

TUNNELS  
& TROLLS

# CODEx INCANTATEM



POZAS'08



# CODEX

# INCANTATEM

An Official Collection of Tunnels & Trolls™ Spells

## SPELL LEVELS 1-5\*

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*\*An additional Codex will be published by Fiery Dragon Productions  
containing spells of a higher level*

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Some spells have previously appeared in issues of *The Hobbit Hole* magazine and *Dungeonier Digest* fanzine, others come from Outlaw Press products.

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**Disclaimer:** I do apologize in advance to anyone who I might have miss-credited a spell to the wrong author, as some of these spells date back to the 1980s - James L. Shipman II.

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## MAGIC AND KREMM

Trollworld (known to most of its inhabitants as “Kaball”) is an incredibly magical place. The planet exudes a raw force known as *kremm* that can be used to alter reality. In some places, this *kremm* manifests as gateways between universes. In other places, it causes trees to grow impossibly tall, animals to get impossibly large and to develop strange powers, and other marvelous effects.

Many of the kindred of Trollworld can instinctively control *kremm*. For instance, some beings can fly when the physics of our world would seem to make it impossible. Leprechauns can teleport themselves short distances. Naga can *feel* magic. Dwarves can use magic to sniff out precious metals. Magic is everywhere.

Magic has been coordinated into four Schools of Wizardry, each of which is a separate branch of the Wizards’ Guild:

*Combat Magic* deals with all spells meant to be used directly against a foe.

*Cosmic Magic* deals with all “divinatory” magic and with spells that directly manipulate reality or other magic.

*Conjuring Magic* deals with all spells that summon, banish, or control beings, substances, objects, and energies.

*Metabolic Magic* deals with all spells that directly affect a being’s health or attributes.

Each spell’s school is listed in [brackets] beside the name of the spell. The spell’s author is listed in (parentheses).

### Casting Spells

Wizards in Trollworld don’t need grimoires; when you find such a book, it is usually a mere description of the spell and its effects for the benefit of the non-magical reader. It doesn’t explain the mental pattern needed to make the magic happen.

Once a wizard learns a spell, he or she has it forever imbedded into the subconscious—a psychic pattern held in the mind, ready to be called forth along with the magical energy, *kremm*, that the adept has stored up as if he or she were a human battery. When the wizard uses and releases the energy, charged with the pattern of the spell, the magic happens and reality is changed.

### Spell-Casting Cost

Every spell has a base “cost,” a measure of the energy expended in casting that spell at its lowest effective level without any kind of assistance (such as from a magical focus like a wand). To cast a spell at its base level costs a number of points of WIZ equal to its base cost.

Just as wizards may cast spells for fewer WIZ points as they increase in character level, so too can they cast their spells at a higher level of efficacy—but, should they attempt the latter, they may do so only at a greater cost in *kremm*. The cost of casting spells at higher levels increases in a linear fashion, so that the increase in the total cost of the spell is equal to its base cost times the number of levels by which it increases.

*Total cost = base cost + (base cost x levels of increase)*

However, the *efficacy* of the spell usually doubles from its previous effect with each level of increase; each spell's description includes a "Power Up?" entry that explains whether the spell can be increased in this way, and what effect such an increase brings with it.

### **Kremm Resistance (Magic Resistance)**

The major obstacle in spell-casting is that higher concentrations of kremm effectively resist change by lower concentrations. In effect, this means that a character with a lower Wizardry (WIZ) score can't normally cast spells directly upon beings with higher Wizardry scores. If a wizard wishes to try it, she automatically gets a Bad Feeling (which allows her to abort her casting without penalty and try some other action or target instead); if she casts the spell anyway, she simply loses the WIZ cost and the spell doesn't take effect.

### **WIZ Recovery**

Magic costs WIZ to cast. No means of reduction will allow someone to cast a spell for free: All spells cost a minimum of 1 WIZ.

After casting a spell, on the following turn the spell-caster begins to regain lost WIZ at a rate of 1 point per full turn. WIZ cannot be regained if the spell-caster is doing anything more strenuous than fast walking, however. WIZ cannot be regained during combat, nor if the character is moving at a dead run (in flight or in pursuit). Logic should dictate this for the GM.

However, a mage does not have to rest fully (i.e., sitting or lying down) to be recuperating WIZ; by the same token, lying down or sleeping will not speed the recovery of WIZ.

### **Buying Spells**

All spells are valued at 1,000 gold pieces per level.

### **Using This Book**

The spells listed here are not the only ones available in Trollworld. This tome should be considered as a starting point rather than a complete list. Game Masters should feel free to create spells using the existing lists as inspiration.

Many spell descriptions use Attribute abbreviations (e.g., STR for Strength, DEX for Dexterity, etc.).



## FIRST-LEVEL SPELLS

### ALARUM [COSMIC]

Level: 1      WIZ Cost: 4      Range: 10 ft.  
Duration: 100 hours

**Description:** The spell is cast across an opening, on an object, or upon an area with an approximate radius of 10 feet. If the area is disturbed or crossed, the caster is immediately alerted by means of a psychic "ping."

**Power Up?** Yes. Double both duration and range with each level increase.

### ARE YOU LISTENING? [COSMIC]

Level: 1      WIZ Cost: 2      Range: 10 ft.  
Duration: 1 combat turn

**Description:** Forces the target to move adjacent to the caster and listen to him for the spell duration. The victim cannot take any other action while influenced by this spell, but if attacked or wounded in any way, it shrugs off the magic compulsion immediately. This spell will not work on a target whose CHR is higher than the INT of the caster.

**Power Up?** Yes. Extend duration by 1 combat turn with each level increase.

### BLANK SCRIPT [COSMIC]

Level: 1      WIZ Cost: 3 + 1 per page affected      Range: Touch  
Duration: Permanent until dispelled

**Description:** Creates an illusion covering the words on the pages of a book (or on a parchment or scroll) and replacing them with the image of a blank page. The caster must choose the pages to be affected when casting the spell; the magic covers a number of pages equal to the caster level. The affected pages do not need to be adjacent in the book. Once cast, this spell is permanent until dispelled by higher-level magic.

**Power Up?** Yes. Double number of pages affected with each level increase.

### BUG PLAGUE [CONJURING]

**Level:** 1      **WIZ Cost:** 1 per point of MR of the bugs      **Range:** 15 ft.

**Duration:** 1 combat turn

**Description:** This spell conjures a number of small bugs (e.g., beetles, ants, maggots, etc.) with a total MR equal to caster level. The bugs are usually created into the clothes of the victim, forcing him to make a L1-SR on Luck or Dexterity (target's choice) to kill the bugs and/or act normally.

**Power Up?** Yes. Double duration with each level increase.

### CALL ICE [COMBAT]

**Level:** 1      **WIZ Cost:** 8      **Range:** Touch

**Duration:** Instantaneous      **Area of Effect:** One target

**Description:** This spell briefly summons an icy blast of frost that does 1D6 cold damage to the target.

**Power Up:** Deals 1 extra die of damage with each level increase.

### CALL OF THE WILD [CONJURING]

**Level:** 1      **WIZ Cost:** 10      **Range:** 10 ft.

**Duration:** 2 combat turns

**Description:** A swarm of insects, spiders, snakes, rodents, and/or other small vermin comes to aid the caster in combat. The MR of this swarm is equal to the CHR + STR of the caster. The swarm fights for the caster for the duration of the spell, starting with the combat turn in which the spell is cast. The swarm takes no actions other than to make a melee attack. In any combat turn in which the swarm does not conduct a melee attack, it disperses and the spell terminates, even if the spell has not run its full course.

It is difficult to imagine that a character could be in a place unreachable by some sort of insect, spider, snake, rat, or other small creature, but if the caster is in such a place, this spell fails.

A caster may not use the Defensive Casting talent with this spell, since it effectively generates combat damage in the combat turn in which it is cast.

**Power Up:** Yes. Double either the duration or the MR of the swarm with each level increase.

### CLOUD O' DUST [COMBAT]

**Level:** 1      **WIZ Cost:** 4      **Range:** 20 ft.

**Duration:** 1 turn

**Description:** This spell raises a 10-foot-wide cloud of dust that reduces visibility by half and causes all those within range to cough and choke. Those affected must make a L2-SR on CON or lose half their effective STR for 1 full turn.

**Power Up?** No.

### COLD DRUNK [METABOLIC]

**Level:** 1      **WIZ Cost:** 4 + 1 per 10 points of CON of the target (round fractions up)

**Range:** 15 ft.

**Duration:** See below

**Description:** The target becomes completely inebriated, experiencing all the normal consequences of that condition. The effects fade away normally, or can be dispelled by higher-level magic.

**Power Up?** No.



## COMPLETE DRIP [CONJURING]

**Level:** 1            **WIZ Cost:** 3            **Range:** 50 ft.  
**Duration:** Instantaneous

**Description:** This spell summons about 20 gallons of water and dumps it atop the target.

**Power Up?** No.

## COPYCAT [COSMIC]

**Level:** 1            **WIZ Cost:** 4            **Range:** Personal  
**Duration:** 1 combat turn

**Description:** The caster can perfectly imitate the voice of any speaker, provided that he knows the language spoken. The caster can only imitate the voice of beings he has heard speaking; his audience will probably be fooled if they cannot see the speaker.

Thus, for instance, the caster can speak as if he were Thar the Ogre, but he cannot articulate a single Ogrish word if he doesn't already know that tongue; he can still perfectly imitate the voice of Thar, accent and all, while speaking in the Common Tongue—assuming he has heard Thar speak Common.

**Power Up?** Yes. Double the duration with each level increase.

## DETECT MIRACLE [COSMIC]

**Level:** 1            **WIZ Cost:** 2            **Range:** 30 ft.

**Duration:** Instantaneous

**Description:** As Detect Magic (in the core rules), but this spell applies to spells or powers of divine origin.

**Power Up?** No.

## DETERMINE TOPIC [COSMIC]

**Level:** 1            **WIZ Cost:** 1            **Range:** One book within 30 ft.  
**Duration:** 1 combat round

**Description:** This spell detects the basic nature of knowledge contained within a book, effectively providing a mental "snapshot" of the table of contents.

**Power Up?** No.

## DO OVER! [COSMIC]

**Level:** 1            **WIZ Cost:** 6            **Range:** Personal  
**Duration:** Instantaneous

**Description:** The Do Over! spell is effective only in solo play. Note that this is a contingency spell, cast in advance of necessity. This spell must be cast in paragraph 1 of any given solo adventure (or introduction, etc.); otherwise it has no effect whatsoever. The caster cannot rest before continuing through the adventure; an attempt to rest at the start of the solo once this spell has been cast automatically summons forth the toughest wandering monster in the adventure.

Should the delver die during solo play, time warps itself slightly; the delver finds himself back at the point where the decision that leads to his death took place. Full memory of the poor choice is intact, and another option can be chosen.

Only one Do Over! spell may be cast per solo adventure.

**Power Up?** No.



### FIND BOOK [COSMIC]

Level: 1

WIZ Cost: 2

Range: Anywhere within attuned library  
(see Library Attunement spell)

Duration: 1 combat round

**Description:** Use this spell to locate any one book by author, subject, title, publication date, date last read, or last reader.

**Power Up?** No.

### GOOD NIGHT [COSMIC]

Level: 1

WIZ Cost: 2

Range: 15-ft. diameter

Duration: 3 turns

**Description:** This dissipates all light within a 15-foot circle; the caster must be within the area of effect, but it need not be centered on him.

**Power Up?** Yes. Double the diameter of the effect with each level increase.

### GOT A MATCH? [COMBAT]

Level: 1

WIZ Cost: 1

Range: Touch

Duration: Instantaneous

**Description:** This spell provides a spark of flame that does 1 point of damage in combat; thus, it is mostly suitable merely for lighting a candle or a fire.

**Power Up?** Yes. Increase range by 5 feet with each level increase.

### GROUND RULE DOUBLE [COSMIC]

Level: 1

WIZ Cost: 10

Range: Touch

Duration: Until triggered

**Description:** GRD is a "contingency" spell: it can be cast well in advance of necessity, and takes effect as soon as the triggering event occurs. When GRD is cast, the caster must specify either Saving Roll or Talent Check. On the next appropriate roll, the die roll is considered to be doubles of the highest number showing, and the DARO rule thus comes into effect. If the result is a natural double, add 6 to the result before continuing with DARO.

Only a single GRD spell can be in place at any given time.

**Power Up?** No.

### HELLO SUNSHINE [CONJURING]

Level: 1

WIZ Cost: 1

Range: Line of sight

Duration: Instantaneous

**Description:** The caster momentarily emits a ray of pure light from his thumb. If the ray is aimed at a creature, the target must make a L1-SR on DEX; if the roll succeeds, the ray misses; otherwise, it hits the eyes of the target, effectively blinding him for 1 combat turn.

The ray can also be used to light an area with sunlight intensity, but only for a second.

**Power Up?** No.

### HOTFOOT [COMBAT]

**Level:** 1      **WIZ Cost:** 7      **Range:** 30 ft.  
**Duration:** 2 full turns

**Description:** This spell causes the target(s) to experience the momentary sensation of having a lit match stuck between the toes. Hotfoot may affect a number of targets, as long as their combined CHR (or MR) does not exceed the caster's INT. The targets of the spell have their CPT reduced by 1 point each and may not score Spite Damage while the spell is in effect.

**Power Up?** No.

### ILLUMINATE WRITING [COSMIC]

**Level:** 1      **WIZ Cost:** 1      **Range:** Personal  
**Duration:** 5 combat rounds

**Description:** A simple spell designed to aid reading in the dark, this glamour causes a book's letters to shine in the mind, but only for the caster. Illuminate Writing has proven useful beyond its inventor's wishes, though, for even a blind person may read a book using this spell. The glow is not at all visible on the physical pages of the book.

**Power Up?** Yes. Double duration with each level increase.

### IMPRESS IDEA [COSMIC]

**Level:** 1      **WIZ Cost:** 6      **Range:** 20 ft.  
**Duration:** 10 minutes

**Description:** This spell allows the caster to implant a logical-seeming idea into the mind of a single target. The idea may not be a command, nor can it create an illusion for the subject, nor does it alter reality; the caster cannot make the target think he or she looks like someone else, for instance, or that she is invisible. However, it could convey ideas like "I am a friend" or "I am not the creature you are looking for," or perhaps "Yes, my papers are in order" or "No, this cargo is not contraband"—and perhaps even "Yikes! Someone is watching you from around the corner."

If the idea implanted opposes some directive or contradicts the habitual behavior of the target, he or she may make a L1-SR on CHR to avoid being convinced.

**Power Up?** Yes. Double the number of beings affected with each level increase.



### Itch & Scratch [Metabolic]

**Level:** 1      **WIZ Cost:** 4      **Range:** 3 ft.  
**Duration:** 1 combat turn

**Description:** The target experiences an exasperating itch over its entire body: Halve its Combat Adds for the spell's duration.

**Power Up?** Yes. Double duration with each level increase.

### Library Attunement [Cosmic]

**Level:** 1      **WIZ Cost:** 4      **Range:** Personal  
**Duration:** Until caster attunes to another library

**Description:** This spell attunes the caster to a particular library, within which the caster must be located while casting the spell. Such attunement is not a fast process: It takes one full day for the caster to attune to the library's extrasensory vibrations.

Once attuned, the caster may cast any spell with the word "book" or "library" in its title at a reduced cost of 1 per caster level, but only with respect to the library with which he is attuned.

*Note:* Many "book" or "library" spells work only when the caster is attuned to the target library.

**Power Up?** No.

### Nameless Visage [Metabolic]

**Level:** 1      **WIZ Cost:** 1 per 10 points of CHR of the target (round fractions up)  
**Range:** Touch  
**Duration:** 10 minutes

**Description:** The recipient of the spell becomes anonymous even in a crowded place. Those seeing him cannot remember his facial features or body type (but can still recognize his voice or unusual characteristics).

Anyone wanting to observe with particular attention the subject's face may make a L1-SR on INT; if he fails, he cannot distinguish details in the creature's visage (and thus he's unable to identify him afterwards). If the SR succeeds, the Nameless Visage spell is ineffective against that particular observer, who can thereafter recall the enchanted creature normally.

**Power Up?** Yes. Double duration with each level increase.

### Nofeelums [Cosmic]

**Level:** 1      **WIZ Cost:** 3      **Range:** 20 ft.  
**Duration:** 1 combat turn

**Description:** While this spell is in effect, the subject is magically rendered much better (or perhaps luckier) when performing acts of subterfuge or thievery. Any creature that is acted on in such a manner by the spell's recipient, such as being the target of his pocket-picking attempt, must make a L1-SR on INT to notice the thief's activities (even if the thief's attempt would otherwise fail).

**Power Up?** No.

**Now That's a Close Shave! [Conjuring]**

**Level:** 1      **WIZ Cost:** 4      **Range:** 20 ft.  
**Duration:** 1 week

**Description:** The caster points at a target mammalian creature and says, "Now that's a close shave!" The target is magically denuded of all hair, both bodily and facial.

**Power Up?** No.

**Overkill [Cosmic]**

**Level:** 1      **WIZ Cost:** 3      **Range:** 10 ft.  
**Duration:** Instantaneous

**Description:** This spell melts away any and all remnants of a corpse (bones, viscera, etc.), thus preventing any examination of the corpse... as well as any reanimation or raising of the dead.

**Power Up?** No.

**Power Strike [Combat]**

**Level:** 1      **WIZ Cost:** 5      **Range:** Personal (caster's club, cudgel, or staff)  
**Duration:** 1 combat turn

**Description:** This spell enchants the wielder's club, cudgel, or quarterstaff. In the caster's hands, the weapon deals 4d6 base damage. The caster may make a normal melee attack with the enchanted weapon in the same combat turn during which this spell is cast.

**Power Up?** Yes. Either double duration or increase damage dice by 2 with each level increase.

**Psychic Compass [Cosmic]**

**Level:** 1      **WIZ Cost:** 1      **Range:** Touch  
**Duration:** Instantaneous

**Description:** The recipient of this spell can immediately divine true north, even if he cannot see (e.g., in pitch dark or blinded). The subject can thus find his way, roughly, even in underground tunnels or while lost in a fog bank at sea.

**Power Up?** No.

**Scribing Quill [Conjuring]**

**Level:** 1      **WIZ Cost:** 2 per page      **Range:** Personal  
**Duration:** 10 minutes

**Description:** This spell creates a magical quill capable of taking dictation for the caster in the language spoken. The quill is able to record up to one page per minute in a neat and tidy script, requiring no ink.

**Power Up?** Yes. Double duration with each level increase.

### Shimmering Eyes [Metabolic]

**Level:** 1      **WIZ Cost:** 2      **Range:** Touch  
**Duration:** 1 combat turn

**Description:** This spell makes the subject's eyes luminous, emitting a pale yellow light. This effect sheds light only out to 5 feet, but it's pretty impressive to see.

**Power Up?** Yes. Double duration with each level increase.

### Skyhole [Conjuring]

**Level:** 1      **WIZ Cost:** 3      **Range:** See below  
**Duration:** 1 turn

**Description:** This spell pierces through overcast clouds, creating a hole directly between the caster's position and the sun (or moon, or directly overhead if only starlight is available), illuminating the surroundings in a very impressive manner.

**Power Up?** No.

### Sparkly Ball [Conjuring]

**Level:** 1      **WIZ Cost:** 3      **Range:** 40 ft.  
**Duration:** 1 turn

**Description:** This spell creates a sphere of glowing motes roughly 1 yard in diameter. The orb moves about at the caster's direction, traveling at approximately a walking pace. The sphere weakly illuminates a 10-foot radius.

**Power Up?** Yes. Increase duration by 1 turn with each level increase.

### Spit in Your Eyes [Conjuring]

**Level:** 1      **WIZ Cost:** 2      **Range:** 3 ft.  
**Duration:** Instantaneous

**Description:** This spell summons a drop of mildly stinging liquid into the eyes of the target creature, blinding it for 1 combat turn. A L1-SR on LK resists this effect.

**Power Up?** No.

### Sun Lotion [Metabolic]

**Level:** 1      **WIZ Cost:** 3      **Range:** 3 ft.  
**Duration:** 1 hour

**Description:** The target of this spell is completely protected from sunburn and heatstroke, even in the worst possible natural conditions. This spell does not have sufficient strength to protect the recipient against magical or infernal heat.

**Power Up?** Yes. Double duration with each level increase.

**Take That You Fiends! (TTYFz) [Combat]**

**Level:** 1      **WIZ Cost:** 6      **Range:** 50 ft.  
**Duration:** Instantaneous

**Description:** This spell functions much like Take That You Fiend! (see the core rules), but the damage may be distributed as the caster desires among any number of foes within range.

**Power Up?** Yes. Double damage with each level increase.

**You Clot [Metabolic]**

**Level:** 1      **WIZ Cost:** 1      **Range:** 10 ft.  
**Duration:** Instantaneous

**Description:** The spell stems the flow of blood from wounds (including blood drain caused by creatures with special abilities, such as vampires, effectively forcing them to re-establish their "hold" to draw any further blood).

**Power Up?** No.

**Washing Gizmo [Conjuring]**

**Level:** 1      **WIZ Cost:** See below      **Range:** 10 ft.  
**Duration:** Instantaneous

**Description:** This spell removes filth, mud, grime, and stains from all surfaces and creatures in the area of effect (without using water or any other substance, so cannot be used to soak items or extinguish fires and torches).

The spell costs 1 WIZ per cubic foot of material, plus 2 additional WIZ for any creature (including undead and other non-living creatures) in the area of effect. The maximum volume of the effect is 1 cubic foot per caster level.

**Power Up?** No.

**Whisper [Cosmic]**

**Level:** 1      **WIZ Cost:** 5      **Range:** 30 ft.  
**Duration:** Instantaneous

**Description:** This spell allows the caster to project his voice so that it seems to be coming from a point right next to the target's ear. The spoken message cannot be longer than a number of words equal to the caster's WIZ.

**Power Up?** Yes. Double range with each level increase.



# SECOND-LEVEL SPELLS

## Air Bubble [Conjuring]

**Level:** 2      **WIZ Cost:** 7      **Range:** Touch  
**Duration:** 10 minutes per caster level

**Description:** This spell creates a magical air bubble around the target's nose and mouth (or any other suitable breathing organ). The subject can thus breathe under water or, for that matter, in any condition without air (e.g., in a poisonous cloud, in a room full of smoke, etc.), even in situations when air is not present at all (such as in a vacuum-sealed chamber or in outer space).

The subject cannot speak (nor cast spells) while under the effect of this spell.

**Power Up?** Yes. Either double duration *or* add one subject with each level increase.

## All-Seeing Codex [Cosmic]

**Level:** 2      **WIZ Cost:** 7      **Range:** Touch  
**Duration:** 1 combat round

**Description:** The caster determines the nature of the target book, gaining a basic knowledge of its subject and bibliography. This spell also detects the presence of any one spell cast upon the book and that spell's level. Further castings allow the spell caster to detect multiple spells.

*Note:* The Game Master must decide how much information beyond the spell's nature and level is gleaned from spells detected using All-Seeing Codex.

**Power Up?** No.

## Antsy [Combat]

**Level:** 2      **WIZ Cost:** 7      **Range:** 30 ft.  
**Duration:** Instantaneous

**Description:** This spell gives its target the sensation of ants in the pants, requiring a L2-SR on INT to ignore. If the target fails the Saving Roll, he suffers a 25% reduction to his combat adds for 1 combat turn.

**Power Up?** No.

## Arrow, Arrow, Straight and True [Combat]

**Level:** 2      **WIZ Cost:** 8      **Range:** Touch  
**Duration:** Until missile is used

**Description:** This spell enchants an arrow or quarrel so that it cannot miss its intended target when it is next fired, as long as the target is within the weapon's range. Upon striking its target, the missile is consumed by the dissipation of the magical energies.

*Note:* This spell originally appeared in *Dungeon of the Bear* by Jim Peters. I reduced the number of affected missiles from 1d6 to a single missile and instead introduced a semi-permanent duration.

**Power Up?** Yes. Affect one more missile with each level increase.

### **Bat Sight [Cosmic]**

**Level:** 2

**WIZ Cost:** 7

**Range:** Personal

**Duration:** 30 minutes

**Description:** The caster becomes hyper-attuned to his surroundings, regardless of illumination, by emitting and interpreting high-frequency sounds as if he were a bat.

**Power-Up?** Yes. Double duration with each level increase.

### **Bind Book [Cosmic]**

**Level:** 2

**WIZ Cost:** 6

**Range:** 10 ft.

**Duration:** Permanent

**Description:** By casting this spell, the caster prevents others from accessing a single book. The book cannot be opened by anyone other than the caster.

**Power Up?** Yes. (Casting at higher levels merely makes dispelling this effect more difficult.)

### **Chameleon [Metabolic]**

**Level:** 2

**WIZ Cost:** 5

**Range:** Touch

**Duration:** 1 turn (but see below)

**Description:** The subject of this spell blends into any background and becomes harder to perceive (halve SR levels for hiding) and much harder to target with ranged attacks (treat as being one range category more distant).

In melee, this spell halves the attacker's combat adds but lasts only 1 combat turn.

**Power Up?** No.

### **Concealing Cloak [Cosmic]**

**Level:** 2

**WIZ Cost:** 10

**Range:** See below

**Duration:** 3 combat turns

**Description:** This spell makes the wizard and all companions within a 10-foot radius at the time of casting invisible.

**Power Up?** No.

### **Counterfeit [Cosmic]**

**Level:** 2

**WIZ Cost:** 5 per page

**Range:** Personal

**Duration:** 10 minutes

**Description:** Using this spell, the caster is able to duplicate perfectly any style of handwriting he has seen. If someone examines the forgery who knows the real handwriting intimately, she may attempt a L2-SR on INT to identify the counterfeit; if she fails, she believes the script to be genuine.

The caster cannot write in a language he's not normally able to use (i.e., you cannot write a document in High Elvish if you don't already know how to write that language, but you can imitate the hand of the Elven King in the Common Tongue).

Furthermore, those watching the caster write while the spell is active believe that the handwriting on the sheet is actually that of the writer, unless they also witness (and recognize) the casting of this spell.

**Power Up?** Yes. Double duration with each level increase.



### Curse Book [Cosmic]

**Level:** 2

**WIZ Cost:** See below

**Range:** Touch

**Duration:** Permanent

**Description:** This spell punishes those who would read or steal the affected book. A condition trigger may be employed by the caster for selective curses (e.g., failure to return the book on time). Without a specific condition trigger, the cursed book inflicts its curse upon reading the book.

The curse inflicted is a simple penalty modifier to the appropriate attribute, activity, or talent. The maximum modifier to be applied is equal to the level at which this spell is cast.

The base casting cost of the spell is 7 WIZ, plus 1 WIZ for each -1 modifier to be inflicted. Thus, a curse that would impose a -5 penalty has a base cost of 12 WIZ (and would have to be powered up to 5th level).

**Power Up?** Yes. Increase maximum curse modifier by 1 with each level increase.

### Curse You [Cosmic]

**Level:** 2

**WIZ Cost:** See below

**Range:** 50 ft.

**Duration:** Permanent

**Description:** This spell reduce any one prime attribute (or MR) of the target creature by any amount up to equal to the caster's level. Thus, a 6th-level caster could reduce the attribute by any amount from 1 to 6, as desired. The cost of the spell equals the amount of this reduction x 2.

This effect lasts until removed by a Dis-Spell or Curses Foiled. If death should occur due to this spell, merely removing the curse does not bring the victim back to life.

**Power Up?** No.

### Delay [Combat]

**Level:** 2

**WIZ Cost:** 8

**Range:** 20 ft.

**Duration:** 1 combat turn

**Description:** This spell impedes the movement speed of the victim by half. In combat, this means the caster and his or her companion's get 2 combat rounds to the opponent's one.

**Power Up?** No.

### Double Trouble [Combat]

**Level:** 2

**WIZ Cost:** 8

**Range:** Touch

**Duration:** 1 combat round

**Description:** This spell doubles the basic attack die roll for any missile fired from the enchanted bow, crossbow, or sling.

*Note:* This spell originally appeared in *Dungeon of the Bear* by Jim Peters.

**Power Up?** Yes. Double duration with each level increase.

**Eek! [Metabolic]**

**Level:** 2      **WIZ Cost:** 9      **Range:** 20 ft.  
**Duration:** 1 turn

**Description:** One target, whose CHR cannot exceed the caster's INT, is convinced that he or she is completely naked.

**Power Up?** No.

**Electric Shock [Combat]**

**Level:** 2      **WIZ Cost:** 8      **Range:** 3 ft.  
**Duration:** Instantaneous

**Description:** The caster fires a bolt of electricity at one target. A L1-SR on DEX is required to hit the intended target. On a hit, the bolt inflicts 1D6+3 electrical damage. If the target wears or carries ferrous metal weighing 10% or more of its own body weight, this damage is doubled; if it wears or carries at least 40% of its own weight in ferrous metal, it takes triple damage.

**Power Up?** Yes. Double damage with each level increase.

**Finger-Spell [Cosmic]**

**Level:** 2      **WIZ Cost:** 5      **Range:** Line of sight  
**Duration:** 1 hour

**Description:** This spell evokes one or more faintly luminescent hands that float within 5 feet of any traps within visual range of the spellcaster, each pointing its index finger at the trap in question. The spell does not reveal the nature of the trap and how to disarm it.

Of course, this spell is not very discreet, and could draw unwanted attention.

**Power Up?** No.

**Flame Flick [Conjuring]**

**Level:** 2      **WIZ Cost:** 2      **Range:** 20 ft.  
**Duration:** Instantaneous

**Description:** A small spurt of flame flicks forth from the wizard's finger, striking any target within range. This flame may ignite combustibles; if aimed at a creature, it deals 1D2 points of damage.

This spell is quite good for lighting cigars.

**Power Up?** No.

**Free Book [Cosmic]**

**Level:** 2      **WIZ Cost:** 8      **Range:** Touch  
**Duration:** 1 combat round

**Description:** This counterspell gives the caster full, safe reading access to the target book, even if it has been locked or cursed by another. Free Book cancels only locking spells or curses of the same or lower level, and only for the benefit of the caster himself.

**Power Up?** Yes. (Casting at higher levels allows this spell to affect locks or curses of a higher level.)

### Giggler [Combat]

**Level:** 2      **WIZ Cost:** 10      **Range:** 30 ft.  
**Duration:** 1 combat turn

**Description:** This spell causes its target to suffer a giggling fit that effectively reduces its combat adds to 0 and increases all of its Saving Rolls by 1 level for 1 combat turn.

If (and only if) the target is under duress at the moment of casting, it is allowed a L2-SR on INT to resist the spell.

**Power Up?** No.

### Haute-Couture [Conjuring]

**Level:** 2      **WIZ Cost:** 6      **Range:** 50 ft.  
**Duration:** 1 hour

**Description:** This spell magically clothes the target creature in apparel appropriate to his or her (or its) current social setting. Armor cannot be created with this spell.

**Power Up?** Yes. Double either the duration or the number of targets with each level increase.

### Hot Stuff [Cosmic]

**Level:** 2      **WIZ Cost:** 10      **Range:** 20 ft.  
**Duration:** 1 combat turn

**Description:** This spell raises the temperature of an object up to 5 cubic feet or 75 pounds by 20 degrees Fahrenheit for the duration.

**Power Up?** Yes. Double duration with each level increase.

### Ice Storm [Conjuring]

**Level:** 2      **WIZ Cost:** 10      **Range:** 100 ft.  
**Duration:** 1 combat turn

**Description:** This spell conjures a storm of hail over a 20-foot radius; this does little real damage (except to crops and fragile property), but causes most creatures in the area to duck for cover, limiting both their movement and their visibility by half.

**Power Up?** Yes. Double range *or* duration with each level increase.

### Jeeves [Conjuring]

**Level:** 2      **WIZ Cost:** 8      **Range:** Personal  
**Duration:** 24 hours

**Description:** This spell calls forth a harmless, invisible spirit that can perform as a butler, squire, scullery maid, and/or cook for the caster. The spirit is commanded telepathically by the caster.

**Power Up?** Yes. Double duration with each level increase.

**L, For El-ven Lover [Metabolic]**

**Level:** 2      **WIZ Cost:** See below      **Range:** 3 ft.  
**Duration:** 1 hour

**Description:** This spell doubles the Charisma of the recipient. The spell costs an amount of WIZ equal to the recipient's CHR divided by 10 (round up).

**Power Up?** Yes. Double the duration with each level increase.

**Magic Fangs [Cosmic]**

**Level:** 2      **WIZ Cost:** 1      **Range:** 10 ft.  
**Duration:** 1 combat round

**Description:** This spell changes a belt, wand, staff, or similarly long, thin item into a poisonous snake of commensurate size, with an MR equal to the caster's CHR. The snake venom doubles Spite Damage.

Alternately, the snake can be milked for one full dose of curare, after which it disappears. Milking the snake requires a L2-SR against DEX.

**Power Up?** Yes. Doubles duration with each level increase.

**Magick Umbrella [Conjuring]**

**Level:** 2      **WIZ Cost:** 2      **Range:** Touch  
**Duration:** 10 minutes

**Description:** This spell creates an invisible umbrella of force directly over the subject's head, protecting him from rain just like a normal umbrella.

**Power Up?** Yes. Double duration with each level increase.

**Necropsy [Cosmic]**

**Level:** 2      **WIZ Cost:** 13      **Range:** Touch  
**Duration:** Instantaneous

**Description:** The caster determines the cause of death of the touched corpse. This spell functions even on a bone, tissue, or other fragment of the original body. However, the magic works only if the creature touched has been dead for a number of days equal to the sum of caster's INT + LK + CHR or less.

**Power Up?** No.

**Nefarious Nail [Combat]**

**Level:** 2      **WIZ Cost:** 4      **Range:** Touch  
**Duration:** Instantaneous

**Description:** The caster touches an enemy's skin with his bare finger, causing a vicious wound to appear. The victim must make a L2-SR on LK or DEX (victim's choice) or take spite damage equal to the amount by which he failed the Saving Roll.

**Power Up?** Yes. Increase SR by one level with each level increase.

**Night Blight [Conjuring]**

**Level:** 2      **WIZ Cost:** 7      **Range:** 100 ft.  
**Duration:** 1 combat turn

**Description:** This spell creates darkness equivalent to that of a moonless night in a 10-foot radius.

**Power Up?** Yes. Double range *and* expand radius by 10 feet with each level increase.

**Nohearums [Cosmic]**

**Level:** 2      **WIZ Cost:** 5      **Range:** Personal  
**Duration:** 1 combat turn

**Description:** This spell completely silences any activity performed by the caster.

**Power Up?** Yes. Double duration with each level increase.

**Not as Bad as I Thought (NoBIT) [Cosmic]**

**Level:** 1      **WIZ Cost:** 5      **Range:** Personal  
**Duration:** Instantaneous

**Description:** Whenever a random and potentially hazardous situation is encountered, this spell can be cast before rolling to minimize the difficulty of the encounter. A suitable situation would be after a wandering monster has been met, but before rolling on the Wandering Monster table: The spell would result in the least dangerous creature being met.

*Note:* This spell is effective only in solo play.

**Power Up?** No.

**Oh, Dread [Cosmic]**

**Level:** 2      **WIZ Cost:** 3      **Range:** Personal  
**Duration:** Instantaneous

**Description:** This spell allows the caster to predict the arrival of wandering monsters, both in number and in terms of when the encounter will occur. Thus, the caster determines what the next group of monsters will be and when they will appear, but not where the monsters will show up or how tough the monsters might be.

*Note:* This spell does not function in solo play.

**Power Up?** No.

**Portal Picture [Conjuring]**

**Level:** 2      **WIZ Cost:** 4      **Range:** 20 ft.  
**Duration:** 1 turn

**Description:** This spell creates a perfect three-dimensional illusion of a passage through a wall or similar barrier. The spell lasts one turn or until someone bumps into it.

**Power Up?** Yes. Double duration with each level increase.

**Road Trip [Metabolic]**

**Level:** 2

**WIZ Cost:** 8

**Range:** Touch

**Duration:** 1 hour

**Description:** The recipient may travel at twice its normal rate. This can affect only one mode of movement at a time, but can affect any form of non-magical movement (flight, burrowing, swimming, etc).

**Power Up?** Yes. Double either duration or number of targets with each level increase.

**Slingshot [Combat]**

**Level:** 2

**WIZ Cost:** 12

**Range:** 100 ft.

**Duration:** Instantaneous

**Description:** The caster hurls a single small object or projectile, such as a rock, a coin, a dagger, or an arrow, without the need for a projectile launcher. This spell reduces the level of SR normally needed to hit the intended target by 1. If the projectile hits, it inflicts damage equal to the DEX of the caster.

This spell can be used on targets with higher WIZ than the caster, because the spell is cast on the stone, not on the target.

**Power Up?** No.



## Spell Origin – Slingshot

Slingshot is an Urook spell from the barren deserts of the Western Inlands. In a land with very little wood, hunters and fighters needed some sort of missile attack, so they developed this spell from the primitive Urook custom of throwing stones.

Legend has it that Arahk Gnakh, a cultural hero of the Urooks, first devised the spell and taught it to shamans and hunters. The Wizards' Guild records that Khara Khang brought it back to Khazan after one of his many travels.

### **Snuff [Combat]**

**Level:** 2

**WIZ Cost:** 10

**Range:** 30 ft.

**Duration:** 1 combat turn

**Description:** This spell can affect any number of targets within range, as long as the total CHR (or MR) does not exceed the wizard's INT; targets are inflicted with a sneezing fit that prevents any action for 1 combat turn.

**Power Up?** No.

### **Spatial Curvature [Cosmic]**

**Level:** 2

**WIZ Cost:** 8

**Range:** Touch

**Duration:** 1 combat turn per caster level

**Description:** Makes an object or creature appear to be about 10 feet away from its actual location. If the subject attacks (or casts offensive spells), the effect ends immediately. All melee and ranged attacks directed against the subject miss unless the attacker makes a L2-SR on INT to ignore the effects of the deceptive magic.

**Power Up?** No.

### **Summon Armor [Conjuring]**

**Level:** 2

**WIZ Cost:** See below

**Range:** Touch

**Duration:** Permanent (until used)

**Description:** This spell is cast on any single suit of armor or shield. For the purpose of this spell, "suit" can mean either an actual full suit of armor or an assortment of individual torso, arm, leg, and head armor (1 piece per type).

The affected armor disappears, and a small clay or wooden token appears in its place. When the token is snapped in half, the enchanted armor materializes immediately at the feet of whoever broke the token.

Casting this spell costs 2 WIZ plus an amount of WIZ equal to the base value of the armor to be enchanted.

**Power Up?** No

## **Spell Origin – Summon Armor**

The sages of the Vaults of Ironfang attribute this spell to Zargon Runeslayer, a human wizard from Gull. Many of his journals survived him, and it seems that he created this spell quite early in his storied career, having repeatedly found himself in need of better armor than he was able to use effectively. He used the spell quite effectively throughout the years.

Nonetheless, Runeslayer is reported to have moved on to using the Zapparmor spell, rather than this one, later in his career.

### **Super Glue [Conjuring]**

**Level:** 2

**WIZ Cost:** See below

**Range:** Touch

**Duration:** Permanent

**Description:** The caster brings any two surfaces into contact with one another while casting this spell. The magic bonds the surfaces together as if their respective items were a singular, unique item. The bond is permanent and can be broken only by magic or by extreme brute force: a SR on STR with a level equal to that of the caster detaches the two items without ruining them.

Only non-living items can be enchanted with this spell; magic items are unaffected. The total combined weight of the two items to be bonded is a maximum of 10 w.u. per caster level. Casting this spell costs 1 WIZ per w.u. of the items glued.

**Power Up?** Yes. Double maximum total weight of items with each level increase.

### **Telescope [Metabolic]**

**Level:** 2

**WIZ Cost:** 6

**Range:** Touch

**Duration:** 1 combat turn

**Description:** This spell enables the subject to see distances more clearly, as if he were only 1/4 as far away as he actually is. The spell does not allow the recipient to see in the dark or through mist, or to see invisible creatures.

This spell is, of course, very useful for reducing the difficulty of Saving Rolls needed to hit a target with ranged attacks.

**Power Up?** No.

### **Tongue Twister [Metabolic]**

**Level:** 2

**WIZ Cost:** 6

**Range:** 50 ft.

**Duration:** See below

**Description:** This spell paralyzes the vocal cords of its target if the sum of the caster's WIZ + LK + INT + CHR exceeds that same sum (or the MR) of the target. The spell lasts for a number of turns equal to the difference between the caster's WIZ + LK + INT + CHR and the target's (or the target's MR, if appropriate).

Note, however, that the caster can become the victim of his own spell if his total is inferior to his opponent's! Of course, being unable to speak makes spell-casting difficult, if not impossible.

*Note:* The Game Master may well rule that the player of a character who has been "tongue twisted" cannot speak either.

**Power Up?** No.

### **Unerring Staff [Combat]**

**Level:** 2

**WIZ Cost:** 3

**Range:** Personal (caster's weapon)

**Duration:** 2 combat turns

**Description:** The caster's club, cudgel, or quarterstaff deals a minimum of 1 point of spite damage each combat turn for the duration of this spell, as long as it is wielded by the caster. The caster may make a melee attack with the enchanted weapon in the same combat turn in which this spell is cast.

**Power-Up?** Yes. Double duration with each level increase.



### Unknot [Cosmic]

**Level:** 2      **WIZ Cost:** 5      **Range:** 15 ft.  
**Duration:** Instantaneous

**Description:** Using this spell, the caster unknots a length of rope, string, cord, chain, etc., no matter how tangled it is. The maximum length affected is 50 feet per caster level.

**Power Up?** No.

### Weathercast [Cosmic]

**Level:** 2      **WIZ Cost:** 7      **Range:** 10 miles  
**Duration:** Instantaneous

**Description:** This spell gives the caster accurate knowledge of the general weather conditions and trends within range for the next 24 hours.

**Power Up?** No.

### Wham Bam [Combat]

**Level:** 2      **WIZ Cost:** 8      **Range:** Touch  
**Duration:** 1 combat turn

**Description:** This spell doubles the base protection value of all armor worn by the subject. A shield must be targeted separately from a recipient's armor to be affected. (Note: Since the base value is changed, a warrior's Armor Bonus doubles this effect—so he effectively gains four times the usual armor points from his armor.) When the spell ends, however, the enchanted armor permanently loses 1 point from its base armor value.

Wham Bam has no effect on magic armor, nor on armor currently under the effect of another spell.

**Power Up?** Yes. Either double duration *or* add one target with each level increase.

## Play Examples – Wham Bam

### Example 1

Gimor is a warrior wearing scale armor (base armor value 13, doubled to 26 due to his warrior's Armor Bonus). His wizard ally casts Wham Bam on his armor, increasing its effective value from 26 to 52. After the spell ends, the armor magically decays to a base value of 12.

### Example 2

Alana is a wizard wearing a bronze cuirass (armor 5), a steel cap (armor 1), and a buckler (armor 3) strapped to her left forearm. She casts Wham Bam, increasing it to a 3rd-level spell so that she can affect both her armor (i.e., cuirass plus cap) and her buckler. Her total armor protection increases from 9 to 18 points of protection.

When the spell ends, however, her cuirass drops to armor 4 and her buckler to armor 2, and her steel cap is destroyed by the strain of the magic and falls to pieces (i.e., it is reduced to armor 0).

### Wind Whistle [Conjuring]

**Level:** 2      **WIZ Cost:** 14      **Range:** 100 ft.  
**Duration:** 1 turn

**Description:** This spell calls up a wind with a speed of 10 mph. The caster specifies the direction upon casting, and cannot change the direction thereafter. The caster can cancel this spell at any time.

Opposing winds of equal velocity cancel each other; a stiffer breeze will be partially negated by a lesser one, but not completely nullified.

**Power Up?** Yes. Double duration *or* wind speed with each level increase.

### Yes, Master [Metabolic]

**Level:** 2      **WIZ Cost:** See below      **Range:** Touch  
**Duration:** 1 year

**Description:** This spell can be cast only on a sentient creature that has already been subdued. While under the spell's effect, the creature obeys the caster immediately and without question.

To determine the cost of casting this spell, first calculate the victim's STR + INT + CHR (or, for a monster, simply use its MR). This spell costs 10% of that value, rounded up.

**Power Up?** No.

## THIRD-LEVEL SPELLS

### Air-Conditioned Bubble [Conjuring]

**Level:** 3      **WIZ Cost:** 10      **Range:** Touch  
**Duration:** 1 turn per caster level

**Description:** Similar to the 2nd-level spell Air Bubble, this spell creates a bubble around the subject's entire person and also regulates temperature and humidity around the subject so as to avoid the unpleasant effects of rain, storms, extreme temperatures, etc.

**Power Up?** Yes. Add one more subject *or* double duration with each level increase.

### Assay [Cosmic]

**Level:** 3      **WIZ Cost:** 6      **Range:** 20 ft.  
**Duration:** Instantaneous

**Description:** With this spell, the caster accurately determines the value of all precious metals, gemstones, objects of art, and the like within range. He can also identify fakes and mock-ups, costume jewelry, and the like.

**Power Up?** No.

### Aura of Ordinairiness [Cosmic]

**Level:** 3      **WIZ Cost:** 18      **Range:** 3 ft.  
**Duration:** 10 minutes

**Description:** This spell is effective only when cast on an enchanted or magical object. It renders the item unreadable and inert to all spells or other magical means of detecting or identifying magical items.

**Power Up?** Yes. Double duration with each level increase.

### **Black Bag [Conjuring]**

**Level:** 3      **WIZ Cost:** 6      **Range:** 90 ft.  
**Duration:** 3 turns

**Description:** This spell requires the caster to possess a small, dark-colored bag. (This item need not be costly or fancy at all.) A black cloud issues forth from the bag to form a 2-foot-thick curtain of inky black darkness. The curtain is impenetrable to vision of all kinds.

The dimensions of the curtain cannot exceed 90 square feet (i.e., nine 10-foot squares).

**Power Up?** Yes. Double the dimensions of the curtain with each level increase.

### **Blast Ye All [Combat]**

**Level:** 3      **WIZ Cost:** 12      **Range:** 50 ft.  
**Duration:** Instantaneous

**Description:** This spell is similar to the 3rd-level spell *Blasting Power* (from the core rules), but the damage is not limited to a single target. The caster may distribute the damage from this spell among any number of foes within range, and it need not be distributed evenly amongst the targets.

**Power-Up?** Yes. Double damage dice with each level increase.

### **Blood Shower [Metabolic]**

**Level:** 3      **WIZ Cost:** 22      **Range:** Touch  
**Duration:** 1 combat turn

**Description:** The affected creature begins to bleed from its various orifices, losing a number of CON points equal to the caster's level (treat these wounds as spite damage). If the spell is cast with prolonged duration, the bleeding continues and, at the beginning of each subsequent combat turn, the victim takes the same amount of CON damage.

The bleeding can be countered by a *Poor Baby* spell (though this does not heal any points of CON already lost).

**Power Up?** Yes. Double duration with each level increase.



**Book Exorcism [Cosmic]**

**Level:** 3      **WIZ Cost:** 9      **Range:** Touch  
**Duration:** Instantaneous

**Description:** This spell removes any and all malevolent enchantments, spells, and curses of a lower level from the target book. It may also be used to banish spirits from possessed books.

**Power Up?** Yes. (Casting at higher levels allows this spell to exorcise spells, curses, and book spirits of a higher level.)

**Broom! Broom! [Cosmic]**

**Level:** 3      **WIZ Cost:** 10      **Range:** Personal  
**Duration:** 10 minutes

**Description:** The caster and up to the equivalent of one human-sized passenger (so perhaps 2 hobbs or 4 leprechauns or 8 fairies) may fly upon a single staff or broom, enchanted at the time of casting, at 20 miles per hour. The flight offered by this spell provides limited aerial agility, and thus is not of much use in combat.

**Power Up?** Yes. Double duration with each level increase.

**Crossed Tracks [Cosmic]**

**Level:** 3      **WIZ Cost:** 8      **Range:** 100 ft.  
**Duration:** 10 turns

**Description:** This spell hopelessly confuses any trail left behind by the caster and up to nine other people. The trail can thereafter be followed only by someone using a Second Sight spell.

**Power Up?** No.

**Curses Foiled [Cosmic]**

**Level:** 3      **WIZ Cost:** 7      **Range:** Touch  
**Duration:** instantaneous

**Description:** This spell removes any and all harmful magicks, such as curses and other malignant spells, on the recipient as long as those spells or curses are of a lower level than Curses Foiled.

**Power Up?** Yes. (Casting at higher levels allows this spell to cancel spells, curses, and other harmful magics of a commensurately higher level.)

**Danse Macabre [Metabolic]**

**Level:** 3      **WIZ Cost:** 31      **Range:** 30 ft.  
**Duration:** 1 combat turn

**Description:** All enemies in a cubic area of 30 feet per side are forced to dance uncontrollably, with unnatural movement that stretches muscles and tears ligaments. Creatures affected by this spell are unable to take any action other than to dance (i.e., they are unable to fight).

If the spell is maintained, then at the beginning of each combat turn after the first, each affected creature must succeed at a L3-SR on DEX or take spite damage equal to the amount by which it fails the SR.

**Power Up?** Yes. Either increase the SR by 1 level *or* double the duration with each level increase.

**Dummy Talk [Metabolic]****Level:** 3**WIZ Cost:** 8**Range:** 30 ft.**Duration:** 1 turn

**Description:** This spell compels the target to speak against its own wishes. The target may attempt a L3-SR on INT to resist the impulse; if it fails, the caster can implant a number of words equal to his character level, and the then speaks those words aloud in its own voice.

Note that some things, once said, are quite difficult to take back....

**Power Up?** No.

**Fiery Dragon's Breath [Combat]****Level:** 3**WIZ Cost:** 30**Range:** Touch**Duration:** 1 combat turn

**Description:** The subject of this spell, either the caster himself or a touched creature, breathes fire like a dragon. The fiery breath strikes all targets up to 10 feet away in a direct line in front of the subject, and deals 6D6 fire damage, plus the recipient's combat adds, to each target.

While the spell is in effect, the recipient cannot speak—each time he opens his mouth, a gout of fire spurts out.

**Power Up?** Yes. Double either damage dice or duration with each level increase.

**Fireball [Combat]****Level:** 3**WIZ Cost:** 6**Range:** 100 ft.**Duration:** Instantaneous

**Description:** A glowing red sphere the size of a cantaloupe hurtles toward the target and explodes, burning one or more targets within a 20-foot radius burst. The fireball deals 6D6 points of fire damage to all affected.

**Power Up?** No.

**Flying Broom [Cosmic]****Level:** 3**WIZ Cost:** 4**Range:** Personal**Duration:** 1 combat turn

**Description:** The caster may fly upon a staff or broom at about 7 miles per hour. The flight offered by this spell provides good aerial agility, and thus is usable in combat.

**Power Up?** Yes. Double duration with each level increase.



### Freeze Ye All [Combat]

Level: 3                      WIZ Cost: 14                      Range: 70 ft.

Duration: Instantaneous

**Description:** This spell is similar to Freeze Please (from the core rules), but the damage is not limited to a single target. The caster may distribute the damage from this spell to any number of foes within range, and it need not be distributed evenly amongst the targets.

**Power-Up?** Yes. Double damage dice with each level increase.

### Gas Mass [Metabolic]

Level: 3                      WIZ Cost: 28                      Range: 10 ft.

Duration: 10 minutes

**Description:** This spell turns the subject creature into a transparent cloud of gas. The caster may end this effect at any time with a mere thought.

The gaseous creature is immune to all forms of attack (including magical ones, unless they are able to target immaterial objects and creatures) and can move freely at a running speed while floating through the air. He can pass through the tiniest of cracks, but cannot phase through solid walls or objects. While in gaseous form, the target cannot interact with items or other beings.

When the spell is cast, only the subject's body is transformed; all his equipment remains unchanged and falls to the ground. Gas Mass affects only living creatures.

**Power Up?** Yes. Double duration with each level increase.

### Goon's Gold [Conjuring]

Level: 3                      WIZ Cost: 8                      Range: 15 ft.

Duration: 1 turn

**Description:** This illusion causes all appropriately sized stones and pebbles within 15 feet of the caster to appear as gold nuggets and coins. All creatures interested in accumulating wealth (GM's discretion, but affecting most sentient creatures) must make a L3-SR on INT to avoid putting aside all other actions to pick up the gold for 1 turn.

**Power Up?** No.

### Grounded [Conjuring]

Level: 3                      WIZ Cost: 12                      Range: Personal

Duration: 1 hour

**Description:** The caster roots himself in the earth and cannot be moved against his will. Further, he is immune to electrical damage. However, while this spell is in effect, he moves only half speed: Reduce SPD by half (round down) and adjust combat adds accordingly.

**Power Up?** No.

### Hide Book [Cosmic]

Level: 3                      WIZ Cost: 10                      Range: Touch

Duration: Permanent

**Description:** This spell hides a single book from being found by any mundane means, and even by magical means of a lower level than this spell.

This spell functions only within an attuned library (see the Library Attunement spell).

**Power Up?** Yes. (Casting at higher levels makes finding the book by magical means more difficult.)

### Hide This [Cosmic]

**Level:** 3      **WIZ Cost:** 15      **Range:** 30 ft.  
**Duration:** Touch

**Description:** This spell hides any one inanimate object from sight, regardless of that object's size. The spell fades as soon as the object is touched by any living entity. For example, if a wizard casts this spell on a boathouse, the entire structure would be invisible—until the next fly bumped into it.

**Power Up?** No.

### Kaputnik [Cosmic]

**Level:** 3      **WIZ Cost:** 17      **Range:** 20 ft.  
**Duration:** Instantaneous

**Description:** This spell causes the target's armor to permanently lose all of its protection value, falling into useless, broken bits. Kaputnik does not affect magical armor, nor armor currently under the effect of another spell.

**Power Up?** No.

### Miasmal Stench [Conjuring]

**Level:** 3      **WIZ Cost:** 6      **Range:** 30 ft.  
**Duration:** 4 turns

**Description:** This spell creates a 10-foot-diameter cloud of foul-smelling gases. Those caught in the cloud must make a L1-SR on CON or lose all combat adds (or suffer a temporary -10 penalty to Monster Rating).

The cloud will dissipate normally in high winds; it is heavier than air, so it will flow slowly downhill in normal conditions.

**Power Up?** Yes. Double diameter of cloud with each level increase.

### Nauseating Retch [Metabolic]

**Level:** 3      **WIZ Cost:** 12      **Range:** Touch  
**Duration:** 1 combat turn

**Description:** The victim of this spell experiences severe gastrointestinal distress, effectively halving his movement and combat adds and doubling the level of any SR he must make. Further, while the spell lasts, the target cannot cast spells.

**Power Up?** Yes. Double duration with each level increase.

### Ouch! That Burns [Cosmic]

**Level:** 3      **WIZ Cost:** 15      **Range:** 30 ft.  
**Duration:** 1 combat turn per caster level

**Description:** This spell causes any weapon held by the target to burst into flame. The wielder takes 1D6+2 fire damage and must make a L2-SR on CON or drop the weapon immediately. If he does not drop the weapon, he takes an additional 1D6+2 fire damage each round.

**Power Up?** No.

**Painful Feelings [Metabolic]**

**Level:** 3      **WIZ Cost:** 31      **Range:** 30 ft.  
**Duration:** 1 combat turn

**Description:** The target creature experiences agonizing pain and cannot take any action, even to defend himself. The spell also inflicts 1 point of spite damage per combat turn.

**Power Up?** Yes. Double duration with each level increase.

**Palm [Conjuring]**

**Level:** 3      **WIZ Cost:** 4      **Range:** 10 ft.  
**Duration:** 3 combat turns

**Description:** The recipient of this spell may cause any fist-sized or smaller item he or she could normally carry to disappear, as if by sleight of hand. However, anyone touching or searching the caster's person finds nothing. At the end of the spell's duration (or at any time before the spell expires, if the recipient wishes), the item magically returns to the recipient's hand.

**Power Up?** Yes. Double duration with each level increase.

**Peek-a-Boo [Cosmic]**

**Level:** 3      **WIZ Cost:** 6      **Range:** 30 ft.  
**Duration:** Instantaneous

**Description:** The caster can see inside any Hidey Hole spell (see core rules) within range.

**Power Up?** No.

**Preserve Books [Cosmic]**

**Level:** 3      **WIZ Cost:** 9      **Range:** See below  
**Duration:** 5 years per level

**Description:** All books present within an attuned library at the time of casting are protected from the effects of time, aging, water, fire, and mold.

**Power Up?** Yes. Double duration with each level increase.

**Pretty Ugly [Metabolic]**

**Level:** 3      **WIZ Cost:** 6      **Range:** Touch  
**Duration:** 1 hour

**Description:** This spell either doubles or halves the subject's CHR (caster's choice). If the target is unwilling, it may make a L2-SR on CHR to avoid this effect.

**Power Up?** Yes. Double duration with each level increase.

**Re-forgery [Cosmic]**

**Level:** 3      **WIZ Cost:** See below      **Range:** Touch  
**Duration:** Permanent

**Description:** This spell instantly and perfectly repairs any damage done to metal armor or weapons. The spell costs 4 WIZ per point of damage repaired. At least 50% of the original material must be present for the spell to work.

*Special:* For dwarf spell-casters, this spell has a casting cost of only 2 WIZ per point of damage repaired.

**Power Up?** No.



### Say Cheese [Conjuring]

Level: 3      WIZ Cost: 6      Range: 30 ft.  
Duration: 1 combat round per level

**Description:** This spell produces a flash of intense light that dazzles anyone looking at the caster: Each affected creature in range must make a L2-SR on LK or lose half its combat adds; in addition, dazzled creatures have the difficulty of any SRs they must make increase by one level of difficulty.

**Power Up?** No.

### Sleep Ye All [Metabolic]

Level: 3      WIZ Cost: 15      Range: 30 ft.  
Duration: See below

**Description:** This spell is similar to Rock-a-Bye (from the core rules), but its effect is not limited to a single target. The caster's INT + WIZ + CHR must exceed the total INT + WIZ + CHR (or MR) of all targets or the spell fails.

**Power-Up?** No.

### Slip Sliding Away [Cosmic]

Level: 3      WIZ Cost: 16      Range: 30 ft.  
Duration: Instantaneous

**Description:** This spell instantly negates a Glue You or similar spell cast by a wizard with lower INT than the caster.

**Power Up?** No.

### Splint and Knit [Metabolic]

Level: 3      WIZ Cost: 7      Range: Touch  
Duration: Instantaneous

**Description:** This spell heals one broken bone in the subject instantly.

**Power Up?** No.

### Strawberry Fields Forever [Conjuring]

Level: 3      WIZ Cost: 12      Range: 10 ft.  
Duration: Instantaneous

**Description:** The spell creates a fresh and nutritious meal, which when eaten restores 1 point of CON. Further, any saves against ingested poisons or toxins made by the dining character in the next 24 hours are reduced by one level of difficulty.

**Power Up?** Yes. Double number of meals with each level increase.

### Tower of Will [Metabolic]

Level: 3      WIZ Cost: See below      Range: Touch  
Duration: 10 minutes

**Description:** The recipient of this spell is immune to all kinds of mental attack and manipulative illusions, including mind reading, psychic influence, mental control, charms, mind attacks, and the like.

To determine the casting cost (in WIZ), divide the recipient's INT by 10 and round up.

**Power Up?** Yes. Double duration with each level increase.

### True Tongue [Metabolic]

Level: 3

WIZ Cost: 8

Range: Touch

Duration: 1 turn

**Description:** This spell forces the target to speak the whole truth and nothing but the truth. The target may make a L5-SR on CHR to avoid the spell's effects.

*Note:* The caster does not know whether the spell is successful or not.

**Power Up?** No.

### Vengeance to Boot [Conjuring]

Level: 3

WIZ Cost: 16

Range: 10 ft.

Duration: Instantaneous

**Description:** This odd spell creates a gigantic, stinking, ironclad boot near the head of the intended target. The boot immediately tries to kick the victim and then disappears. The caster must succeed at either a L1-SR on DEX or a L3-SR on LK (whichever is more advantageous) to have the boot connect. If the boot hits the target, it deals 3D6 plus the caster's combat adds (and only head armor can be used to absorb this damage), and the victim is stunned for 1D3 combat turns (half movement and combat adds, double SR difficulty, and cannot cast spells).

If the boot misses, it instantly rematerializes adjacent to the caster's head and tries to kick him instead. He must make a L2-SR on DEX to avoid it.

**Power Up?** No.



### Water Washer [Cosmic]

Level: 3

WIZ Cost: 10

Range: Touch

Duration: Instantaneous

**Description:** This spell purifies a quantity of water or other potable liquid of all contaminants and toxins, magical or otherwise. The maximum amount of water affected is a number of quarts equal to the wizard's level squared; thus, a 3rd-level wizard can purify 9 quarts of liquid.

**Power Up?** No.

### Web [Conjuring]

**Level:** 3      **WIZ Cost:** 8      **Range:** 50 ft.  
**Duration:** 1 combat round per level

**Description:** This spell creates a mass of strong, sticky spiderweb-like strands that entangle those in the area unless they make a L3-SR on DEX or LK. The webs created fill an area roughly 20 feet by 40 feet. A creature can cut itself free of the web in a single combat turn using slashing weapons, but doing so requires a L2-SR on DEX to avoid becoming entangled again by loose strands; one such attempt may be made per combat turn. An entangled foe is otherwise helpless, unable to fight or flee.

**Power Up?** No.

### Wraith Mist [Metabolic]

**Level:** 3      **WIZ Cost:** 10      **Range:** Personal  
**Duration:** 3 turns

**Description:** This spell causes the caster and everything he carries to become an insubstantial, semi-visible spectral mist. Whilst in this form, the caster can move about as normal, and can even pass through cracks around windows or under doors and through keyholes and the like. However, he can affect nothing physically, nor can he enter an airtight location.

**Power Up?** No.

## FOURTH-LEVEL SPELLS

### An Itch to Die For [Metabolic]

**Level:** 4      **WIZ Cost:** 25      **Range:** 20 ft.  
**Duration:** 3 combat turns

**Description:** This spell causes an atrocious itching across the entire body of the target creature. While the spell lasts, the victim can do nothing but scratch and takes 1D6 damage per combat turn.

Note, this spell works only on living, thin-skinned opponents: It will not affect the living dead or creatures like dragons, nor birds, serpents, or aquatic creatures.

**Power Up?** Yes. Either affect one extra target *or* increase duration by 1 combat turn with each level increase.

### Arcane Woollies [Metabolic]

**Level:** 4      **WIZ Cost:** 15      **Range:** 10 ft.  
**Duration:** 1 hour

**Description:** This spell grants the recipient immunity to cold damage. If the source of the damage is magical, this spell protects the recipient only if the Arcane Woollies caster's INT equals or exceeds that of the enemy source/spell-caster.

**Power Up?** Yes. Double duration with each level increase.

**Beam of Immobility [Combat]**

**Level:** 4      **WIZ Cost:** 22      **Range:** 30 ft.  
**Duration:** Instantaneous

**Description:** The caster fires a beam of paralyzing energy at a target within range, requiring a successful SR to hit, as with a standard missile attack. If victim is struck, he is immobilized and can take no actions for 1 combat turn.

The beam has no effect against non-living creatures.

**Power Up?** Yes. Double duration with each level increase.

**Beer unt Roasted Pig (BuRP) [Conjuring]**

**Level:** 4      **WIZ Cost:** See below      **Range:** 3 ft.  
**Duration:** Permanent

**Description:** This spell summons a rather rustic but nutritious meal of strong red beer and roasted pork. The food is clean and healthy in every respect, and will spoil normally after a couple of days or so.

The caster can feed a number of human-sized creatures equal to his level; bigger and smaller creatures such as ogres and faries will devour commensurately more or less food, so account properly for size. The casting cost of the spell is equal to 8 WIZ per human-sized creature to be fed.

**Power Up?** No.

**Black Rain [Conjuring]**

**Level:** 4      **WIZ Cost:** 36      **Range:** 300 ft.  
**Duration:** 1 combat turn

**Description:** This spell creates dense, low-flying black clouds over an area roughly 100 feet by 100 feet. The clouds immediately discharge a torrential rain of black, stinking acid rain. All within the area of effect suffer 2D6 spite damage per combat turn.

Worse still, all exposed items in the area can potentially be destroyed by acid if the spell's duration is extended beyond the basic 1 combat turn, as determined by a D6 die roll, noted below.

*Soft items* (wood, bone, ivory, cloth, leather, etc.): Roll at the end of the 2nd turn, and again each turn thereafter. These items are destroyed on any result of 1–4.

*Hard items* (metal, stone, gems, etc.): Roll at the end of the 4th turn, and again each turn thereafter. These items are destroyed on any result of 1–2.

Magical items suffer only half the above chances to be destroyed (i.e., on a 1–2 for soft items and on a 1 for hard items).

**Power Up?** Yes. Double either duration *or* dimensions of cloud with each level increase.

**Blank Book [Cosmic]**

**Level:** 4      **WIZ Cost:** 12      **Range:** Touch  
**Duration:** Permanent

**Description:** This spell permanently erases any amount of the touched book's contents, as desired by the caster.

**Power Up?** Yes. (Casting at higher levels allows this spell to affect books protected by spells of a higher level.)

### Book Sight [Cosmic]

**Level:** 4      **WIZ Cost:** 11      **Range:** See below  
**Duration:** 1 turn per caster level

**Description:** The caster determines where any one book is located and may scry upon it and its immediate vicinity (i.e., in a 10-foot radius) for the spell's duration. Book Sight affects only a book within an attuned library (see Library Attunement spell).

**Power Up?** No.

### Buffoon [Metabolic]

**Level:** 4      **WIZ Cost:** 8      **Range:** 20 ft.  
**Duration:** 2 turns

**Description:** This spell reduces the victim's DEX score to 1 for the spell's duration. Characters with such low DEX scores have difficulty not walking into things; they tend to fumble held items and generally stagger around like drunkards.

If this spell fails for any reason, the caster's DEX is affected instead.

**Power Up?** No.

### Dart of Discombobulation [Cosmic]

**Level:** 4      **WIZ Cost:** See below      **Range:** 75 ft.  
**Duration:** 1 combat turn

**Description:** This spell throws a shard of magical energy at one target within range; the caster must succeed at an SR to hit, as with a normal missile weapon. If the dart hits, the target is unable to cast spells for the duration.

The base casting cost is equal to 4 x the target's level (or half its MR, if applicable). If the caster pays double this initial casting cost, the dart automatically hits the target.

**Power Up?** Yes. Increase duration by 1 combat turn with each level increase.

### Ding-a-Ling [Cosmic]

**Level:** 4      **WIZ Cost:** 18      **Range:** 50 ft.  
**Duration:** Instantaneous

**Description:** This counterspell negates a Rock-a-Bye spell (see the core rules), regardless of the caster's level.

**Power Up?** No.

### Drain Power [Cosmic]

**Level:** 4      **WIZ Cost:** 22 (but see below)      **Range:** Touch  
**Duration:** See below

**Description:** With this spell, the caster can drain WIZ from another creature and add it to his own WIZ score. As long as he maintains contact with the victim, he can "steal" 1D6+1 WIZ per combat turn from the target in this way (but note the "casting cost" explained below). When the target's WIZ reaches 0 or once the physical contact between caster and victim is interrupted, the spell ends.

The drained WIZ restores WIZ points spent by caster and can even augment his usual maximum, but when this surplus WIZ is spent, it cannot be regained. The victim regains drained WIZ at the normal rate.

The base casting cost of this spell is 22 WIZ, but it also costs 1 WIZ per combat turn to maintain the drain.

**Power Up?** No.

### Flame Out [Conjuring]

Level: 4      WIZ Cost: 10      Range: 50 ft.  
Duration: Instantaneous

**Description:** This spell extinguishes any nonmagical fire up to the size of a large bonfire (or a number of smaller blazes of equivalent total size within range, such as about two dozen torches).

**Power Up?** Yes. Double the maximum size of the fire with each level increase.

### Going the Extra Mile [Metabolic]

Spell Level: 4      WIZ Cost: 8      Range: Touch  
Duration: 1 hour

**Description:** The target of this spell may travel overland 1 mile per hour faster than his normal speed. As well, the target's SPD is increased by 1 for the duration.

This spell affects only living or undead creatures; it has no effect on a target that already has its speed enhanced by another spell or magical effect.

**Power Up?** Yes. Double duration with each level increase.

## Spell Origin – Going the Extra Mile

This spell was invented by the half-crazed half-elf wizard Wynstyn to give his racers an edge in the "Khazan 80-Mile Trek-a-thon," in which non-offensive spells up to 4th level are allowed. Unfortunately, Wynstyn's secret soon got out, and virtually everyone that participates in the race now uses this spell. Wynstyn is back to the drawing board, looking to invent another spell to give his racers an edge over those of his competitors.

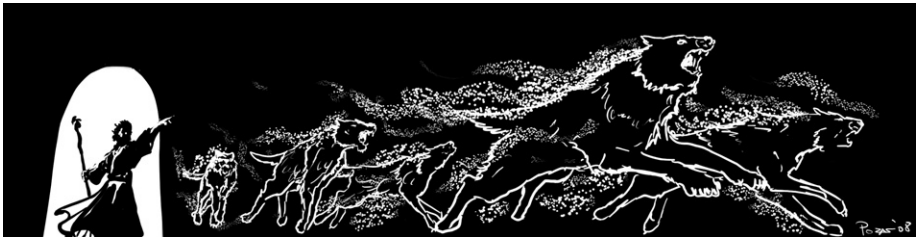
### Hungry Hunting Horde [Conjuring]

Level: 4      WIZ Cost: See below      Range: 150 ft.  
Duration: 1 combat round

**Description:** The caster summons a pack of faintly luminescent canines of his choice (wolves, wild dogs, jackals, etc.). The pack has a maximum MR of up to caster's CHR x 2; the wizard can choose the exact amount when casting the spell. For example, Blubbo Formigone has CHR 32 and can summon a pack with a MR of up to  $2 \times 32 = 64$ . The pack follows caster's commands to the best of its ability, as long as they are relatively simple (attack, return, stop, etc.).

The casting cost for this spell is equal to the MR of the hunting pack.

**Power Up?** No.



### Instant Buried Treasure [Conjuring]

**Level:** 4      **WIZ Cost:** 50      **Range:** 5 ft.  
**Duration:** 1 year and 1 day

**Description:** This spell is cast upon a collection of loot not exceeding 10 x the caster's INT in pounds; the goods sink without a trace into the ground beneath, and remain there, safe from water, worms, and other natural hazards (but not necessarily from discovery by other beings armed with spades).

The caster may recall the treasure to the surface at any time, but after a year and a day, the spell dissolves and the treasure reappears.

**Power Up?** No.

### Killer Mist [Conjuring]

**Level:** 4      **WIZ Cost:** See below      **Range:** 10 ft.  
**Duration:** 1 combat round per level

**Description:** This spell conjures a vaguely humanoid creature of animate fog, with a maximum MR equal to the sum of the caster's LK + INT + CHR. The killer mist obeys the caster's commands to the letter. The mist can be damaged only by spells due to its incorporeal nature; however, it can increase its density to manipulate solid objects and can fly at will. It can pass through holes and small openings, but cannot go through solid items or pass into a vacuum.

If the killer mist creature survives at the end of the spell, the caster must make a L4-SR on CHR. If he succeeds, the creature is dispersed again into nothingness, but if he fails, the killer mist attacks him with furious rage.

The casting cost of this spell is equal to MR of the creature evoked.

**Power Up?** No.

### Mutable Stone [Conjuring]

**Level:** 4      **WIZ Cost:** 16      **Range:** Touch  
**Duration:** 1 turn

**Description:** The caster may shape stone by hand as if it were soft clay (this does not work on magical stone).

**Power Up?** Yes. Double duration with each level increase.

### Mystic Ears [Cosmic]

**Level:** 4      **WIZ Cost:** 16      **Range:** 50 ft.  
**Duration:** 1 turn

**Description:** The caster chooses another location within range: He can hear what is happening at that location as if he were standing there.

**Power Up?** Yes. Double range *or* duration with each level increase.

### Net of Suffocation [Conjuring]

**Level:** 4      **WIZ Cost:** 40      **Range:** 30 ft.  
**Duration:** 1 combat turn per level

**Description:** This spell creates a 20-foot-diameter net of magical energy that spurts from the caster's hands to engulf all creatures in the area. Affected creatures can try to dodge the net with a L4-SR on DEX. Those who fail are entrapped and unable to take any action while the spell lasts. Moreover, they suffer 1D6 points of spite damage per combat turn as the net begins to shrink, threatening to suffocate them.

Each entrapped creature must make a SR on CON each combat round after the first, with a difficulty equal to the number of combat turns for which they have been trapped (i.e., a L1-SR on the second combat turn, a L2-SR on the 3rd, and so on). If any SR fails, the victim begins to asphyxiate and will die at the end of the combat turn if the net is not broken or dispelled before then.

The net can be ripped with brute force, requiring a L4-SR on STR (entangled victims can try this SR, but at L6), or it can be slashed with edged weapons (L2-SR on DEX, or entangled victims can try a L4-SR for same effect).

**Power Up?** No.

### **Nightmare [Cosmic]**

**Level:** 4      **WIZ Cost:** 30      **Range:** 50 ft.

**Duration:** 1 combat turn per level

**Description:** This spell causes an illusion of the target's worst nightmare to appear, be it a tiger, a shark, a giant spider, a mouse, a mother-in-law, a lawyer, etc. The target's reactions will vary, ranging from immediate flight to immediate attack.

**Power Up?** Yes. Add one additional target with each level increase.

### **One Shot, One Kill [Combat]**

**Level:** 4      **WIZ Cost:** See below      **Range:** Touch

**Duration:** 1 combat turn

**Description:** One weapon held or fired by the target inflicts maximum damage (but without any spite damage) for 1 combat turn. The spell's casting cost is 4 WIZ per die of damage normally dealt by the weapon, plus 1 extra WIZ for every 2 adds (round fractions up); thus, casting this spell on a normal broadsword—which deals 3D6+4 damage—costs 14 points of WIZ.

One Shot, One Kill can be cast on enchanted or magical weapons, but the casting cost is doubled.

**Power Up?** No.

### **Sixth Sense [Cosmic]**

**Level:** 4      **WIZ Cost:** 10      **Range:** 30 ft.

**Duration:** 1 hour

**Description:** This person renders the recipient quite incapable of being surprised by anything for as long as the spell lasts.

**Power Up?** No.

### **Smaller Is Smarter [Metabolic]**

**Level:** 4      **WIZ Cost:** 11      **Range:** Touch

**Duration:** 2 turns per level

**Description:** As the 10th-level spell of the same name in the core rules. (That spell should be 4th level, with other changes as noted above.)

The caster can end this spell at any time before its duration expires.

**Power Up?** Yes. Double duration with each level increase.



**Snooze Alarm [Cosmic]****Level:** 4      **WIZ Cost:** 12**Range:** 10 ft.**Duration:** 12 hours

**Description:** This simple warding spell, placed on a container or an opening or portal (of no larger than 10 square feet per caster level), instantly awakens and alerts the caster when any creature touches or crosses over the warded area.

**Power Up?** Yes. Double maximum size of container or portal affected with each level increase.

**Stay Cool [Metabolic]****Level:** 4      **WIZ Cost:** 15**Range:** 10 ft.**Duration:** 1 hour

**Description:** This spell grants the recipient immunity to fire/heat damage. If the source of the damage is magical, this spell protects the recipient only if the Stay Cool caster's INT equals or exceeds that of the enemy source/spell-caster.

**Power Up?** Yes. Double duration with each level increase.

**Sunlight in a Bottle [Conjuring]****Level:** 4      **WIZ Cost:** 12      **Range:** 50 ft.**Duration:** 1 turn

**Description:** This spell conjures forth a beam of full daylight in a 10-foot-radius area within range. Casting the spell requires some sort of transparent vessel (a glass bottle or jar is ideal).

**Power Up?** Yes. Double either duration *or* radius with each level increase.

**The Doctor Is In [Metabolic]****Level:** 4      **WIZ Cost:** 50      **Range:** Touch**Duration:** Instantaneous

**Description:** This spell functions as Poor Baby (see core rules), but can restore up to 25 CON points in just 1 combat turn. Before the spell is cast, all broken bones in the subject must be set, foreign objects (arrows, glass shards, gravel, etc.) removed, and the subject himself must stay still for the entire turn. Failure to properly prepare the patient may result in, at best, no healing, and at worst improper healing (e.g., a broken bone knitting at a right angle, skin growing over an embedded arrow, etc.).

**Power Up?** No.

### Under a Blazing Sun [Conjuring]

Level: 4

WIZ Cost: 17

Range: 100 ft.

Duration: 1 combat turn

**Description:** This spell makes the air extremely hot and dry in a maximum volume of 100,000 cubic feet (100 ft. x 100 ft. x 10 ft., for instance) within range. All creatures in the area take 1D6 points of heat damage, plus an additional amount equal to the armor value of all metal armor worn (excluding shields). Magical armor is treated as non-magical for the purposes of this calculation.

For example, if a delver wears a magical suit of chainmail (armor value 32), he takes additional damage as if he were wearing a normal suit of chain mail (armor value 12), for a total of 1D6+12 points of damage.

All creatures caught in the area must also make a L4-SR on STR or be severely dehydrated, losing half their Strength due to extreme heat; this condition lasts until the creature drinks at least 2 quarts of water (assuming a human-sized creature) and rests for 1 full hour.

Fire-resistant and animate non-living monsters are immune to this spell; undead creatures are immune only to the dehydration effect. Ice- and water-based creatures suffer double damage.

This spell does not work underground or after sunset, but does function normally on rainy or overcast days.

**Power Up?** Yes. Double volume of air affected with each level increase.

### Vapor Maker [Conjuring]

Level: 4

WIZ Cost: 10

Range: 30 ft.

Duration: 3 turns

**Description:** Vapor Maker creates thick fog in a 30-foot radius around the target point in space (within range). This fog is magical, and remains unaffected by high winds or other natural effects that would dissipate or move fog.

**Power Up?** Yes. Double range *or* duration with each level increase.

### Ward Warn [Cosmic]

Level: 4

WIZ Cost: 18 + cost of second spell (see below)

Range: 10 ft.

Duration: See below

**Description:** This warding spell, placed on a container or an opening or portal (of no larger than 10 square feet per caster level), is cast along with a second spell; the latter spell is held inactive, triggered when the warded area is breached.

Ward Warn lasts until discharged. It is possible for the caster to set off his own trap.

**Power Up?** No.

### Wink-Wing [Cosmic]

Level: 4

WIZ Cost: 14

Range: Personal

Duration: Instantaneous

**Description:** The caster teleports himself, along with up to 20% of his own mass in extra equipment, to any location he can see within range.

*Note:* Leprechauns (see core rules) can cast this spell for free. However, since they spend no kremm to cast this spell, they may not power it up.

**Power Up?** Double range of teleport with each level increase.

# FIFTH-LEVEL SPELLS

## Alas Poor Yorick [Conjuring]

**Level:** 5      **WIZ Cost:** 24      **Range:** 10 ft.  
**Duration:** 1 turn

**Power Up?** No.

**Description:** This spell allows the caster to speak with a dead person; the corpse or at least a skull (or similar portion of skeletal anatomy) must be present. This spell actually recalls the spirit to the dead being to its inert body, but only for the purpose of communication—the body is in no way made animate by this spell, beyond the capacity for speech.

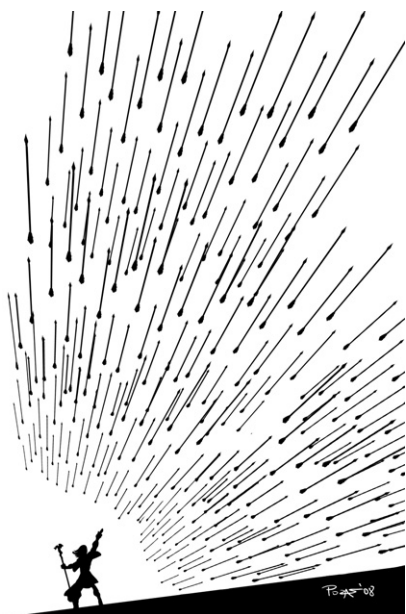
## Arrowstorm [Conjuring]

**Level:** 5      **WIZ Cost:** 34      **Range:** 100 ft.  
**Duration:** Instantaneous

**Description:** The caster causes a virtual storm of arrows to land in a 30-foot-radius area within range. All creatures in the effect must make both a L5-SR on DEX *and* a L5-SR on LK. Add up the amount by which each target fails both SRs: He takes an amount of damage equal to the sum.

For example, Ickius the Urook Warrior fails his SR on DEX by 7 and his SR on LK by 16, so he takes  $7 + 16 = 23$  damage.

**Power Up?** No.



## Back to the Grave! [Combat]

**Level:** 5      **WIZ Cost:** See below  
**Range:** 10 ft.  
**Duration:** Instantaneous

**Description:** This spell cause one target undead creature to crumble to dust; it's ineffective against any other type of monster. The casting cost of this spell is equal to the MR of the target. (If the creature has Attributes, the casting cost is instead equal to the sum of its STR + LK + CON + CHR.)

**Power Up?** No.

## Bigger is Better [Metabolic]

**Level:** 5      **WIZ Cost:** 15  
**Range:** Touch  
**Duration:** 1 turn per level

**Description:** As the 11th-level spell of the same name in the core rules. (That spell should be 5th level, with other changes as noted above.)

The caster can end this spell at any time before its duration expires.

**Power Up?** Yes. Double duration with each level increase.

**Blade of Brightness [Conjuring]**

**Level:** 5      **WIZ Cost:** 24      **Range:** Touch  
**Duration:** 1 combat turn

**Description:** This spell creates a semi-solid sword of light in the hands of the recipient. The blade can be wielded proficiently by any character and inflicts a base number of D6 equal to the wielder's level + the wielder's CHR in combat adds. Further, it emits a bright luminescence (as a torch) that terrifies enemies: Any opponent in melee with the wielder must make a L3-SR on CHR or halve its personal adds.

The Blade of Brightness does double damage against undead.

**Power Up?** Yes. Double duration with each level increase.

**Boatfoot [Metabolic]**

**Level:** 5      **WIZ Cost:** 15      **Range:** Touch  
**Duration:** 1 turn

**Description:** The recipient can walk (or run, crawl, etc.) on water.

**Power Up?** Yes. Double duration with each level increase.

**Burning Hell Within [Metabolic]**

**Level:** 5      **WIZ Cost:** See below      **Range:** 15 ft.  
**Duration:** 1 combat turn

**Description:** This spell causes the target's body to burst into flames. The victim can only twitch in agony, taking no actions, since the flames cannot be extinguished in any way (except by dispelling the spell).

The victim also must succeed at a SR on CON each round or take a number of points of CON damage equal to the caster's level and pass out due to overwhelming pain and shock: The Saving Roll starts at L1 and increases by one level for each subsequent combat turn after the first (i.e., a L2-SR in the second combat turn, a L3-SR in the third, and so on). If he saves, he takes half damage and remains conscious.

If the victim's CON is reduced to 0 or less, he has been burned to death—all that remains is a pile of ashes.

The casting cost of this spell is an amount of WIZ equal to the victim's starting CON (when the spell is cast).

**Power Up?** Yes. Double either duration *or* damage with each level increase.

**Deflect [Conjuring]**

**Level:** 5      **WIZ Cost:** 28      **Range:** Touch  
**Duration:** 10 minutes per level

**Description:** This spell creates a magical barrier surrounding the recipient's body that can deflect missile attacks—even magical attacks summoned by Conjuring spells and big missiles like boulders thrown by giants. It is also somewhat effective against ranged attacks called forth by Combat spells, such as Blasting Power or Freeze Please, but any such attack counts as 2 missile attacks against this spell's maximum. The barrier can stop a maximum number of missiles equal to the caster's level.

A creature cannot have more than one Deflect spell active at any moment.

**Power Up?** Yes. Double the maximum number of missiles deflected with each level increase.

**Defrost [Metabolic]**

**Level:** 5      **WIZ Cost:** 8      **Range:** Touch  
**Duration:** Instantaneous

**Description:** This spell heals any cold damage inflicted on a living creature, whether from natural or magical effects. This healing must occur within 2 combat turns of the cold damage.

**Power Up?** No.

**Demonic Familiar [Conjuring]**

**Level:** 5      **WIZ Cost:** 35      **Range:** Personal  
**Duration:** See below

**Description:** This spell summons a familiar that will serve the caster for 1D6 years or until released or banished. The familiar typically takes the form of a small imp, although the caster may choose another form with the GM's permission (the familiar always has a somewhat diabolic cast to its appearance, though). Regardless, the familiar has an MR equal to the caster's INT.

The familiar must feed daily upon a small quantity of the caster's blood, effectively costing the caster 1 point of CON for as long as the familiar remains.

**Power Up?** No.

**Find Answers [Cosmic]**

**Level:** 5      **Cost:** 13      **Range:** See below  
**Duration:** Instantaneous

**Description:** You immediately learn the location of any book(s) that would provide an answer to a specific question. This spell does not work if there are no books present capable of providing an answer.

Find Answers functions only within an attuned library (see Library Attunement spell).

**Power Up?** No.

**Fire Vision [Conjuring]**

**Level:** 5      **WIZ Cost:** 26      **Range:** 5 miles  
**Duration:** 1 turn

**Description:** The caster may scry via fire: He looks into one fire and thereby can see and hear out of any one other fire within range. When casting this spell, he learns the location of all other fires in range; using this spell can be a rather "hit and miss" proposition if many fires are nearby.

**Power Up?** Yes. Double either range *or* duration with each level increase.

**Flower Power [Metabolic]**

**Level:** 5      **WIZ Cost:** 28      **Range:** Personal  
**Duration:** 1 turn

**Description:** All creatures within 50 feet (including the caster) desire nothing but peace, sweetness, and harmony. Fighting is out of the question.

**Power Up?** Yes. Double either range *or* duration with each level increase.

**Fury of the Berserker [Metabolic]**

**Level:** 5

**WIZ Cost:** See below

**Range:** Touch

**Duration:** 1 combat turn per level

**Description:** The recipient triples his personal combat adds. While this spell is in effect, the recipient falls into a blood rage and attacks all enemies to death; he won't retreat under any circumstance, and is immune to fear effects. The caster may end this spell freely, but must touch the recipient once again to do so.

The casting cost of this spell is an amount of WIZ equal to the recipient's STR score.

**Power Up?** No.

**Glow [Metabolic]**

**Level:** 5

**WIZ Cost:** 10

**Range:** Touch

**Duration:** 1 turn

**Description:** The recipient glows with the intensity of a torch. Those touching him take 1D6 heat damage, while those grappling or being grappled by him take 3D6.

**Power Up?** Yes. Double duration with each level increase.

**Head Gauge [Cosmic]**

**Level:** 5

**WIZ Cost:** 20

**Range:** 100 ft.

**Duration:** Instantaneous

**Description:** The caster learns whether the target is suffering from demonic possession, psychic control, mental illness, or any other such effect. Head Gauge does not allow the caster to read the thoughts of the target.

**Power Up?** No.

**Infestation of Flesh-Eating Worms [Conjuring]**

**Level:** 5

**WIZ Cost:** 26

**Range:** 10 ft.

**Duration:** Instantaneous

**Description:** This spell summons a colony of flesh-eating parasites to infest the target. The victim suffers 1 point each of CON and ST damage every day thereafter; lost points can be restored only after curing the infestation (which requires a Healing Feeling spell or the like, or adequate therapy prescribed by someone with an appropriate Healing or Medicine talent).

**Power Up?** No.



**Lock Bomb [Cosmic]**

**Level:** 5      **WIZ Cost:** 20      **Range:** Touch  
**Duration:** 3 turns

**Description:** This spell locks and traps any structure having a visible lock. When anyone tries to open this trapped lock, it explodes in a 10-foot radius, dealing damage equal to the caster's INT to all in the area. Those affected may make a L3-SR on DEX to take only half damage.

**Power Up?** No.

**Maxi-Toxi [Cosmic]**

**Level:** 5      **WIZ Cost:** 15      **Range:** 20 ft.  
**Duration:** Instantaneous

**Description:** This counterspell instantly and completely negates any spell that damages, hinders, or incapacitates its victims via gas, mist, fog, or the like. It has no effect on any damage a creature might already have suffered from the harmful spell, such as from corrosive or poisonous gas, for instance.

**Power Up?** No.

**Moon Banish [Cosmic]**

**Level:** 5      **WIZ Cost:** 20      **Range:** Personal  
**Duration:** 1 hour (or until dismissed)

**Description:** A lunar eclipse affects the area within a 1-mile radius of the wizard. This spell functions only at night.

**Power Up?** Yes. Double duration *or* radius with each level increase.

**Peek\* [Conjuring]**

**Level:** 5      **WIZ Cost:** 15      **Range:** 10 ft.  
**Duration:** 1 turn

**Description:** This spell renders any material perfectly transparent. The maximum thickness of the material affected is 1 foot, and maximum diameter of the surface area is equal to the wizard's level in inches.

**Power Up?** Yes. Double duration *or* maximum thickness with each level increase.

\* This spell is sometimes called "Transparency."

**Rag Doll [Cosmic]**

**Level:** 5      **WIZ Cost:** 30      **Range:** Touch  
**Duration:** Instantaneous

**Description:** This powerful curse paralyzes the victim from the neck down. The effect is permanent, but can be dispelled.

**Power Up?** No.

### Scalding Moonlight [Combat]

Level: 5

WIZ Cost: 25

Range: Personal

Duration: Instantaneous

**Description:** All creatures within 100 feet of the caster (but not the caster himself) suffer heat damage equal to 5D6 + the caster's combat adds. Undead take double normal damage.

This spell can be cast only outdoors and under moonlight.

**Power Up?** No.

### Shooting Star [Conjuring]

Level: 5

WIZ Cost: 31

Range: 40 ft.

Duration: Instantaneous

**Description:** This spell hurls a blazing shooting star at one target within range. The caster must make an SR to hit as normal with missile attacks, but the difficulty is halved due to magical nature of the attack. If the shooting star hits, the target suffers a number of damage dice equal to the caster's level, plus the caster's combat adds; all creatures within 10 feet of the target take one-half of that amount of damage. If the attack misses, the primary target takes half damage and the secondary targets take none.

**Power Up?** No.

### Stone You! [Combat]

Level: 5

WIZ Cost: 20

Range: 70 ft.

Duration: Instantaneous

**Description:** Rocks and rubble (roughly fist-sized and smaller) within 50 feet of the target leap off the ground and hurtle toward him. The target takes 6D6 damage + the caster's combat adds; the GM may reduce or increase the base damage by up to 4D6 depending on the surrounding terrain (rough terrain or many broken bits of hard/sharp material would deal more damage, while relatively clear terrain or bare floors would deal less).

**Power Up?** No.

### Think Link [Cosmic]

Level: 5

WIZ Cost: 20

Range: 70 ft.

Duration: 1 turn

**Description:** This spell allows the caster to converse telepathically with one creature in range. The target must be known to the caster or else be in line of sight.

**Power Up?** Yes. Double either range *or* duration with each level increase.

### Transgender [Metabolic]

Level: 5

WIZ Cost: See below

Range: Touch

Duration: Permanent (until dismissed)

**Description:** The target creature changes its gender permanently (i.e., men become women, and vice versa). The target retains all abilities, memories, capabilities, kindred, type, possessions, etc. The caster can reverse this spell at will by touching the target again. Otherwise, the spell can be reversed only by another casting of Transgender or by dispelling it.

Casting this spell costs an amount of WIZ equal to the sum of the target's Attributes.

**Power Up?** No.



### Trust Me [Metabolic]

Level: 5      WIZ Cost: 30      Range: 10 ft.  
Duration: See below

**Description:** This spell causes its target to happily believe whatever the caster says while the spell lasts. However, if the target's INT + LK + CHR (or its MR, if it's a monster) is equal to or greater than the caster's INT + LK + CHR + WIZ, the spell fails automatically and the intended target is aware that an unfriendly spell was cast against him (and will likely seek redress against the caster with a large, knobby club).

This spell lasts a random 1D6 hours, making any reliance on it somewhat risky after extended periods.

**Power Up?** No.

### Untap the Life Force [Metabolic]

Level: 5      WIZ Cost: See below      Range: 10 ft.  
Duration: Instantaneous

**Description:** This powerful spell enables the caster to fully heal himself or another creature within range, with a small catch. The target's CON is immediately restored to its maximum value, less 1D6 points; however, these remaining 1D6 points are permanently subtracted from the target's CON (so, in effect, his currently healed CON value becomes his new maximum).

Further, each time the caster uses this spell on another creature, he takes damage equal to the WIZ cost of the spell (although this damage can be healed normally).

The casting cost of this spell is an amount of WIZ equal to the target's starting maximum CON.

**Power Up?** No.

### Wiz-Speak [Cosmic]

Level: 5      WIZ Cost: 30      Range: Personal  
Duration: 1 hour

**Description:** This spell allows the caster to understand and to be understood by any listener within speaking range—the Universal Translator!

**Power Up?** Yes. Double duration with each level increase.



## SPELL LISTS (BY LEVEL)

Spells appearing below in *italics* are from the core rules.

An asterisk (\*) indicates a spell that has been revised in this book, replacing or modifying a spell from the core rules.

### First-Level Spells

Alarum  
Are You Listening?  
Blank Script  
Bug Plague  
*Call Flame*  
Call Ice  
Call of the Wild  
*Call Water*  
Cloud o' Dust  
Cold Drunk  
Complete Drip  
Copycat  
*Crème de la Kremm*  
*Dem Bones Gonna Rise*  
*Detect Magic*  
Detect Miracle  
Determine Topic  
Do Over!  
Find Book  
Good Night  
Got a Match?  
Ground Rule Double  
Hello Sunshine  
*Hocus Focus*  
*Hold That Pose*  
Hotfoot  
Illuminate Writing  
Impress Idea  
Itch & Scratch  
*Knock Knock*  
*Know Your Foe*  
*Lock Tight*  
Nameless Visage  
Nofeelums  
Now That's a Close Shave!  
*Oh Go Away*  
*Oh There It Is*  
Overkill  
Power Strike  
Psychic Compass  
Scribing Quill  
Shimmering Eyes  
*Sparkle*  
Sparkly Ball

Skyhole  
Spit in Your Eyes  
*Suppress Kremm*  
Sun Lotion  
*Take That You Fiend!*  
Take That You Fiends!  
*Teacher*  
*That's a Natty Beard*  
You Clot  
*Vorpal Blade*  
Washing Gizmo  
Whisper  
*Who's There?*  
*Will-o-Wisp*

### Second-Level Spells

Air Bubble  
All-Seeing Codex  
Antsy  
Arrow, Arrow, Straight and True  
Bat Sight  
Bind Book  
*Cat Eyes*  
Chameleon  
Concealing Cloak  
Counterfeit  
Curse Book  
Curse You  
Delay  
*Ding-a-Ling*  
Double Trouble  
*Dura-Spell Battery*  
Eeek!  
Electric Shock  
*Find Object*  
Finger-Spell  
Flame Flick  
Free Book  
Giggler  
*Glue You*  
Haute-Couture  
*Hidey Hole*  
Hot Stuff  
Ice Storm  
Jeeves  
L, For El-ven Lover  
*Little Feets*  
Magic Fangs  
Magick Umbrella  
*Mirage*  
Necropsy  
Nefarious Nail  
Night Blight  
Nohearums

Not As Bad As I Thought  
Oh, Dread  
*Omnipotent Eye*  
*Poor Baby*  
Portal Picture  
Road Trip  
Slingshot  
Snuff  
Spatial Curvature  
*Spirit Mastery*  
Summon Armor  
Super Glue  
Telescope  
Tongue Twister  
*Unerring Blade*  
Unerring Staff  
Unknot  
*Unlucky Bees*  
Weathercast  
Wham Bam  
*Whammy*  
Wind Whistle  
Yes, Master

### Third-Level Spells

Air-Conditioned Bubble  
Assay  
Aura of Ordinariness  
*Befuddle*  
Black Bag  
Blast Ye All  
*Blasting Power*  
Blood Shower  
Book Exorcism  
Broom! Broom!  
Crossed Tracks  
Curses Foiled  
Danse Macabre  
*Devoted Rain Cloud*  
*Dis-Spell*  
Dummy Talk  
Fiery Dragon's Breath  
*Find Person*  
*Fire at Will*  
Fireball  
*Firestorm of Protest*  
*Fly Me*  
Flying Broom  
*For What It's Worth*  
*Freeze Please*  
Freeze Ye All  
Gas Mass  
Goon's Gold  
Grounded

*Hard Stuff*  
*Healing Feeling*  
Hide Book  
Hide This  
Kaputnik  
Miasmal Stench  
Nauseating Retch  
Ouch! That Burns  
Painful Feelings  
Palm  
Peek-a-Boo  
Preserve Books  
Pretty Ugly  
Re-forgery  
*Rock-a-Bye*  
Say Cheese  
*Shield Me*  
Sleep Ye All  
Slip Sliding Away  
*Slush-Yuck*  
Splint and Knit  
Strawberry Fields Forever  
Tower of Will  
True Tongue  
Vengeance to Boot  
Water Washer  
Web  
Wraith Mist

#### **Fourth-Level Spells**

An Itch to Die For  
Arcane Woollies  
Beam of Immobility  
Beer unt Roasted Pig  
Black Rain  
Blank Book  
Book Sight  
Buffoon  
Dart of Discombobulation  
Ding-a-Ling  
*Double-Double*  
Drain Power  
*Dum-Dum*  
Eeek!  
Flame Out  
Going the Extra Mile  
Hungry Hunting Horde  
Instant Buried Treasure  
Killer Mist  
Mutable Stone  
Mystic Ears  
Net of Suffocation  
Nightmare  
One Shot, One Kill  
*Protective Pentagram*

Sixth Sense  
Smaller Is Smarter\*  
*Smog*  
Snooze Alarm  
Stay Cool  
Sunlight in a Bottle  
The Doctor Is In  
*Too-Bad Toxin*  
Under a Blazing Sun  
*Upsidaisy*  
Vapor Maker  
Ward Warn  
Wink-Wing

#### **Fifth-Level Spells**

Alas Poor Yorick  
Arrowstorm  
Back to the Grave!  
Bigger Is Better\*  
Blade of Brightness  
Boatfoot  
*Breaker Breaker*  
Burning Hell Within  
*Dear Lord*  
Deflect  
Defrost  
Demonic Familiar  
*ESP*  
Find Answers  
Fire Vision  
Flower Power  
Fury of the Berserker  
Glow  
Head Gauge  
Infestation of Flesh-Eating  
Worms  
Lock Bomb  
Maxi-Toxi  
*Mind Pox*  
Moon Banish  
Peek (or Transparency)  
Rag Doll  
*Resist Magic*  
Scalding Moonlight  
*Second Sight*  
Shooting Star  
Stone You!  
Think Link  
Transgender  
*Trollgod's Blessing*  
Trust Me  
Untap the Life Force  
Wiz-Speak  
*Zingum*

#### **Sixth-Level Spells**

*Blue Shirt of Life*  
*Mystic Visions*  
*Porta-Vision*  
*Reversal of Fortune*

#### **Seventh-Level Spells**

*Invisible Wall*  
*Zappathingum*

#### **Eighth-Level Spells**

*Imafrawg*  
*Zapparmor*  
*Zombie Zonk*

#### **Ninth-Level Spells**

*Death Spell #9*  
*Medusa*  
*Mortal Source*  
*Pygmalion*  
*Yerafrawg*

#### **Tenth-Level Spells**

*Blow Me To...*  
*Hell Bomb Burst*  
*Wizard Speech*

#### **Eleventh-Level Spells**

*Blow You To...*  
*Cut the Cord*  
*Ghostly Going*

#### **Twelfth-Level Spells**

*Banishing*  
*Nefarious Necromancy*  
*Omniflex*

#### **Thirteenth-Level Spells**

*Born Again*