

Eldritch Weirdness Compilation



Books Three to One

**Swords
& Wizardry**

Eldritch Weirdness Compilation: Books Three through One

Introduction to the Compilation

Whenever I have a fever, I write more material for this series. It's just the way I do it. I don't take drugs (other than what's prescribed for my bipolar disorder and an anxiety disorder). That said, you've probably got some idea of what this material looks like. It's weird, with no apologies for its weirdness. And it's a bit disorganized, but that's intentional. I think a mild bit of disorganization is a strong spark for the reader's creativity, since it combines odd concepts in the mind – conjunctions that wouldn't normally spark up when a book is dryly built around a clear structure where it's the writer's interpretation of the material guiding the reader by the nose. You'll quickly see that I've got no intention of explaining these ideas in stultifying detail. Things are vague, open-ended, and impressionistic. I like Frank Frazetta, Frederick Remington, and Monet. And I write like they paint. Not as well, of course, but sufficient for the purpose. This is a shotgun blast of ideas and inspirations. If your experience with gaming books is limited to the normal grind, this might seem strange. Embrace the strange.

On that topic, you'll note that the books are presented in reverse order. That's because spells, which are the last topic covered, are (in my mind) the least interesting topic in the coverage of magic in fantasy roleplaying games. What's interesting is what a magic user can do OUTSIDE of the rules. Beyond the rules. Spells are the game's cookbook, the basic tool of the rough and ready adventuring mage. Yet the scope and reach of magic is far wider. The higher level magic user will aspire to (get more power) learn and explore the reaches of magic beyond mere spells. This is the topic of the second two books in the compilation. Enjoy the ride.

Matt Finch

ELDRITCH WEIRDNESS BOOK THREE

Welcome to the Third Volume of the Eldritch Weirdness Series! In this volume, we explore topics dear to the heart of the magic-user's player character: more power. Once you accept and understand that spells are merely cookbook formulae, the tool of lesser wizards, and that there is a vast realm of magic beyond their purview, you will necessarily begin inquiring into sources of greater magic. This is true even if your only goal is to create more powerful spells, or to cast your spells to greater effect. While there are a number of possible projects for higher-level magic users that transcend spell casting (creating magic items, creating new spells, building golems, etc), what we focus on in this volume is the source of boosting and channeling magical power. Three modes are covered: Ley Lines, Point Sources, and Planar Shapes. In addition, there is a section on summoning elemental creatures.

Magical Projects, Generally

The first priority in terms of any kind of magical project is to get a sense for the sources of magical power you'll be tapping into. That, of course, depends on the referee. In most campaigns, pretty much all of these sources will be available, but if your referee has a very specific concept of how magic works, you'll want to find that out early on, so your character doesn't go traipsing down a dead end path. Generally, if the referee is working with a very specific concept of magic, you'll already know that as a magic user character. So what follows is a series of possible power sources. Depending on your magic user's predilections, powers, and found knowledge, one or the other of these sources might be more accessible.

Ley Lines

The world is crisscrossed with conduits of magical power. Your spells create such a small draw upon these magical sources that they function anywhere; but one way of powering up a truly significant magical working, you can increase your chances by getting close to one of these lines. There might be even more potential power if you find a major conduit or an intersection of the ley lines. If this is an available mode of magic, you can discover it (possibly) by searching through records and archives for instances of strange magical events. If you find an area where more of these events take place, you may have stumbled upon the location of a ley line or even an intersection of two or more. If you can create a map of such events, and they resolve themselves into lines, you might have the ability to create a map of where the major and minor ley lines are to be found.

The approach to take with ley lines is probably to treat them like electrical currents of magical force. They might or might not stem from a single source (that source is probably something you don't want to mess around with – way too dangerous). In any case, if you analogize the ley lines to power cables, there are lots of possibilities for methods of using them, as well as dangers and protections to keep in mind.

First of all, are the lines in some way "insulated" from the outside world? You might need a way to break through that insulation in order to tap the power within. If that's the case, you might want to get some idea of what happens when the insulation is broken. If there's the potential for an explosion or a backlash, your first priority obviously needs to be discovering a way to keep the emanations of power under control. Several possibilities exist: the most obvious one is a magic circle. Magic circles are a type of rune (in that they have power when drawn). There are different kinds of magic circles and ways to draw them, including the possibility that they have to be powered by a spell or with accoutrements such as candles, salt, or other materials. Look into this; it is probably the cheapest and easiest first thing to eliminate from consideration. The next possibility for containing a blast from ley lines is to channel the blast. Whatever magical substance or force "coats" the ley line could be used to disperse or channel the power once it is tapped from the main line. There might be some method of creating or shaping that substance-force. A spell might do it, if you have the time to create a new spell for the purpose, and there's also the possibility that a non-magical item with the right shape,

composition or substance could be the key. Have your character research ancient tomes looking for illustrations of a recurring shape. Alchemists might also be using a tool with an unexplained shape or substance, perhaps not even knowing what the thing does. If your character has hired an alchemist, drop by his office and take a look around. Ask about the functioning of his mystical gear, and see if there's something that doesn't fit into the purely material operation of his ovens and flasks. If there's a god of magic in the campaign, a definite point of research is to check out the holy symbol. Remember, that holy symbol might only work properly if it's made of the right material, so look at the materials being used by the higher-level clerics. Those wooden holy symbols the novices are wearing might only be symbolic. There's a real difficulty if the magical shape needs to be blessed in some way by a god of magic. In this case, you better make good friends with one of the higher-ups at the temple, because dimes to doughnuts that's an indication that the religion might frown upon tapping into ley lines. You'll want to find out why, and the quickest way to do so is to get into the temple's records, liturgy, and dogma. And when you start experimenting, you'll want to have a cleric handy to remove any curses that might explode from the ley line when you tap into it. Most likely, a temple's prohibition on tapping into ley lines is actually for your protection; a god of magic isn't likely to frown on people experimenting with magic. You're just going a little further than normal, that's all. At least, if that's your story you better stick to it.

Other electrical concepts might come into play if ley lines are a potential (no pun intended) source of magic. Electrical current is the movement of electrons down a strand of material. In fact, some materials are better conductors than others. If you can figure out how the conductivity works, and what materials (and those materials might be pretty abstract) that's the key to creating your own man-made ley lines tapping into the main current. Such man-made channels can be used to route power into your stronghold, allowing you to create things like a wicked alarm-and-defense system or a permanent source of extra magical power. You might be able to increase your own spellcasting ability

by recharging in some of these locations, or do all sorts of other things once your stronghold is magically "electrified."

The basic, initial approach to check for the existence of ley lines is probably to check out ancient tomes (as mentioned), get yourself every possible kind of divining rod that hedge witches use, gear up with lots of detect magic capability, and go hunting for patterns.

How exactly you might use ley lines, if they are an available power source, is basically limitless, since what you've done isn't specific to a particular purpose. Other projects might require more research into how to accomplish them, but once you know how, you've got a ready source for how to get better than normal results.

One caution: if your campaign has white and black magic, or if there are separate character classes for white, grey, and black wizards ... there might be more than one kind of ley line. Don't use the wrong one, or you might get blasted into ashes.

Point Sources

Point sources of magic are similar to the ley line project; we're talking about a system/world in which magic doesn't flow in lines but emanates from separate sources, creating radiations from these points. You'll discover this in the course of research into ley lines, because your map of strange occurrences won't look like lines but will seem to converge into circles and crescents. The reason why there will be crescents is because the emanations from the power sources might overlap like a Venn diagram. If you find some triangular shapes of high magical occurrences, you've found a place where three point sources overlap. Such a triad-location could conceivably be more powerful than tapping a single point source. If you have some means of measuring magical force (a project in and of itself), you could verify this.

One benefit of point sources is that you could build your stronghold right on top of one of the triad-points or very close to one of the point sources. You wouldn't really have to go through the difficulties of designing things to insulate yourself from tapping a ley line,

because the point source is already emanating the power you need. Of course, you'd still have to work through some method of transforming that power into actual effects, but there's considerably less danger than there is working with "current." Less power, too, but still a major boost to your abilities. Of course, you might get greedy and try to tap into one of those power sources. In this case, you'll want all the protections appropriate to messing around with ley lines.

Planar Shapes and Reflections

Possibly the source of magic stems from the shape and intersections of different planes of existence. In some way, the patterns of non-material reality create a magical potential that's again similar to a built-up electric charge. It's possible that such a shape-based system of magic is what creates point sources of magic (see ley lines, above). There are other possibilities to investigate, however. One is that another plane casts a direct reflection on the material world, or can be defined in the same way that a four-dimensional shape intersects with a three dimensional object. This reflection might take the shape of lines (ley lines) or it might take the shape of three-dimensional objects. Those three-dimensional shapes would resemble a system of point sources, but with no actual source at the center, and no decrease in strength from the center of the shape. Remember, too, that they might be found anywhere – under the sea, or up in the air.

One possible approach to increasing your power in a system where planar shapes affect magical power is to consider using some dimensional magic to create your own planar reflections or manipulations. What if you were to create a dimensional fold in space, or a pocket dimensional area in just the right place? You might be able to create, effectively, a magnifying glass to intensify the interaction of shapes in a particular area (possibly as small as a few feet across)? That would be a nice result, wouldn't it? Virtually anything you did in that area of magnified power would be charged up with a lot more magical energy – or on the other hand, the effect might be to allow spells or other rituals that couldn't be cast on the material plane other than in this one location.

It might be that you're not the first person to consider these possibilities. The great mages of the past might already have constructed little places where magical energies are particularly focused. In some ways, finding this kind of focus point is easier than messing around with ley lines because they've got to be made. Your research can focus specifically on the powerful mages of the past. In particular, you want to look for the ones who seemed to create items or non-spell effects. Ignore the wizards whose powerful spells are their claim to fame; this sort of power-up wouldn't travel well. You're looking for wizards who were powerful in the home games but weak on the road.

One other possibility to consider is that if planar shapes and reflections are a fruitful source of magical power, there might actually be a way of porting around a little and less powerful shape which can focus magical energies. Take a look at the tips of wands. If they all seem to have the same shape at the business end, it's probably a shape that focuses magical energy. If so, you've just gained a vital piece of information that will stand you in good stead if you want to identify wands or create them. Also, you might be able to improve on that shape and create more powerful wands. If the "charges" in wands are related to a deformation of the focusing shape, you might be able to "repair" them to give them at least some more charges before they no longer function. Most importantly, though, you've found a way to take dimensional magic on the road, so to speak. The power is portable.

Summoning Elementals

Virtually every fantasy game contains the possibility for higher-level wizards to summon elemental creatures. In many cases, the rough-and-ready formula is to cast a spell, call forth an elemental, and try your best to keep it under control. Well. That's no good. Certainly with a little work you can improve on what a mere spell can do. Obviously there's more to it, if you were to add enticements, bargains, magic circles, and rituals. A spell is brute force magic, with no finesse. A wizard with a bit of knowledge and a bit of time can certainly improve on the effects of the basic elemental summoning spells.

The presence of djinn and efreet in a campaign world is a definite indicator that there are hierarchies and levels of elemental creatures. So your first priority might be to focus on summoning the right “type” of elemental. On the other hand, you might want to magnify the effects of the basic spell, calling forth more elementals than normal, or more powerful ones. That’s a bit boring – it’s more interesting to concentrate on getting the more powerful ones or finding ways to control them or protect yourself from them.

The first step to working with elementals is to get a good idea of how the elemental planes interact with the material plane. In some campaigns, elementals are actually resident upon the material plane, and you can get right to the summoning and controlling work without messing with dimensional or planar magic at all. Unfortunately, it’s a bit difficult to find this information out unless it’s well known in the community of wizards. It’s either going to be in the basic textbooks or it’s going to be a pain to discover; one or the other. However, you can always rely on the basics of research: steal the notes of a prominent wizard. Preferably, the prominent wizard is dead, and his notes are in a dungeon somewhere, because paybacks can be a bitch. Even dead wizards are dangerous; look out for liches when you go delving into the underground strongholds of a famous and long-dead wizard. That’s basic wisdom. Curses are another thing to watch out for, but if you’re ready for a lich you’re ready for a curse – the solution to both is a cleric in the expedition. Several clerics. In any case, a wizard’s journal is by far the easiest place to get information about where elemental creatures hang out, and determine whether as an elemental mage you’re going to have to get into planar magic or not.

The uses of planar creatures are legion. In general, they’re thought of as temporary allies in combat, but that’s really limited thinking. If you can summon elementals out of nowhere, that means they can travel like the wind in some fashion – otherwise, how did they get to you? Well, if they have that sort of mobility, aren’t they an excellent source of spying, information, and even military intelligence? All you’ve got to do is figure out how to

summon one that’s observant and intelligent enough to convey that kind of information without lying to you. That last part could be a little problematic, since elemental creatures don’t like to be summoned or bound to service in the first place. Bargains and threats are probably the solution, here. This means that before you can use elementals for spying and intelligence gathering, you might also need to figure out how to give them a credible threat. Which leads us to the next point.

Binding elementals eternally into some sort of object (a lamp, duh) is almost certainly a possibility. It’s useful for you, and a threat to hang over the head of a summoned elemental. Consider the value of having an earth elemental infused into the substance of your castle walls. Consider what sorts of alchemy you might be able to achieve using a fire elemental to super-heat your athanor (that’s an oven, by the way). Air elementals might be the perfect touch to complete a better-than-average magic carpet. Of course, if they escape you will have a powerful and vengeful opponent .. but no one said magic was going to be safe once you’re beyond the province of basic spellcasting. If you’re going to push the envelope, you’ve got to take the risk of finding out what’s on the other side.

The tables below might give you some ideas for what sorts of elementals you’d want to specialize in, and what sorts of bargains, threats, and promises would work best to get the results you want.

Table 1: Social Strata of Elementals	
Die Roll	Social Stratum
01-40	Mindless (normal elemental)
41-70	Servitors (normal elementals and weak djinn)
71-95	Nobility (powerful djinn)
96-00	Quasi-deity or elemental lord

Table 2: Elemental Body Forms	
Die Roll	Elemental's Basic Shape
01-05	Animal appearance (amphibian)
06-10	Animal appearance (bird)
11-15	Animal appearance (mammal)
16-20	Animal appearance (reptilian)
21-25	Aquatic creature appearance
26-30	Cone or pyramid of elemental substance
31-35	Formless cloud or mass of elemental substance
36-40	Horror-type form
41-45	Incorporated into item (e.g., lamp)
46-50	Insectoid appearance
51-55	Pillar of elemental substance
56-60	Plant appearance
61-65	Serpentine or spiral-shape of elemental substance
66-70	Used/incorporated into construct
71-75	Used/incorporated into structure for innate qualities
76-80	Used/incorporated into structure for movement/sentience
81-00	Human appearance with elemental features and attributes (e.g., pillar of fire instead of legs)

Not all campaigns would have all the different types of elementals listed in the table below, but it's worth finding out.

Table 3: Elemental Plane of Origin	
Die Roll	Plane of Origin
01-05	Air
06-10	Earth
11-15	Fire
16-20	Water
21-25	Death
26-30	Sound
31-35	Electricity
36-40	Light/dark
41-45	Shadow
46-50	Poison
51-55	Acid
56-60	Smoke

61-65	Ice
66-70	Steam
71-75	Lava
76-80	Life
81-85	Sand
86-90	Probability or entropy
91-95	Plant life
96-00	Thought or cognition

One of the key features of elementals of all kinds, from genies to summoned elementals, is that they can be bound to the service of powerful masters. In many cases, particularly in the case of the more intelligent elementals such as genies, there is a specific means by which the elemental can be controlled (and serious risks if you get it wrong).

Table 4: Method of Binding the Elemental Creature	
Die Roll	Method
01-10	Bargaining; a sacrifice is offered (souls, gems, etc), and the elemental might or might not choose to accept the bargain
11-20	Genealogy/ancestry; ability to control this type of elemental was granted to a bloodline in the distant past as a bargain or reward
21-30	Knowledge of elemental's language, research being required, possibly hard to use or pronounce
31-40	Knowledge of the elemental's true name
41-50	Possession of Item; possibly one owned by the elemental, possibly a specific wand, possibly something like a token granted by the elemental's overlord
51-60	Riddle answer; elemental poses a riddle of some kind
61-70	Sacrifice; some particular sacrifice is required to control the elemental
71-80	Specific ritual; a specific ritual which probably needs research is used to bind the elemental to service
81-90	Specific spell; probably requires specific research for non-traditional elementals
91-00	Spoken words; possibly a command word, possibly a pleasing haiku, etc.

Although it's really more of an adventure-generating idea for the referee than a player-based idea, conditions in the elemental region from which the elemental hails might be highly useful.

Conditions in Elemental Region

Table 5: Conditions in Elemental Region	
Die Roll	
01-10	Castle with hounds, nobles, servants, knights, etc.
11-20	City of intelligent and semi-intelligent elementals
21-30	Decadent
31-40	Highly religious, superstitious
41-50	Highly traditional, bound by traditions and agreements
51-60	Infested with vermin
61-70	Plots against old enemies, handles all interactions with material plane on that basis
71-80	Prison
81-90	Underwater-like (free-swimming elementals analogous to undersea creatures)
91-00	War-torn region

ELDRITCH WEIRDNESS BOOK TWO

Eldritch Weirdness Book Two is fairly simple. It's a set of tables for generating ideas. These can be used both by the player (ideas for new spells, magic items, or artifacts) and by the referee (ideas for ... well, also for new spells, magic items, or artifacts).

The tables are arranged by the first letter of the nouns and adjectives, because things just sound cool when there's an alliteration. But you can mix and match the tables, in case such a thing didn't already occur to you (you're already rolling on the tables by now anyway, not reading this - I could be writing anything). Roll once for an adjective, and once for a noun. Thus, you might generate a Spell of Abhorrent Abolishment, if you rolled 01 and 01 on the first table. No, I didn't bother going all the way through the alphabet. I think there's plenty right here. Okay, I leave it to you from this point.

Spell and Item Creation Ideas

A

Die Roll	Adjective	Noun
01	Abhorrent	Abolishment
02	Abiding	Abolition
03	Abject	Abomination
04	Able	Abrogation
05	Abnormal	Absence
06	Abominable	Absorption
07	Abrasive	Abstention
08	Abrupt	Abuse
09	Absolute	Acceleration
10	Absorbing	Access
11	Abundant	Accident
12	Accompanied	Acclimatization
13	Accurate	Accomplishment
14	Acoustic	Accretion
15	Acquisitive	Accord
16	Acrid	Acquisition
17	Active	Action
18	Acute	Actualization
19	Adamantine	Admittance
20	Adaptable	Admixture
21	Addictive	Admonishment
22	Addling	Adoption
23	Adept	Advantage
24	Adhesive	Adversity
25	Adipose (fatty)	Advocate
26	Adjacent	Affair
27	Admirable	Affinity
28	Admonishing	Affliction
29	Adverse	Aftermath
30	Aerial	Agent
31	Aggressive	Agglomeration
32	Agitated	Agitation
33	Agonizing	Agriculture

34	Aimless	Alarm
35	Airy	Algae
36	Alarming	Alienation
37	Alchemical	Alleviation
38	Aleatory (depending on a die roll)	Alteration
39	Alkaloid	Amalgamation
40	Alluring	Ambiguity
41	Almighty	Amelioration
42	Alterable	Ammunition
43	Amazing	Amoeba
44	Ambulatory	Amphibian
45	Amorous	Amplitude
46	Amphibious	Amputation
47	Amusing	Anatomy
48	Anatomical	Anchor
49	Anguishing	Anger
50	Angular	Angst
51	Animated	Anguish
52	Anomalous	Animal
53	Anthropomorphic	Annoyance
54	Apathetic	Annulment
55	Apocalyptic	Ant
56	Appalling	Antagonism
57	Apparent	Antagonist
58	Aquatic	Anteater
59	Arachnoid	Ape
60	Arbitrary	Aperture
61	Arboreal	Aphrodisiac
62	Archaic	Apoplexy
63	Architectural	Apparatus
64	Arid	Apparition
65	Aromatic	Application
66	Arresting	Approach
67	Arrowing	Arbalest
68	Arterial	Archer
69	Articulated	Archway

70	Artificial	Arm
71	Artistic	Armament
72	Ascendant	Armor
73	Ascending	Arousal
74	Assailing	Arrival
75	Assembling	Arrow
76	Assertive	Arson
77	Assiduous	Artifice
78	Assistive	Ashes
79	Assorted	Aspect
80	Assuaging	Asphyxiation
81	Asthmatic	Assailant
82	Astonishing	Assassin
83	Astounding	Assault
84	Astral	Assent
85	Astrological	Assertion
86	Astute	Assignment
87	Asymmetrical	Assimilation
88	Atrocious	Assistant
89	Attentive	Asymmetry
90	Atypical	Atom
91	Audacious	Attachment
92	Audible	Attenuation
93	Augmented	Attire
94	Augmented	Attraction
95	Auspicious	Attrition
96	Austere	Augury
97	Austere	Automation
98	Authoritative	Auxiliary
99	Avian	Availability
100	Awful	Aversion

B

Die Roll		
01	Baffling	Baboon
02	Baleful	Badger
03	Baneful	Balance
04	Barbaric	Balcony
05	Baroque	Ballerina
06	Barren	Ballet
07	Battering	Banishment
08	Beastly	Banner
09	Beckoning	Banter
10	Beclouded	Barbarism
11	Bejeweled	Bargain
12	Bestial	Barrage
13	Bewildering	Barrel
14	Binding	Bat
15	Biting	Bear
16	Bitter	Beard
17	Bizarre	Bee
18	Black	Beer

19	Blackened	Beetle
20	Blasted	Belaborment
21	Blasting	Belches
22	Blazing	Belittlement
23	Bleak	Belt
24	Blighted	Blast
25	Blinding	Blessing
26	Bloodless	Blob
27	Bloodthirsty	Bloodsucker
28	Bloody	Blossom
29	Blue	Boar
30	Boiling	Body
31	Bold	Bolt
32	Bothersome	Bombardment
33	Bottomless	Bondage
34	Bounding	Bottle
35	Boundless	Bound
36	Bountiful	Brain
37	Branching	Broadside
38	Brazen	Brush
39	Breeding	Bubble
40	Brief	Buckle
41	Bright	Bull
42	Bright	Bulwark
43	Brilliant	Bunions
44	Briny	Buoyancy
45	Bronze	Burden
46	Brooding	Burglary
47	Bruising	Burial
48	Brutish	Burst
49	Bubbling	Backbone
50	Buffeting	Bag
51	Burning	Baggage
52	Burying	Balance
53	Babbling	Ball
54	Backward	Balm
55	Backhanded	Bandage
56	Bacterial	Bane
57	Baking	Baptism
58	Balky	Barbs
59	Ballooning	Barber
60	Bamboozling	Barrier
61	Barking	Barricade
62	Barreling	Basketry
63	Basic	Battering ram
64	Beastly	Battleaxe
65	Beautiful	Beak
66	Bedazzling	Beam
67	Beguiling	Beast
68	Bellowing	Belittlement
69	Bending	Bell
70	Benign	Benefit
71	Bewitching	Bestowal

72	Biddable	Betrayal
73	Binding	Bird
74	Biological	Birdcage
75	Bisecting	Bite
76	Bitter	Bladder
77	Blistering	Blade
78	Bloated	Blanket
79	Bloodthirsty	Blaze
80	Blossoming	Blemish
81	Bludgeoning	Blight
82	Burgeoning	Blindness
83	Bobbing	Blockade
84	Bodily	Bloodhound
85	Boiling	Bloom
86	Botanical	Boat
87	Bothersome	Bolt
88	Bouncing	Bonnet
89	Brief	Boomerang
90	Brimstone	Bowl
91	Brisk	Box
92	Brittle	Brambles
93	Broad	Breeze
94	Broiling	Brick
95	Bruising	Bridge
96	Bulbous	Bridle
97	Bulging	Brush
98	Bulky	Bucket
99	Burdensome	Bulwark
100	Burgling	Bump

C

Die Roll	Adjective	Noun
01	Cabalistic	Cable
02	Cackling	Calcification
03	Cacophonous	Camel
04	Calcified	Canary
05	Calculating	Cancellation
06	Callous	Candle
07	Canonical	Canopy
08	Capable	Capers
09	Capacious	Capitulation
10	Capricious	Caprice
11	Captivating	Capsule
12	Capturing	Carpet
13	Careful	Cat
14	Careless	Catapult
15	Carnal	Catastrophe
16	Carnivorous	Caterpillar
17	Cartilaginous	Catharsis
18	Carven	Cavalier
19	Cascading	Cave

20	Catastrophic	Centipede
21	Categorical	Cerebrum
22	Caterwauling	Chain
23	Caustic	Challenge
24	Cavorting	Chant
25	Cellular	Chaos
26	Central	Charisma
27	Cephalic	Charm
28	Chameleonic	Chastisement
29	Changeable	Cheetah
30	Changing	Chicken
31	Chanting	Chimera
32	Chastising	Chimes
33	Chattering	Chimney
34	Cheerless	Chipmunk
35	Chemical	Chitin
36	Cherished	Chunk
37	Chill	Cinders
38	Chilling	Circle
39	Chortling	Circumvention
40	Chronic	Citadel
41	Chronometric	Clam
42	Chuckling	Clash
43	Churning	Classification
44	Circuitous	Clemency
45	Circular	Cloak
46	Clangorous	Clot
47	Clay	Cloud
48	Clever	Coagulate
49	Climbing	Coalescence
50	Closed-off	Coat
51	Clutching	Cobra
52	Coexistent	Collision
53	Coiled	Color
54	Coiling	Commotion
55	Collapsing	Compass
56	Commendatory	Comprehension
57	Competent	Concealment
58	Complex	Concession
59	Complicated	Condemnation
60	Concealed	Condition
61	Concurrent	Cone
62	Congenial	Configuration
63	Congregating	Confiscation
64	Conjoined	Conflict
65	Connecting	Congealment
66	Connective	Conglomeration
67	Conscious	Conjunction
68	Consecutive	Conquest
69	Constricting	Consequence
70	Contaminating	Consternation
71	Contemptible	Constitution
72	Contiguous	Construction

73	Contrived	Contention
74	Convoluted	Contingency
75	Coral	Contour
76	Corrective	Contraption
77	Corroding	Contribution
78	Corrosive	Corona
79	Covert	Coronet
80	Crafty	Corpulence
81	Cratered	Corpus
82	Crawling	Corpuscle
83	Creeping	Correction
84	Criminal	Correlation
85	Crimson	Corridor
86	Crippled	Cottage
87	Crippling	Counteraction
88	Crooked	Counterpoise
89	Crude	Counterposition
90	Cruel	Crab
91	Crumbling	Creeper
92	Crying	Croak
93	Cryptic	Crockery
94	Crystal	Crocodile
95	Crystalline	Crow
96	Cubic	Crown
97	Cunning	Cube
98	Curious	Curd
99	Cursed	Curdle
100	Cyclopean	Curse

D

Die Roll	Adjective	Noun
01	Damp	Daffodil
02	Dangerous	Dagger
03	Dark	Dance
04	Daunting	Dancer
05	Dazzling	Dandification
06	Dead	Darkness
07	Deadening	Dart
08	Deadly	Daydream
09	Deathly	Deafness
10	Debased	Death
11	Debilitating	Debilitation
12	Decaying	Decalcification
13	Deceptive	Decapitation
14	Decisive	Decay
15	Declining	Diminution
16	Decomposing	Deceit
17	Decreasing	Dissection
18	Deep	Deception
19	Defensive	Declaration
20	Defiant	Decline

21	Defiling	Decrease
22	Deleterious	Decrepitude
23	Deleting	Deduction
24	Delicate	Defeat
25	Delusive	Defect
26	Delusory	Defense
27	Demolishing	Deflation
28	Departed	Defoliation
29	Deplorable	Dejection
30	Deranged	Deletion
31	Dermal	Delight
32	Descending	Delineation
33	Desolate	Delivery
34	Desperate	Deluge
35	Despoiled	Delusion
36	Despondent	Distance
37	Destined	Demise
38	Destitute	Demolishment
39	Destructive	Demon
40	Detached	Distillation
41	Determined	Density
42	Detestable	Dentistry
43	Detrimental	Departure
44	Devastated	Depilation
45	Devilish	Depletion
46	Devious	Deposit
47	Devoted	Deprivation
48	Devouring	Derivation
49	Devouring	Derivative
50	Diagonal	Descent
51	Diamond	Desiccation
52	Dim	Design
53	Dimensional	Designation
54	Diminishing	Despair
55	Dire	Detection
56	Disappearing	Detention
57	Disarming	Deterioration
58	Disastrous	Deterrent
59	Disconnected	Device
60	Disconnecting	Device
61	Discontinuous	Dexterity
62	Discordant	Dimension
63	Discreet	Dinosaur
64	Disassembling	Diplomacy
65	Discrepant	Disability
66	Diseased	Disablement
67	Disemboweling	Disaster
68	Disgusting	Discharge
69	Disheartening	Discipline
70	Disintegrating	Disclosure
71	Disloyal	Discord
72	Dismal	Distortion
73	Dissolving	Discouragement

74	Dismaying	Discrepancy
75	Disobliging	Disdain
76	Disorienting	Disfavor
77	Displacing	Disguise
78	Disproportionate	Disinheritance
79	Dissonant	Disintegration
80	Distended	Disjunction
81	Disturbing	Dismay
82	Divided	Dismemberment
83	Dizzying	Disorganization
84	Doleful	Dispatch
85	Dolorous	Dispersal
86	Dormant	Division
87	Dour	Disposal
88	Draconic	Distaste
89	Dreaded	Distension
90	Dreadful	Distribution
91	Dream	Dog
92	Definitive	Dolphin
93	Dreary	Dome
94	Drenching	Door
95	Drunken	Doorway
96	Dry	Dragon
97	Dual	Dragonfly
98	Dusky	Dread
99	Dusty	Dread
100	Dying	Duality

E

Die Roll		
01	Earthen	Eagle
02	Earthy	Ear
03	Easing	Earth
04	Easy	Earwig
05	Ebbing	Echo
06	Ebony	Eclipse
07	Eccentric	Ecstasy
08	Eerie	Eddies
09	Effacing	Edict
10	Effective	Edifice
11	Effervescent	Effect
12	Efficacious	Efficiency
13	Efficient	Effort
14	Effusive	Egg
15	Elaborate	Egotism
16	Elastic	Egress
17	Elder	Ejection
18	Eldritch	Elephant
19	Electric	Elevation
20	Elliptical	Elevator
21	Elusive	Elimination

22	Embellished	Elongation
23	Emerging	Elucidation
24	Emotional	Emaciation
25	Emphatic	Emanation
26	Empurpling	Embrace
27	Emulsifying	Embroidery
28	Enameled	Emissary
29	Encasing	Emplastication
30	Encephalic	Employment
31	Enchanted	Emptiness
32	Encircling	Enabler
33	Enclosing	Enactor
34	Encroaching	Enamel
35	Encyclopedic	Enclosure
36	Ending	Encoffinment
37	Enduring	Encounter
38	Energetic	Encumbrance
39	Enervating	Endangerment
40	Enfolded	Endowment
41	Engaging	Endurance
42	Engorging	Enema
43	Engrafting	Enervation
44	Enhanced	Enfeeblement
45	Enigmatic	Enlargement
46	Enkindling	Enlargement
47	Enlightening	Enlistment
48	Enmeshing	Enlivenment
49	Enormous	Enslavement
50	Enraging	Enthronement
51	Enrapturing	Entombment
52	Enshrouding	Entourage
53	Ensnaring	Entrance
54	Ensured	Entry
55	Ensuring	Entwiner
56	Enthusiastic	Enumeration
57	Enticing	Enunciation
58	Entire	Envy
59	Entombed	Epidemic
60	Entombing	Equipment
61	Entomological	Error
62	Entwining	Eruption
63	Enveloping	Escalation
64	Envenomed	Escapade
65	Envious	Escort
66	Environmental	Essence
67	Enwrapped	Etiquette
68	Ephemeral	Evacuation
69	Epileptic	Evanescence
70	Episodic	Evaporation
71	Eroding	Evasion
72	Erratic	Event
73	Erupting	Eventuality
74	Esoteric	Eviction

75	Essential	Evocation
76	Eternal	Examination
77	Ethereal	Excrescence
78	Euclidian	Excruciation
79	Evanescent	Excursion
80	Evening	Exercise
81	Eventful	Exhalation
82	Evolutionary	Exhaustion
83	Exacerbated	Exhortation
84	Exact	Exoskeleton
85	Exacting	Expedient
86	Excellent	Expedition
87	Excising	Expertise
88	Excoriating	Explosion
89	Excruciating	Expostulation
90	Exhalatory	Expression
91	Exoskeletal	Extension
92	Exotic	Extermination
93	Expanding	Extinction
94	Exploding	Extraction
95	Exploratory	Extremity
96	Exposed	Extrication
97	Expressive	Extrusion
98	Exquisite	Extrusion
99	Extra-dimensional	Eye
100	Extravagant	Eyes

F

Die Roll		
01	Fabled	Fabric
02	Fabricated	Fabrication
03	Fabulous	Façade
04	Facial	Face
05	Faded	Facilitator
06	Failing	Facsimile
07	Fainting	Failure
08	Faithful	Faint
09	Fallen	Fake
10	False	Fall
11	Faltering	Fallacy
12	Famous	Fallibility
13	Fanatic	Falsification
14	Fanciful	Familiarity
15	Far	Fan
16	Farfetched	Fantasy
17	Far-flung	Farewell
18	Farmyard	Fart
19	Far-reaching	Fascination
20	Fascinating	Fatalism
21	Fast	Fate

22	Fastening	Fatigue
23	Fat	Faucet
24	Fatal	Faucet
25	Fateful	Fault
26	Fattening	Faultiness
27	Faultless	Fealty
28	Faulty	Fear
29	Favorable	Fearlessness
30	Fearful	Feat
31	Febrile	Feathers
32	Felicitous	Features
33	Fell	Feebleness
34	Fending	Feelers
35	Feral	Feet
36	Fertile	Fence
37	Feuding	Fermentation
38	Feverish	Fern
39	Fibrous	Ferry
40	Fidgeting	Fever
41	Fiendish	Fibers
42	Fiery	Field
43	Filching	Fiend
44	Filling	Fig
45	Filtering	Figment
46	Filthy	Figure
47	Firm	Filament
48	First	Filth
49	Fissured	Finger
50	Fivefold	Fire
51	Fizzing	Firecracker
52	Flailing	Fish
53	Flaky	Fissure
54	Flamboyant	Fist
55	Flaming	Fit
56	Flawless	Fixative
57	Flaying	Fizzle
58	Fleecy	Flare
59	Fleeting	Flash
60	Flexible	Flesh
61	Flickering	Flight
62	Floating	Flimsiness
63	Flooded	Flood
64	Floppy	Flourishes
65	Flowery	Fluctuation
66	Fluctuating	Fluid
67	Fluting	Fluidity
68	Flying	Foam
69	Fondling	Focus
70	Foolish	Foe
71	Forbidding	Fog
72	Forcible	Folds
73	Foreign	Foliage
74	Forestalling	Follower

75	Forfeit	Folly
76	Forgotten	Forbearance
77	Forking	Force
78	Forlorn	Fork
79	Formable	Form
80	Formative	Fountain
81	Formidable	Fragment
82	Formless	Fragmentation
83	Fortified	Frame
84	Fortunate	Frenzy
85	Fossilized	Fretfulness
86	Foul	Friction
87	Fountaining	Fringes
88	Foxtailed	Frog
89	Fragmentary	Frolics
90	Fragrant	Frost
91	Freakish	Froth
92	Freckled	Fruitfulness
93	Freewheeling	Frustration
94	Freezing	Furnace
95	Frightful	Fuel
96	Frigid	Fulcrum
97	Frozen	Fungus
98	Frugal	Fur
99	Fruitful	Fusillade
100	Furious	Fusion

23	Ghastly	Gauze
24	Ghostly	Gecko
25	Ghoulish	Gelatin
26	Gigantic	Gem
27	Giggling	Generation
28	Gilded	Generator
29	Givable	Genesis
30	Given	Genitalia
31	Glacial	Geode
32	Glandular	Geomancy
33	Glaring	Geometry
34	Glass	Germination
35	Glazed	Germes
36	Glimmering	Gestures
37	Glittering	Geyser
38	Gloating	Gibbet
39	Globular	Giddiness
40	Gloom	Gift
41	Gloomy	Giggle
42	Glorified	Gills
43	Glorious	Gingivitis
44	Glowing	Giraffe
45	Glutinous	Girl
46	Glutted	Girth
47	Gluttonous	Glacier
48	Gnarled	Gladiator
49	Gnashing	Gland
50	Goat-like	Glaze
51	Gobbling	Glide
52	Godlike	Glimpse
53	Golden	Glob
54	Good	Globe
55	Goodly	Globule
56	Goring	Gloss
57	Gouging	Glow
58	Grabbing	Glue
59	Graceful	Glyph
60	Gradual	Goad
61	Grand	Goat
62	Grandiose	Gobbet
63	Granite	Gondola
64	Granular	Gong
65	Graphic	Gown
66	Grappling	Gradations
67	Grasping	Grant
68	Grassy	Granulation
69	Gravelly	Granules
70	Gravitational	Grapple
71	Gray	Grasp
72	Greasy	Grasshopper
73	Great	Gravity
74	Greater	Grenade
75	Greedy	Grievance

G

Die Roll		
01	Gagging	Gag
02	Gainful	Gain
03	Gallant	Gale
04	Galling	Galleon
05	Gamboling	Gallery
06	Gangling	Galley
07	Gangrenous	Gallon
08	Gaping	Gallop
09	Gargantuan	Gallows
10	Garish	Gamble
11	Garnished	Gambler
12	Gaseous	Game
13	Gastric	Gangplank
14	Gaudy	Gaol
15	Gauzy	Gap
16	Gelatinous	Garden
17	General	Garment
18	Generous	Garnishment
19	Gentle	Garrote
20	Geological	Gastritis
21	Geometric	Gate
22	Geothermal	Gateway

76	Green	Grimace
77	Grey	Grin
78	Grim	Grinder
79	Grimy	Grip
80	Grinding	Gripes
81	Grinning	Grovel
82	Gripping	Growl
83	Grisly	Growth
84	Groaning	Grub
85	Groggy	Grubs
86	Groping	Grudge
87	Grotesque	Gruel
88	Grounded	Guardian
89	Groundless	Guardroom
90	Growing	Guards
91	Growling	Guess
92	Gruesome	Guest
93	Guaranteed	Guidance
94	Guided	Guide
95	Guileful	Guillotine
96	Gulping	Guilt
97	Gushing	Gulf
98	Gusting	Gullet
99	Gymnastic	Gunnery
100	Gyrating	Gyrations

I

Die Roll		
01	Ice-cold	Ice
02	Icy	Ichor
03	Ideal	Icing
04	Idiosyncratic	Icon
05	Idle	Idea
06	Idyllic	Idealization
07	Ignitable	Identification
08	Ignominious	Indenture
09	Ill	Identity
10	Illusionary	Idiocy
11	Imaginary	Idleness
12	Imbued	Idolization
13	Imitative	Ignition
14	Immaculate	Ignorance
15	Immeasurable	Iguana
16	Immediate	Illness
17	Immense	Indeterminacy
18	Immobilizing	Illumination
19	Immortal	Illusion
20	Immutable	Image
21	Impairing	Indication
22	Impartial	Imagery
23	Impassable	Imbecility

24	Impassive	Imitation
25	Impeccable	Immediacy
26	Impeding	Immersion
27	Impending	Immobility
28	Impenetrable	Immolation
29	Imperative	Immunity
30	Imperceptible	Immutability
31	Imperfect	Imp
32	Imperious	Indifference
33	Impermeable	Impairment
34	Imperturbable	Impatience
35	Impervious	Impediment
36	Implacable	Impenetrability
37	Imposing	Indigestion
38	Impossible	Indoctrination
39	Imprecise	Imperfection
40	Impregnable	Impermanence
41	Impressive	Impersonation
42	Impromptu	Impetuousness
43	Improper	Implantation
44	Inane	Implement
45	Inaudible	Implication
46	Incalculable	Implosion
47	Incandescent	Importation
48	Incendiary	Impossibility
49	Incessant	Imposter
50	Incinerating	Imposture
51	Incisive	Impotency
52	Inclusive	Impoverishment
53	Incomparable	Imprecation
54	Inconceivable	Imprecision
55	Inconsiderate	Impression
56	Inconspicuous	Imprint
57	Inconvenient	Improvement
58	Increasing	Improvisation
59	Incredible	Impulse
60	Incumbent	Impurity
61	Indefinite	Inability
62	Indelicate	Inadequacy
63	Indirect	Inducement
64	Indiscriminate	Inanimacy
65	Indomitable	Incantation
66	Industrious	Incapacitation
67	Inescapable	Incarceration
68	Inexact	Inebriation
69	Inexpedient	Incarnation
70	Infamous	Incentive
71	Infective	Incident
72	Infernal	Incineration
73	Infiltrationary	Incision
74	Infinite	Inclination
75	Inflammatory	Incoherence
76	Inflationary	Incompetence

77	Influential	Incontinence
78	Ingenious	Inconvenience
79	Inherent	Indecision
80	Inimical	Indentation
81	Innocuous	Inexistence
82	Insalubrious	Inference
83	Insatiable	Infestation
84	Insidious	Influenza
85	Insurmountable	Ineptitude
86	Intemperate	Ingenuity
87	Interdimensional	Inhumation
88	Interfering	Injection
89	Intermittent	Insomnia

90	Intersecting	Intelligence
91	Intoxicating	Intensification
92	Intriguing	Intermission
93	Invincible	Intimidation
94	Inviolable	Intimidator
95	Invisible	Intrusion
96	Invulnerable	Invalidation
97	Irrational	Invocation
98	Irregular	Irritant
99	Irreversible	Irritation
100	Ivory	Isolation

ELDRITCH WEIRDNESS BOOK ONE

Welcome to Eldritch Weirdness, the first booklet of Options and Resources for the Swords & Wizardry game, containing 30 optional spells to inspire your imagination. All these spells are described in the S&W format, so they're less detailed and more open-ended than you'll find in most fantasy role-playing games. One spell, "Infuse," is so open-ended it's got no discernable game purpose at all, unless you add something somewhere. Like everything else in Swords & Wizardry, you've got the basics: now go and imagine the hell out of it!

Optional Spells

Ball of Ice (Arcane)

Level 3

Range: 240ft

Duration: 2d6 turns

A bead-like missile shoots from the caster's finger to expand, at the targeted location, into a huge ball of ice, entombing anyone within a radius of 20ft. A saving throw is permitted, for a quick person might jump clear of the expanding ice formation. The unnatural ice melts away in 2d6 turns, and – oddly – allows anyone caught within to breathe normally. The expansion of the ice may damage surrounding architecture, but it is not an unstoppable force.

Beast of Chaos (Arcane)

Level 4

Range: Caster

Duration: 30 minutes

The magic-user's body expands and changes, becoming a formless glob of primordial matter with five tentacles, a single and transparent eye, and a gaping, fanged mouth. His brain and intelligence remain, housed in a bizarre organ at the center of his horrid shape. He gains five attacks, none of which inflict damage – but on a successful hit they can grab a creature the size of an ogre and lift it to the horrid mouth. The magic-user can devour one creature per round, inflicting 2d8 points of damage with his fangs and then digesting creatures for 1d4 hit points of damage per round. There is no limit to the number of creatures he can swallow, for his body expands to fit his contents. At the end of the spell, the magic-user returns to his normal shape. If he swallowed creatures while possessed by the material of chaos, he will lie in a digestive torpor for 1 turn (10 minutes) per creature swallowed. There is a 10% chance of going insane after being transformed into a creature of chaos.

Borrowed Time (Arcane)

Level 8

Range: Touch

Duration: 12 hours per level

The subject of the spell (a corpse) is raised from the dead, but the effect only lasts for 12 hours per level of the caster. If the spell's duration expires, the subject falls dead for a second time, and has a 25% chance of losing his soul into the void, becoming impossible to raise or resurrect ever again. The caster also loses 1 hit point per hit die of the person raised, and this loss is permanent until a Restoration spell is cast upon him.

Cohesive Cocoon, the (Arcane)

Level 6

Range: 100ft

Duration: 6 hours

The victim is cocooned in a slimy carapace that resists spells but can be cut open with (50 hit points damage – it is AC 5 [14]). If the spell runs its duration of 6 hours, the victim will emerge as follows (d20):

1: Dead

2: With an additional hit die or level

3: With one less hit die or level

4: With wings, bat or avian

5-6: As a giant snake

7-12: As a different person with no knowledge of its prior life and only one level of experience, wishing to serve the spell's caster

13-14: As an ogre

15-16: As a ghoul

17-20: As a beautiful flight of aerial colors with a hypnotic effect – all seeing it must make saving throw or remain watching. The colors last for 7 days.

Crystallogenesis (Arcane)

Level 5

Range: 120ft

Duration: 1 turn

In a circle designated by the caster, no more than 40ft in radius, crystals grow from the ground, entirely surrounding and immobilizing any creature within the circle. People inside can breathe and can see through the crystalline forest, but any movement causes 1d4 points of damage from the sharp edges. The crystalline growth has a 25% chance to reflect spells back upon anyone attempting to cast through it.

Deadly Bliss (Arcane)

Level 4

Range: 60ft

Duration: 1 turn

The subject levitates and twirls in the air in ecstasies of visions and music. This is incredibly pleasant, but seductively addictive. After the second time it has happened, the victim must make a saving throw or become addicted to the spell's influence. If the victim does not receive the spell within seven days and one hour, he must make a saving throw or permanently lose 1d6 hit points (unless restored). More saving throws are required every seven days and an hour. The addiction can be removed as per a curse, and a saving throw is permitted when the spell is cast the first and second time.

Deadly Dissolutive (Arcane)

Level 5

Range: 120ft

Duration: 6 hours

The target of the spell melts into slime and remains so for a period of 6 hours. The body is then reconstituted, but the results of reconstitution are often not exactly perfect. (25% chance).

Enterragate (Arcane)

Level 7

Range: 100ft

Duration: 100 years

The unfortunate victim of this spell is imprisoned beneath the earth in a small space, left in suspended animation except that he is able to think. The process may drive a person mad (1 saving throw every 5 years). The caster can call the person up to the surface as many as three times to ask a question. If the victim

answers with a lie or an evasion, he is instantly returned to his dolorous prison. If he speaks the truth and the whole truth, without deception, he is freed. If the victim has lied three times, even the caster cannot call him back to the surface.

Excruciating Cauterization (Arcane)

Level 2

Range: 120ft

Duration: 1 turn

Any damage to the subject heals instantly upon its infliction, with the exception of one point of damage per wounding. Unfortunately, the self-cauterization process is so painful that the subject has a 75% chance after each instant healing to become utterly incapable of action for 1d2 rounds as he writhes in pain.

Filigree (Arcane)

Level 3

Range: n/a

Duration: 1 day (until used)

A glowing circlet of air forms, and when placed upon someone's head that person can make one jump up to a mile in height. He takes half damage coming down, so it is often imperative to land on something at the top of the jump. The caster cannot wear the filigree – it will consume him until he is nothing but motes of light that drift away upon the wind.

Force of Forbidment (Arcane)

Level 2

Range: 120ft

Duration: 3d6 turns or until concentration lapses

The caster can block one subject of less than 6HD from being able to advance past a certain point, being blocked by a wall of magical force. A saving throw applies, but at –2. The caster must maintain concentration thereafter in order to continue blocking the creature. Missiles will penetrate the magical force, and can do so in either direction. However, magical arrows are disenchanting if they pass through the barrier.

Hylogenesis (Arcane)

Level 4

Range: 50ft

Duration: 1 day

This spell creates a liquid mass of protoplasm, spinning rapidly in the air. The protoplasm forms into a creature designated by the caster, but the process takes three rounds. The caster can produce a duplicate of himself (without his abilities, but identical in every respect, a duplicate of another person who is within fifty feet of the protoplasmic globule, a chimera, a hill giant, or a bad smell that causes everyone within 200ft to make a saving throw or fall unconscious for 2 rounds.

Imperfect Suspension (Arcane)

Level 4

Range: Touch

Duration: 5 years

This spell places the victim into a strange form of suspended animation. Poisons and diseases will continue their work, and the subject will continue to grow older. However, he requires no air or food, spells will not affect him, and weapons will not harm him. Dispel magic may be used to end this condition.

Infuse (Arcane)

Level 4

Range: 1 ft

Duration: Immediate

This spell infuses liquids (usually pre-prepared ones) with magical propensities and potentials. It does not, in and of itself, create potions.

Lunar Attraction (Arcane)

Level 8

Range: To the moon

Duration: Until arrival

The caster and all standing upon a pre-prepared platform no more than 20ft in diameter rise up to the nearest moon and land upon its surface. The spell can be reversed to return, but must be cast a second time for this purpose.

Magpie,the (Arcane)

Level 5

Range: 60ft

Duration: 1d6 turns

Any silver object viewed by the subject is teleported into his bag, pouch, or backpack; if he carries no container, it will appear inside

his clothes. However, birds are also attracted into his presence and may attack him.

Most Horrible Absorption (Arcane)

Level 5

Range: 60ft

Duration: 2d6 turns

A slime-figure rises from the ground, and attacks one target at the caster's command – it will attempt to slay that one target and then absorb the body into itself. After killing its intended victim it returns to the primordial slime. The slime-creature has 6HD, AC 4 [15], 1 strike (2d6), total hit bonus +6, Saving throw 11, Move 9, xp value 400. If the spell is cast in a swamp, the slime-creature has 9HD, AC 4 [15], 1 strike (3d6), total hit bonus +9, Saving throw 6, Move 9, xp value 1100. Note: the GM might choose not to award any xp, since the creature is really part of the enemy caster's arsenal, and thus the xp should only be gained by killing the caster. That's open for interpretation.

Omar's Mistake (Arcane)

Level 3

Range: 60ft

Duration: 1d6 days

The subject's eyes glow, and glass rattles when he is within 20ft. Dogs flee from him, cats are attracted into his presence. Members of the opposite sex have a 1% chance to be affected as if by a charm person spell, and members of the same sex have a 1% chance to attack him for no reason. The spell's subject finds the color blue objectionable, and he may steal shiny items.

Red Bull (Arcane)

Level 3

Range: 60ft

Duration: 5 days

Whenever the subject of this enchantment sees the color red, he attacks uncontrollably with a +3 to hit. Any damage he takes cannot be cured or naturally healed until the spell's duration of five days expires. The spell cannot be canceled by the caster, but dispel magic will work. Note however, that dispelling the magic will leave the victim permanently without lost hit points unless he receives a Restoration spell. Once the spell ends naturally, all lost hit points can be returned by normal healing or magical curing.

Rejection (Arcane)

Level 3

Range: 60ft to target

Duration: Immediate

The subject is hurled backwards until he hits an object or has traveled 300ft. If he hits an object in the first ten feet, he suffers 4d6 damage; within 20ft the damage is reduced to 3d6, and the damage goes down by 1d6 per 10ft. After the subject has traveled 50ft, no damage is incurred from impacts. Saving throw vs dizziness that lasts one round.

Salamander (Arcane)

Level 7

Range: 120ft

Duration: Immediate

If the target of this spell fails a saving throw, his head explodes in a gout of flame, releasing a salamander – salamander is not controlled by caster, but is angry at everyone in the area. It cannot return home until it is killed, and it will try and provoke its own death. The spell's victim is dead, of course, since his head exploded.

Seven Gates (Arcane)

Level 4

Range: 35 miles

Duration: 4d6 turns

Seven pre-prepared gates (some marker must be placed at the gate's intended location) at a distance of up to five miles from each other are activated, allowing people to move between them. The first gate appears in front of the caster. After entering a gate, roll d8 to determine the exit point; a roll of 8 means the traveler has been temporarily caught between dimensions and can't get out for 1d6 turns. At that point, he gets a saving throw each additional turn to emerge successfully at a random gate – if the spell hasn't ended by that time, of course.

Six Mouths of Horror (Arcane)

Level 5

Range: 240ft

Duration: 1 round

Up to six great mouths open in the floor or the ground, one beneath each living creature targeted. The mouths bite once as a 6HD creature, cause 2d6 damage with each bite, and may swallow the creature under which they appear (saving throw). Swallowed creatures survive, but are trapped in a cyst of

air 60ft below ground. They will not die of suffocation, but if not rescued they will eventually die of starvation and thirst.

Slave in Stone (Arcane)

Level 7

Range: Cast upon staff

Duration: 1d6 turns

This spells traps an earth elemental in a stone staff, which staff then allows its wielder to attack as a 16HD creature and do 1d20 points of damage. The staff can only be wielded by a magic-user of second level or higher. If deliberately wielded by a member of another class, the earth elemental is freed to take the wielder back to the elemental plane of earth; he returns 2 days later, utterly insane and caked in dirt. When occupied by an elemental, the staff roils and shifts – it is obviously magical and non-magic-users will sense the danger it represents.

Strange Waters (Arcane)

Level 3

Range: 10ft

Duration: 1 hour

A globe of water filled with twenty colorful fish appears in the air. The water can be drunk, and the fish are edible – with the exception of one, which is poisonous. Eating a fish allows the eater to fly for a short period of time (1d6 turns), or to shrink to diminutive size (1ft tall for a period of 2d6 turns) at his choice.

Strangulations (Arcane)

Level 2

Range: 120ft

Duration: Until someone falls unconscious

The caster can strangle a foe at a distance, with a 10% chance per round, cumulative, of reducing the subject to unconsciousness that lasts for 2d6 turns. However, the caster becomes short of breath and has a 5% cumulative chance per round of collapsing into unconsciousness (also for 2d6 turns). Once started, the spell cannot be stopped by the caster (a dispel magic could be cast by someone else, of course).

Tarantella (Arcane)

Level 3

Range: 120ft

Duration: 3d6 rounds

The victim dances uncontrollably, losing 1d2 hit points per round, for 3d6 rounds. A saving throw applies.

Tarnu's Collaring Coiffure (Arcane)

Level 2

Range: 60ft

Duration: 2d4 rounds

The victim's hair, if it is long enough, animates and begins to strangle him. There is no saving throw, and the victim will die within 2d4 rounds unless the hair is cut. Cutting the hair short ends the danger.

Twilight of Thieves (Arcane)

Level 6

Range: 500ft radius

Duration: 1 hour

Supernatural shadows boil outward from the spell's target point, filling an area 1,000ft in diameter. The effective distance of all light sources (including magical ones) are cut in half; and even in direct sunlight trees and walls will cast dark, shifting shadows and the noon light will seem merely as twilight.

Word of IOUN (Arcane)

Level 3

Range: Caster

Duration: 6 turns (1 hour)

Three stones rise into the air and circle the caster. One (blue) grants +1 to saving throws, one (green) grants +1 to AC, and the third (black) will absorb the first spell directed at the caster (after which it disappears). The stones can be dispelled or attacked directly: each is AC 1 [18], and has 10 hit points.

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