: MU 1

Duration: 2d6 days

Range: Touch

This simple party trick makes glass marbles glow with an inner flame. The eldritch orbs produce as much light as a candle, but their unusual flickering tends to draw the eye. Anyone within 10' who can see a *flaming marble* must save versus spells or glance at it, losing initiative for that round. This is a





continuous effect, so those people within range must save *every* round. One marble is enchanted per caster level.

Lucid Drunkenness

Level: C 1/ MU 2

Duration: 8 hours

Range: Touch

Although it does not cure intoxication's physical impairment, the spell does stop the mental fuzziness. The spell's target can think clearly and remember normally even though he's under the influence of drugs or booze (but he still can't dance). This lucidity lasts only while the spell is active, so anything that happens before or after is likely forgotten. But, perhaps not by his more sober friends.

Reactive Illusion

Level: I 7

Duration: Concentration

Range: 100'

An extremely powerful and nuanced spell, *reactive illusion* taps into each viewer's mind and makes changes according to the individual's expectations — so each person has a very different take on the

image. This makes the illusion much harder to disbelieve, forcing a -6 penalty on the saving throw. Otherwise this spell is identical to *spectral force*. Great illusionists can make festivities unforgettable, or drive monsters to despair.

Swallow Object

Level: MU 4/ I 5

Duration: 2 turns per caster level

Range: Caster

Similar to the *rope trick* effect, this spell creates an extra-dimensional space inside the caster's mouth. The space can hold 50 pounds of sharp, toxic, or otherwise dangerous material without ill effects. The only limitation is size: everything must through the caster's mouth. So a sword could fit inside (up to the hilt), but not a tree (unless it's a sapling). After triggering the spell, the caster cannot move the space, but may use it selectively, i.e., it does not her ability to swallow, breath, or speak. Some dramatic performers to fill the space with flame- or smoke-producing materials before stepping on stage. But the caster must be careful: if "swallowed" objects are not removed before the spell ends, they end up in the caster's stomach. Damage and other effects of such a mishap are up to the Labyrinth Lord's imagination.

Shape Fire

Level: MU 3/ I 2

Duration: 1 round per caster level

Range: 30'

Casters use this spell to change the form of an existing fire. The effect could be mundane as splashing flame across a non-flammable surface or impressive as creating short-lived fireworks. However, *shape fire* does not alter the fire's color or temperature, so casters need powdered metals on hand to create such kaleidoscopic spectacles. A source fire must be within 30' of the caster, but the effects can go beyond this range. The spell can double a fire's area, even over water and stone, or it can be used to throw small *fireballs*. The latter do 1d6 points of damage and have a range of 100'. When the spell ends, the fire goes out even if there is fuel remaining.



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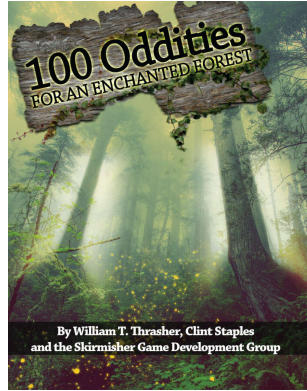
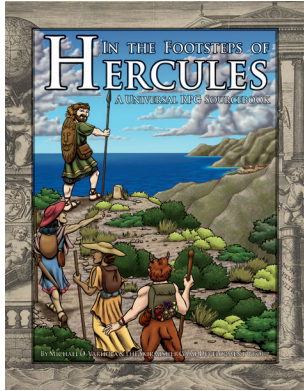
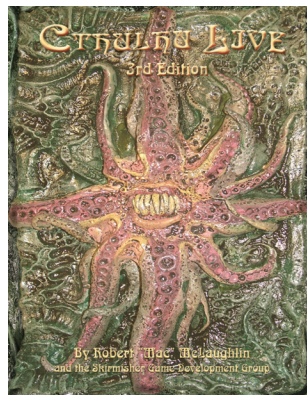
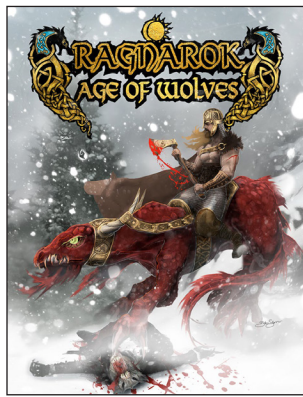
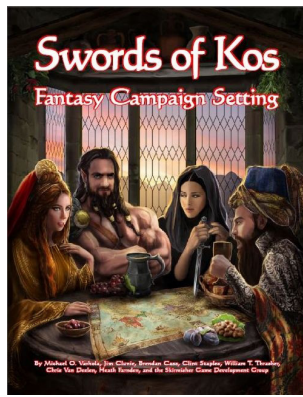
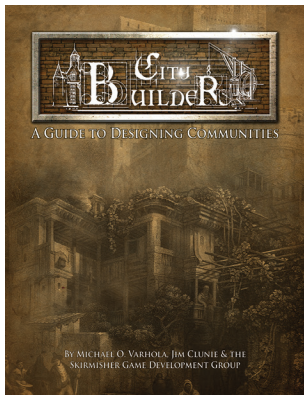
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